

DUNGEONS

THE DRAGONING

40,000

7th Edition



In the grim darkness of the Great Wheel, there is only war.



ROLEPLAYING IN THE GRIM DARKNESS OF THE GREAT WHEEL



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Version 1.2

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This is intended as a work of parody and should not be mistaken for a real roleplaying game. It's a monster made from the corpses of a dozen roleplaying games, animated by a vital spark that knows only darkness and terror.

That said, everything in here is copyright LawfulNice. If it's original. If it's shamelessly stolen, then I take no credit. All credit goes to original source, etc.

Anyway, have fun, and don't take roleplaying too seriously!

Special Thanks:

Gary Gygax - Your rapidly-spinning corpse is providing megawatts of clean electrical power, helping us create a greener, better future!

Jane, James, Tony, Ai, and Michael

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If you cry when you lose a character, get lost - you're going to cry. If it hurts your fragile sensibilities to see your favorite character get pounded unmercifully by horrorterrors from beyond the Crystal Spheres, you'd better look the other way. If you've ever whined the words "That's too powerful," then put the book down slowly and walk away before making eye contact with anyone or they'll realize your voice hasn't changed yet.

This game is about aggression. This is the game of Immortal on Immortal combat. This is magic power hopped up on steroids. This is **DUNGEONS THE DRAGONING** - the roleplaying game that kicks so much ass it's accidentally branded every donkey from here to the Shire.

We didn't set out to reinvent the wheel with this game - we just covered it in skulls and eagles, threw it into space, and used it to slay a Void Dragon.

DUNGEONS THE DRAGONING is simple. It's easy to learn. It has no THAC0, no heavy arithmetic, and doesn't require constant trips to the rule book. At the same time, the options it gives you give it great depth. The ability to unlock combinations of abilities and spells and skills is practically limitless. For every perfect strategy, there is a foil. For every immovable object, there is an unstoppable force. Just when you think you've got it all worked out, you'll be blindsided by something you never saw before. The more you dig, the more you'll find.

DUNGEONS THE DRAGONING favors the aggressor. You've got to fire the first shot if you want to land on top! Too many games set players up to be timid, afraid of a little insanity or resting every few minutes to rest in a secret tent. Players are afraid to go all out and use their big powers just in case they need it later.

Not in **DUNGEONS THE DRAGONING**! If you wait for your opponent to come to you, you're going to get purged and cleansed. You've got to have balls to play this

game! You've got to charge your opponent and hang it all out there! You've got to break his formations. You've got to be relentless. Show them what a really pissed off immortal hero can do. Anything less, and you'll be hamburger.

You're playing with power now. Don't be afraid - Few things are more satisfying than tearing apart an entire army with an Aasimar in powered armor, or slaying a dragon with death-defying acrobatics and sword skills. Try chaining together the special abilities of a few Swordsman Schools, or abusing Porte for fun and profit. It's almost more fun than you should be allowed to have with a roleplaying game.

The rules in this book deliver on every level. Your character will radiate power like none other. We're pouring so much badass into this book that if you bump it too hard, Vin Diesel will fall out of solution.

This is a new era in tabletop roleplaying games. This is a game made for you, by people like you. It's not a load of sterilized mass market drek designed by a room full of corporate meatplows. This is raw. This is brutal. This is **DUNGEONS THE DRAGONING**.

So play like you've got a pair or put down the dice and go find a My Little Pony doll.



For ten thousand years, the Lady of Pain has silently ruled the city of Sigil, master of the hub of the Portal network despite the petty wars of the gods. The city of Sigil is the largest metropolis in the Astral Sea, untold millions making sacrifices to sustain it and ensure the continued survival of their people in the face of a hostile multiverse. From hundreds of Crystal Spheres, teeming with the Clueless and monsters, refugees and oppressors alike come to find their place in a larger galaxy, to find treasure fame and fortune amongst the planes. Beset on all sides by foes of such malice it would sear a man's soul to know but a fraction of their blasphemies, only the strongest and most ruthless survive. Foes from within and without seek to overthrow the Lady's rule, throwing themselves on the Throne of Blades in vain efforts to destroy in a moment the eons of her rule. The Great Devourer comes from the Far Realm beyond the Astral Sea, driven to consume all before it and Ork savages surge from their barbaric empires to pillage and slaughter. The vengeful Eldarín cite prophetic visions as they raid and destroy even their own cousins, and an ancient evil arises from tombs sealed at the dawn of creation.

In the grim darkness of the great wheel, there is only war.



I

INTRODUCTION

Welcome, friends. You hold in your hands a roleplaying game, one that asks you a very important question. Is a man not entitled to the grandest of adventure? 'No!' says the man with the neckbeard, 'it would be unbalanced.' 'No!' says the man in the high heels, 'it wouldn't be deep enough.' 'No!' says the man on the internet 'the new edition ruins everything forever.' I rejected those answers; instead, I chose something different. I chose the impossible. I chose... **DUNGEONS THE DRAGONING**, a game where the fighter would not fear the wizard, where the cleric would not be nerfed, where the great would not be constrained by the small! And with the roll of your dice, **DUNGEONS THE DRAGONING** can be your game as well.

WHAT IS A ROLEPLAYING GAME?

Right about now you might be wondering just what a roleplaying game is, and what you need to jump into the action. Well, it's part creative workshop, part improvised theatre, and part game of wits. There is no

board or play pieces (though sometimes you might use a play mat to better illustrate complex areas in the game world). Most of the time, the action takes place in your mind, which is why a Roleplaying Game is so special. You aren't limited to the spaces on a board - you can go anywhere and do anything you can think of.

This book will show you everything you need to know to build a Hero, so you can take on his role at the center stage of a dramatic story. You are always in control of your character - what they say, what they do, how they look, those are all things that are ultimately up to you.

Before you begin, you and your roleplaying group have to make a very important decision: who is going to be the Story Master? The Story Master (referred to as the SM) is the referee and the lead storyteller, the person in charge of running the game. The SM does not play as others do. Instead, he presents the stories and situations, describes the wonders and perils of the Great Wheel, plays other characters and adjudicates the rules. The SM is the most important member of your group, so choose wisely. The SM ought to be fair-minded, well spoken and imaginative.

THE ROLL AND KEEP SYSTEM

D:TD uses ten-sided dice. Whenever the Story Master tells the player to make a Test, the player rolls a number of dice, throws them, and counts up the results. You almost always want to roll high, so rolling more dice is good.

There are two kinds of dice you'll need to keep track of: Rolled and Kept. To make a Test, you roll a number of dice and then keep only some of them. For example, a Test might ask you to roll five dice and keep three. You'd roll a total of five dice and keep the highest three, adding them together. The two lowest dice would be discarded. The shorthand for this is XkY. For Roll five, Keep three, it would be 5k3.

Whenever you roll a 10 on a die, that die explodes. You reroll the die and add it to the result. For example, if you roll a 10, then reroll it and get a 6, that single die rolled a 16. If you roll consecutive 10s, continue rolling until you get a result other than 10, then add all the results together for the total. No matter how many times it explodes, it only counts as one die for the purposes of number of dice kept.

All Tests are made against a target number. If the result is greater than that target number, then the Test is successful. If not, the action fails.

WHAT YOU NEED TO PLAY DUNGEONS THE DRAGONING

When you're ready to start playing **DUNGEONS THE DRAGONING**, you'll need a few things:

- *This Rulebook
- *Three or more people to play the game
- *A quiet place to play
- *Three or four hours of gaming time
- *Some ten-sided dice.
- *Paper
- *Pencils and an eraser

In the back of this book is a character sheet which is ideal for use with this system. You might want to make a few copies of it, enough for everyone to have one, though it's easy enough to just write things down without one if you don't have a spare sheet handy, so it's not essential.

Raises and Checks

For most Tests, it's just enough to know if you succeeded, but sometimes it's good to know just how well you succeeded or failed. This is particularly important with social skills, such as Charm and Persuasion, as well as certain combat situations, such as firing a gun capable of automatic fire.

Measuring raises is straightforward. After the roll is made, compare the total against the Target Number of the Test. For each 5 points by which the TN was exceeded, one raise is achieved. Conversely, for each 5 points by which the Test failed, you have a Check.

If a feat or ability would give you a free raise to a Test, that free raise only applies if the Test is successful.



II

CHARACTER CREATION



In DUNGEONS THE DRAGONING, you take the role of a hero, someone who has been put at the reigns of destiny thanks to the circumstances of their birth, the patronage of dark gods, or simply dumb luck and an ability to capitalize in it. You are one in a million, with abilities and powers beyond those most can even imagine. Perhaps you'll seek out justice, or power, or just the cold comfort of gold.

You and your Party, your fellow Heroes, will be faced with some of the greatest challenges in the Great Wheel, quests and opponents that would crush lesser men and nations alike. There is no hero who is unwilling or unable to use the power they wield - someone who shirks away from their desires and their destiny is unworthy of being a Hero.

Despite all of your power and abilities, though, remember that it is not going to be an easy task to achieve your destiny. At the earliest stages, you will be little better than an experienced warrior, scholar, or thief. You'll need to use your wits, luck, and the skills of your companions to survive. The longer the last and the stronger you become, the greater the foes you will be asked to face. There has never been a hero who has known peace.

When you die, you will be remembered. Perhaps for great deeds, perhaps for terrible ones, but there will be those who know your name. Your struggle, your triumph, your failure - these are the things that will become the legends of the next age.

CREATING A HERO

To get started on your quest, you need to make your Hero, also known as your character (or Player Character, or PC). Creating your Player Character is a simple process that many people find fun in itself. As you go through this chapter, you'll find the tools to construct an interesting persona with a history, attachment to the world, and beliefs. Be aware, there may be many unfamiliar terms ahead, but have no fear - everything will get explained, if not here then in a later chapter as you explore the rest of this rulebook.

Before you get started, you'll want to gather some supplies - a character sheet, a pencil, and an eraser. It's best to write everything in pencil to start with, as it's likely you'll end up changing or scrapping things as you go along. You may also like to have some spare scraps of paper to take notes. It's also useful to get together with the group you'll be playing with when you make your character, so you

can make sure your Heros all complement one another.

There are a number of simple steps you should follow whenever you are creating a new Hero. Each step is relatively simple, consisting of making a few choices and recording your selections onto your character sheet. Each stage in the character creation process is as follows.

Step Zero: Character Concept

Before filling in even a single dot on your character sheet, think of a concept. You don't need to know every detail of your hero's life right now, just a general feel for who they are and their current place in the world. Decide on something you'll enjoy playing for the long haul. As you progress through character creation, you may alter this concept to suit your needs or wants, but it's a good idea to start somewhere instead of just picking things at random. Your Story Master may restrict some options, for example disallowing some races or Exaltations, so make sure they approve your concept.

Step One: Starting Scores

Now it's time to actually get some dots down on that sheet. The first step in determining a character's primary numeric traits is to prioritize their Characteristics. Characteristics are the natural abilities and raw 'stuff' the character is made of. How strong is a character? How smart? How quick? Characteristics take all these and more into account. All DUNGEONS THE DRAGONING characters have nine Characteristics, which are divided into three categories: Physical (Strength, Dexterity, Constitution), Social (Charisma, Fellowship, Composure), and Mental (Intelligence, Wisdom, Willpower).

First the player must select which group of Attributes is his character's strong suit (primary). Then select the group at which the character is average (secondary). Finally, the remaining group is designated as the character's weak point (tertiary). Is your character

a gruff lone wolf, strong but silent? Is she a flirty sorceress that's great with people but terrible at heavy lifting? This is the time to decide.

All DUNGEONS THE DRAGONING characters start with one dot in each of the nine Characteristics. A character's priorities determine how many dots the player may allocate to that cluster of Characteristics. A player may put six dots in his primary group, four dots to the secondary group, and two in their tertiary group. You may not bring any Characteristic to five in this step, though other sources - like a racial bonus to a Characteristic - can increase it later during character creation.

Next come skills. They are also divided into three groups, Mental, Physical, and Social. Mental skills are modified by Mental Characteristics and represent knowledge and learning. Physical Skills represent inherent skills and training. Social skills are, of course, all about your ability to deal with people.

Like Characteristics, skills are also prioritized during character creation. Select primary, secondary, and tertiary groups here. Note that they don't have to be the same as your Characteristics - a character with a tertiary Physical Characteristics can have a primary Physical Skills, for example. All skills



start at zero dots. The primary group gets eight dots to distribute, the secondary gets six, and the tertiary gets four dots.

No skill can be raised above three dots during this step - experts don't grow on trees, not even among starting heroes. You can naturally raise them later, of course.

EXPERIENCE POINT BUY

As an alternative to the method presented here for determining starting skills and characteristics, here is another option:

In step one, instead of distributing dots among your skills and characteristics, your characteristics start at 1 and you are given XP to spend to improve your scores. You are not given starting XP during step seven, but can reserve up to 10% of your starting XP to spend on feats, assets, backgrounds, and so forth.

The amount of XP you get is determined by the GM. The mid power option below will create characters on-par with characters created by the default method.

Low Power: 3000 XP

Mid Power: 4000 XP

High Power: 5000 XP

Step Two: Choose your Race

Now you'll want to choose a race. There are a number of different races in DUNGEONS THE DRAGONING, each one with a unique ability and bonuses to Characteristics and Skills. Any race can do well with any Exaltation and Class, though some are obviously better than others. Halflings, for example, can make excellent fighters, but their small size will naturally make them more fragile than a Dragonborn fighter.

Your character's race gives you plenty of clues as to what sort of person they are, how they feel about characters of other races, and what kind of motivations they might have. Remember, however, that each character is more than just a member of their race. A Hero is by definition removed from the norm of their society, and so regardless of what their race may be like, they can be and do anything.

A quick rundown of the Races:

Humans - Newcomers to the Great Wheel's larger scene. Reckless, brave, and versatile.

Aasimar - Servants of the Blessed Pantheon, created through their blessings.

Tieflings - Twisted mirrors of the Aasimar created by the powers of Chaos.

Eldarin - Among the oldest of races, wise wanderers with no homeland.

Dark Eldarin - Raiders and pirates that live in a hidden city in the Warp.

Elves - Distant relatives of the Eldarin that have grown close to nature.

Orks - Brutal warlike people who wage war unending against all that they can.

Dragonborn - Proud and vain servants, the remnants of a lost Empire of Dragonkind.

Squats - Tough and stocky folk who believe in tradition and drinking.

Halflings - Small people who have gotten everywhere and take all your things.

Tau - Mysterious people from a tiny Empire that is cut off from the rest of the Wheel.

Gnomes - A race with a supernatural ability to work with machines.

Step Three: Choose your Exaltation

A hero can be many things. But one thing a real Hero isn't is a mere man. Even the newest hero has been touched by the supernatural. Like Races, there are a number of choices. Any Race can develop any sort of Exaltation. Most Exaltations are better at one type of role than another - Atlanteans are excellent mages, for example - but they don't restrict your choices.

Your Hero's exaltation says a lot about him, as much or more than his race. Each Exaltation has a special list of abilities and powers that can improve over time. It's worthwhile to spend some time reading over them in their own chapter before deciding.

A quick rundown of the Exaltations:

Vampire - Cursed by the spilled blood of Khaine, they feed upon the living.

Werewolf - Blessed or cursed by Luna, Werewolves can change their shape and

walk the spirit world.

Atlantean - One of the Syrne, reincarnated in a new body with shadows of their old memories.

Paragon - Simply the best and the brightest of their race, demigods and kings.

Chosen - Those who have devoted themselves fully to a god, or simply given power at a whim.

Promethean - A created being, the essence of a person in a body of iron.

Daemonhost - One of the poor souls who have had their spirit torn out and a daemon take its place.

Step Four: Starting Class

Where your Race and Exaltation are who and what you are, your Class is what you've learned to do. It's the skills and tricks you've picked up, representing training as a warrior, wizard, priest, and so on. Each Hero begins play in a Class. Your choice of class is very important - you can only use Experience Points to purchase Advances that are on your Class List.

Classes are gone into in more detail in their own section, including taking multiple classes, advancing to higher class Levels, and just what classes really mean. Each class, though, offers a host of abilities and powers for your character. Most come in the form of Feats, Magic, and Fighting Styles. Look over things carefully before making a decision.

Step Five: Backgrounds

Backgrounds are just what they sound like, a quantification of a character's backstory. They can include the ties a character has with an organization, people that they talk to or get help from, pure fame, and so forth. Each character begins with seven dots to spend on backgrounds. No background may be raised above three dots without spending Experience Points, and Experience Points may only be spent to improve Backgrounds during character creation.

The Backgrounds are:

Allies - People willing to help you.

Artifact - Your character has a magical item. A character may not begin play with more than five dots worth of artifacts.

Backing - Being a ranking member in an organization.

Contacts - Being able to find someone to help you, at a price.

Fame - How well people know of you.

Followers - Loyal assistants who are devoted to you.

Holdings - Owning large property like a business or ship.

Inheritance - Having the epic loots.

Mentor - Unlike most, you actually have someone who is guiding you on the Hero's path.

Status - Other Heros have heard of your deeds.

Wealth - Having liquid resources, and your expected lifestyle.

Step Six: Alignment

Every character has an alignment to a god. Maybe they're truly devoted to that god. Maybe they just think he has some good ideas. Whatever god your character chooses as his alignment, that decides the moral code he lives by, his Devotion. Your devotion starts at 6. Things are more fully explained in the appropriate section, but here are the basics on each god:

THE RUINOUS POWERS

Khorne - The blood god, he fights for honor, glory, and the love of battle.

Slaanesh - A god of excess and personal enjoyment.

Tzeentch - The god of change and hope, but mostly pretending you plan things.

Nurgle - The god of decay and despair. He loves his followers.

Malal - Self-destructive god of unfocused devastation.

THE BLESSED PANTHEON

Sigmar - Crusading god of protection and smiting evil.

Bahamut - The god of nobility, the

Divine Right, and bravery.

Pelor - Mercy, kindness, helping others at your own expense. The god of healing.

Moradin - The patron of measured creation and the forge.

Cuthbert - God of responsibility and oaths.

THE GRAY COUNCIL

Acererak - The god of magic, secrets, and lost knowledge.

The Raven Queen - Death god, who makes sure things die at the right time.

Luna - Fickle god of shapeshifting and independence.

Corellon - The excellent god of excellence and success.

Vectron - A totally real and not pretend god that exists!

Step Seven: Experience

With your class chosen and most basic information recorded, it's time to spend your starting Experience Points (XP). All characters begin play with 600 XP which they may use to increase Characteristics, acquire or improve skills, buy new Feats, and so on. The table below describes how to spend your experience.

Improve a Characteristic	100 x Current Rank
Improve Devotion	50 x Current Rank
Improve a Skill	50 x Current Rank
Improve your Power Stat	200 x Current Rank*
Improve a Magic School	100 x Current Rank*
Improve a Sword School	100 x Current Rank*
Buy a Feat	100
Buy an Asset	100 **
Buy a Background	50 per dot **
New Skill	100
New Sword or Magic	200

* Your Power Stat, Magic Schools, and Fighting Style ranks are all capped at your current level.

** You can only buy Assets and new Background dots at character creation. Background dots above 3 cost double.

Remember that you can only spend XP on skills, talents, and characteristics from your Class. Additionally, there are some feats that you can only purchase during character creation. Look in the feats section to take a look at those.

Step Eight: Equipment

Of course, it's not like your character is coming onto the scene naked and unarmed. Even Dark Eldarin don't do that (often). There are five basic starting packages of equipment. Choose one of the following packages, helpfully codenamed with one of the five elements:

EARTH

Hand Weapon, Autopistol OR Bow, Lasgun, Knife, Flak Jacket OR Chain Coat, Uniform OR Street Clothes, Rations.

AIR

Hand Weapon, Las Pistol, Knife, Quilted Vest, Robes OR Bodyglove (Common quality clothing), Implement OR Charm, book of Poetry OR deck of cards OR dice.

FIRE

Heavy Wrench (club), Las Pistol, Knife, Flak Vest, Combi-Tool, Data Slate, Torch, Bag of Random fiddly bits, Robes or overalls (Good Quality clothing).

WATER

Shotgun OR Autopistol OR Laspistol, Fencing Sword, Mesh Vest, Street Clothes (Common quality clothing), Chrono, flask of brandy.

VOID

Knife, Implement OR Magnoculars, Voidsuit, Autogun OR Pulse Rifle, Charm, Sunglasses, Classy outfit (Good quality clothing).

Descriptions for equipment and how to get more (aside from the usual method of stabbing things) is in the appropriately-named equipment section.

Step Nine: Finishing Touches

There are a few other spots to fill in on your character sheet. Let's take care of those really quickly before we move on.

Size

How big you are. Four is average for a human. Whenever you take damage, you divide it by your size to determine how many Hit Points you lose. (For example, take 13 damage when you have size 4, you lose 3 Hit Points. If you're size 3, you lose 4 instead.)

Hit Points

How much damage you can take before you start going into critical damage. A character's hit points are equal his Willpower plus double his Constitution, plus 2 for every class he completes.

Resolve

Where hit points are about how much damage before you die, Resolve is about how much it takes to convince you of things. Resolve is calculated by adding a character's Willpower and Composure together.

Static Defense

Your character's normal Static Defense is equal to 10, plus 3 for every dot he has in Wisdom and Dexterity. Bigger characters are easier to hit, though, so you take twice your Size as a penalty to your static defense.

Speed

Strength + Dexterity - this is how many meters you can move in a half action. You move six times this distance with a run action.

Hero Points

Hero points are essentially plot armor. You begin play with 2. Only very special people have Hero Points. They can be used to do a variety of things, and are explored in more detail later.

BRINGING YOUR CHARACTER TO LIFE

So what you've got now, the dots and numbers on your sheet, are the nuts and bolts that define your character's capabilities. They don't say much about your character's appearance, age, and other personal details that help you and others visualize your Hero. The chapter on Races will go into detail about that, since there's no single table that can help determine the appearance of both a noble Eldarin and a tough Ork.

Here are a few ideas to get you started thinking about your character, some questions to keep in mind when considering a backstory. You might want to give the Story Master the answer to them before the game starts - a little characterization and attachment to the world can lead to a very compelling story.

*** What was your family life like?** Were you raised by both parents? Did one or both of them die? Do you have brothers or sisters? Are you married?

*** Where are you from?** Where your character is from can have a huge effect on his appearance, his native language, and many customs and attitudes.

*** How did you become a Hero?** What was your Exaltation like? Did you get training, or did you learn your skills on your own?

*** When did you meet your companions?** Do you get along with your Party? How long have you known them? How did you meet? Did you know any of them before you become a Hero? Do you share any goals? Are there rivalries between you?

*** How has power changed you?** Born a mere mortal, you now command vast power. How have you reacted to that?

*** What do you think of mortals?** Now that you command great power and might live for a millennium or more, what do you think of ordinary mortals? Are they less powerful beings under your protection? Pawns? Prey?

*** What motivates you to be a Hero?** Do you seek riches? Glory? Do you just enjoy using your power? Is your agenda based on revenge, loyalty, a sense of social justice?

*** What will you sacrifice?** How far will you go to do your duty?

EXAMPLE CHARACTER CREATION

Jane decides that she's going to build a new character. She reads over the book to get some ideas, and comes up with a character concept. She decides to build a Tiefling Werewolf Barbarian so she can have some fun with melee attacks. She clears it with her Story Master, and then moves on to the next step.

Her next step is to decide on Characteristic distribution. She decides to make Physical characteristics her Primary group, Social characteristics her secondary, and Mental her tertiary. She distributes points, and moves onto the next step.

After that, she puts points into skills, again choosing Physical as her Primary group but this time taking Mental as her secondary group and Social as her tertiary. She puts eight dots in Physical skills, six in Mental skills, and four in Social skills.

Then she chooses a race. Thankfully, she already knows what that's going to be. She looks at the Tiefling racial entry. Jane can put a dot into either Dexterity or Constitution, and decides on Constitution, increasing it to 4. She also gets a free dot in Intimidate and Weaponry. She notes down the Tiefling racial power on her sheet.

Jane has also already decided on her Exaltation, so she turns to the Werewolf section. She reads over the abilities carefully and notes Shifting, Lycan Resistance, Spirit Tongue, and Silver Bane on her sheet. She starts with a point in her power stat, Feral Heart, and gains the first level power of Feral Heart, Fast Healing. She also notes her maximum number of Rage points, 5.

Her starting class, of course, is going to be Barbarian. She easily meets the prerequisites of Weaponry 2 and Athletics 1.

Jane's next step is to decide on her character's Backgrounds. She has seven dots to spend, so she drops three into Contacts, two into Status, and two into Backing. Jane feels that the best organization to put this developing character into is the Society of Sensation, and with two dots that puts her a notch above a starting character, but without too

many duties to tie her down.

As for the character's alignment, Jane decides on Malal. She has a starting Devotion of 6.

She now has Experience Points to spend. Six hundred of them, no less. The first thing Jane does is choose two Hindrances to get more XP. She gets Enemy and Impulsive. She drops 200 into getting a level of the Tiger Claw sword school, then picks up the Black Spiral Dancer asset, the Appearance asset, and the feats Frenzy and Power Attack. She has 200 XP remaining, and so she drops it into improving her Dexterity from 2 to 3.

For her starting equipment packages, she looks over her options and chooses the Air package, taking a Hand Weapon, Laspistol, Knife, Quilted Vest, Bodyglove, Charm, and a deck of cards. She doesn't plan on using the weapons or armor much, given her ability to turn into a monster, but figures they might come in handy.

Lastly, she puts the finishing touches on her character. She notes down 5 as her character's size, adds her character's Constitution and Willpower to get her Hit Points (6), Willpower and Composure to get Resolve (4), Her static defense (10, plus 15 for her Dexterity of 3, and minus 10 for her size doubled, adding up to 15), Her speed (7 for her 4 Strength and 3 Dexterity), and her 2 Hero Points.

Jane writes down a name for her character - Traya Psine Kaos - and she's ready to play!

Jane's sample character sheet appears on the next page.





Special Abilities

Bloody Minded
Shifting
Lycan Resistance
Spirit Tongue
Silver Bane
Fast Healing

Class List

Barbarian 1

Derangements

Languages

Infernal, Trade, Spirits

Allies and Contacts

Description

Traya is a large, well-built Tiefling who usually wears terribly revealing clothing and is covered in silver tattoos that have become tarnished and twisted over time by her devotion to Malal and the Black Spiral.

Spells and Special Attacks

Tiger Claw 1

Equipment

Hand Weapon, Laspistol, Knife, Quilted Vest, Bodyglove, Charm, and a deck of cards

Characteristics 6/4/2 * Skills 8/6/4 * Backgrounds 7 * (Buying the fifth dot in any area costs two points) * Hit Points = Constitution + Willpower * Resolve = Composure + Willpower * Static Defense = 10 + (5 times Dexterity) - (2 x Size) * Speed = Strength + Dexterity * Starting Hero Points = 2 * Starting Devotion = 6



It had been a long flight out to Tau'va. Even with a good ship, the Crystal Sphere of the Tau Empire was difficult to penetrate. Good for defense against a hostile universe, terrible for trade. Or for visiting family. Joseph Sidus rubbed at his bionic hand. He was wondering just what he'd find in the cells.

Kuj'o J'Karra had been given his own cell. The other captives, all of them Gue'la, humans living with the culture of the Tau, refused to stay in the same cage as him. He had put eight gang members in the hospital by himself. Despite that, the authorities had told him he was free to go. He refused to leave. The criminals all called him a Daemon, whispered and pleaded to be put somewhere else.

J'Karra's mother, a human originally from Sigil, had been visiting every day to try and convince him to leave. She had contacted Joseph, her father, to try and knock some sense into him. He had left at once when she mentioned that J'Karra had said he was possessed by an evil spirit.

"You're going home today for sure, Kuj'o," The warden said. Joseph Sidus stepped up to the bars. The cell was full of various things, which had appeared there as if by magic.

"Don't worry. My grandson is coming with me," Joseph said. J'Karra had been facing away from the cell door. He stirred and turned around.

"Grandson?" J'Karra got up and walked over to the bars, facing Joseph. The two glared at each other.

"Get out of here! You're going home with me," Joseph said.

"Go away!" J'Karra said. "I didn't call for you. So you want to help me? What could you do? I'm sorry you came all the way from Sigil, but you can't help me, Grandpa."

J'Karra help up his hand. He had a broken bionic finger. Joseph raised his hand. The little finger was missing. J'Karra had pulled it off without him even noticing.

"Did you see it?" J'Karra asked. "Did you notice it? That is the evil spirit." He stepped away from the bars, turning his back on his grandfather. "Don't get near me. You would only shorten what's left of your life."

Joseph narrowed his eyes. He had seen the golden gleam around J'Karra. A flash of a ghostly form. He knew everything about the 'evil spirit'. It would come to J'Karra in time, but he didn't have time to play nice with his grandson. There were dangers ahead and his grandson was clearly destined to be in the middle of them.

Joseph snapped his fingers.

"Avourel," Joseph said. "Time for you to come into play." The tanned elf, draped in a robe and jewelry, stepped into the room. He'd get his grandson out one way or the other.



CHARACTERISTICS & SKILLS

In the last chapter you heard a lot about Characteristics and Skills, but not exactly what they are or what they can do. Just about everything you do will rely on these Characteristics, Skills, or both. The standard dice roll is presented in the form of a skill and a characteristic (For example, Academic Lore + Intelligence or Acrobatics + Dexterity). In these cases, unless the specific effect tells you otherwise, you roll dice equal to the skill and characteristic added together and keep dice equal to your characteristic. So remember that while skills are cheaper and can do a lot to improve your chances, your Characteristic, your natural talent, puts a limit on just what you can accomplish.

CHARACTERISTICS

Characteristics represent your Hero's innate physical, social, and mental capacities. Don't look at the numbers first. Rather, think about what your character can do, then work out her Characteristics. Ordinary folk have between one and three dots in all of their Characteristics, and most just have two dots in all of them. Of course, heroes are not average folk. They can have up to five dots in their Characteristics and, in some cases, six dots.

Physical Characteristics

Physical Characteristics simply measure the capabilities of the character's body - how strong, fast, nimble, and tough they are.

Strength

Strength describes physical prowess, including the capacity to lift objects and cause damage. This Attribute is used to resolve jumping, lifting, and other actions that draw on raw physical might. Strength is also used to determine the base dice rolled for successful physical attacks.

Specialties: Iron Grip, Reserves of Strength, Fists Like Anvils, Hurting People

* Poor: You can lift 80 lbs.

** Average: You can lift 120 lbs.

*** Good: You can lift 250 lbs.

**** Exceptional: You can lift 400 lbs.

***** Outstanding: You can lift 650 lbs. and crush skulls like grapes.

Dexterity

Dexterity measures agility, hand-eye coordination and reflexes. It describes everything from how quickly a character moves, how precisely he aims his blows and everything else that relates to physical speed, grace,

and control. Dexterity is used to determine the base number of dice rolled to hit in combat.

Specialties: Fast Movement, Feline Grace, Lightning Reflexes, Perfect Aim

- * Poor: You are clumsy and awkward. Stop tripping over your own feet!
- ** Average: You're no clod, but don't expect to win any awards.
- *** Good: You show some potential. You're above-average.
- **** Exceptional: You could be an acrobat if you wanted.
- ***** Outstanding: Backflips everywhere, running on walls, being awesome.

Constitution

Constitution is a measure of a character's health, well-being, and general toughness and resistance. It covers how long they can keep going before getting tired. It also covers how many hit points they begin with.

Specialties: Tough as Nails, Tireless, Resolute, Stoic

- * Poor: You bruise in a stiff wind.
- ** Average: You're moderately healthy and can even withstand a punch or two.
- *** Good: You're in good shape and rarely fall ill.
- **** Exceptional: You can run in marathons - and win!
- ***** Outstanding: You almost never get sick and don't get tired.

Social Characteristics

Where physical characteristics are about your body, social characteristics are about how your character acts around other people.

Charisma

Charisma measures how innately likeable someone is. It reflects an air of confidence and social grace, force of personality, and the ability to force their point of view into a conversation

Specialties: Eloquent Speaker, Catchphrases, Genteel, Cutting Wit

- * Poor: Stop picking your nose.
- ** Average: You're generally likable and

Specialties

Every Skill and Characterization gains a Specialty at four dots. A Specialty gives the user a bonus in certain situations. The SM must approve a given Specialty - even the ones listed as examples are subject to his approval - and decides when that Specialty applies. Generally, while it should be applicable often, it shouldn't be simply a given that it will apply. Each specialty is a tool, and not every tool can be used to do everything. Whenever a Specialty would apply to a skill test, you treat that skill or characteristic as being one point higher. Someone firing a rifle with a Ballistics specialty of Rifles, for example, would treat their Ballistics skill as being one higher for that action.

have several friends.

- *** Good: People trust you implicitly.
- **** Exceptional: You have significant personal magnetism.
- ***** Outstanding: Entire cultures could follow your lead.

Fellowship

Fellowship measures a character's appearance and ability for self-expression. The capacity to purposefully coerce, manipulate, and bully others. It covers everything from leading people to tricking them, from being sly to being domineering.

Specialties: Persuasive, Seductive, Well-Reasoned, Charming Rogue

- * Poor: A person of few (often ineffectual) words and plain face.
- ** Average: A normal looking man who isn't too bad at talking to people.
- *** Good: You never pay full price. One way or the other.
- **** Exceptional: You could be a politician. Or a cult leader.
- ***** Outstanding: People will live and die on your word.

Composure

Composure is the ability to remain calm and appear - and actually be - unfazed in social and threatening situations, usually harrowing ones. This Characteristic is a measure of emotional fortitude, restraint, and calm.

Specialties: Poise, Dignity, Unflappable, Fearless

- * Poor: You fold to peer pressure like origami paper.
- ** Average: Once in a while you manage to stand up for yourself.
- *** Good: You speak your mind when you need to and can control yourself.
- **** Exceptional: Others look at you and see only calm.
- ***** Outstanding: You've probably never been afraid of anything.

Mental Characteristics

Mental Characteristics cover a character's perception, mental capacity, imagination, and quick thinking. Creative and intellectual individuals have high Mental Characteristics.

Intelligence

Intelligence covers memory, understanding, reasoning and imagination as well as the ability to correlate information and make deductions. Intelligence also covers a character's starting languages. A character begins play knowing the local language from where they grew up (usually their racial language) and Trade. If a character begins with three or more dots of intelligence, he gets one extra spoken language for each dot above two.

Specialties: Trivia, Puzzle Solver, Book Knowledge, Creativity.

- * Poor: Not the sharpest knife in the drawer.
- ** Average: Smart enough to realize you're normal.
- *** Good: More enlightened than the masses.
- **** Exceptional: You're not just bright, you're brilliant!
- ***** Outstanding: Certified genius.

Wisdom

Wisdom covers both alertness and comprehension. It determines not only how well a character notices the world around him, but also how well he interprets what he sees and hears.

Specialties: Attentive, Insightful, Experienced, Discerning

- * Poor: Perhaps you're self-absorbed. Or an airhead. Details elude you.

- ** Average: You're oblivious to the very subtle, but not the big picture.
- *** Good: You can read the environment like a book.
- **** Exceptional: Almost nothing evades your notice.
- ***** Outstanding: You instantly observe things others would easily overlook.

Willpower

Willpower describes how strongly your character can hold onto her own ideas and resist mental commands from others. This attribute is used to resist many supernatural effects and, as they say, willpower is nine-tenths of effort.

Specialties: Getting the jump on others, Mental Resolve, Meditation, Ambushes

- * Poor: You're a follower, not a leader.
- ** Average: You can hold out as long as the average person.
- *** Good: You're seldom left surprised or speechless.
- **** Exceptional: You can look death in the eye and make it blink.
- ***** Outstanding: You are a bastion of mental power.

SKILLS

The different ways in which a character can apply his characteristics are determined by his skills. A character's skills reflect the education and training he's acquired over the course of his life and are a reflection of his origins and interests. Skills can be acquired in any number of ways, from institutionalized learning to hard, hands-on experience. A young recruit with the guard is trained to use deadly weapons, while a punk living on the streets learns as a matter of survival.

Like Characteristics, Skills are broken down into three categories: Mental, Physical, and Social. These groups tell you what characteristics will generally be rolled with each skill. There are two types of skills - Basic and Advanced. Basic skills can be attempted at zero dots with a -1 to your characteristic. Advanced skills cannot be attempted without at least one dot in the appropriate skill.

CHAPTER III: CHARACTERISTICS & SKILLS

Academic Lore **Mental Skill** **(Advanced)**

The Academic Lore skill grants you knowledge of scholarly subjects. Successful Tests enable you to recall pertinent facts and - if you have access to the right facilities and resources - to do research. Academic Lore represents a depth of learning beyond the average Common Sense and requires extensive study.

Specialties: Archaic, Astromancy, Beasts, Cryptology, Heraldry, History, Law, Occult, Philosophy, Psychology, etc.

Acrobatics **Physical Skill** **(Advanced)**

The acrobatics skill encompasses a variety of movement techniques unavailable to less flexible Acolytes. From performing somersaults to tumbling, from flipping through the air to daring leaps and jumps, this skill expands your movement options.

Specialties: Jumping, Backflips, Totally Cool Awesome Gymnastics, etc.

Animal Ken **Social Skill** **(Basic)**

You can understand an animal's behavior patterns. This lets you predict how an animal might react in a given situation, train a domesticated creature, ride a domesticated animal or even try to calm down an angry or frightened animal.

Specialties: Riding, Animal Training, Big Cats, Horses, Farm Animals, etc.

Arcana **Mental Skill** **(Advanced)**

The Arcana skill reflects a character's knowledge and experience with the world's various legends and lore about the supernatural. A character with the skill not only knows the theories, myths, and legends about the occult, but can generally tell 'fact' from rumor.

Specialties: Cultural Beliefs, Ghosts, Magic, Monsters, Superstitions, etc.

Athletics **Physical Skill** **(Basic)**

Where acrobatics is all flashy maneuvers, Athletics is basic ability, covering all forms of running, jumping, throwing, swimming, sports and the like. However, it doesn't cover things like trying to hit a target (which is Ballistics or Weaponry) or anything else covered by another Skill.

Specialties: Swimming, Climbing, Endurance Running, Specific Sports, etc.

Ballistics **Physical Skill** **(Basic)**

When a sword is too close and explosives aren't an option, there is the grand tradition of firearms. This skill represents broad familiarity with guns and how to operate them, but doesn't cover specific training with a weapon - without the appropriate weapon proficiency feat, you don't have the practical training to apply your skill.

Specialties: Fast Draw, Pistols, Sniping, Shotguns, etc.

Brawl **Physical Skill** **(Basic)**

Brawl is the skill used with unarmed attacks. Brawl is used any time your character doesn't have a weapon and is attempting to strike in melee. Brawl covers all the various fighting styles - martial arts, simple grappling, and so forth. Once you have a speciality in Brawl of any kind, your basic unarmed damage goes from +0k1 to +0k2.

Specialties: Kung Fu, Karate, Jeet Kun Do, Solar Hero Style, Do, etc.

Charm **Social Skill** **(Basic)**

The Charm skill is used to befriend others. You test Charm when you want to change the minds of individuals or small groups, to beg, or seduce. You don't make a Charm Test every time you talk to an NPC, only when you want to change their opinions of you or convince them to do something for

you, like give you a tip, a dance, or a kiss.

Specialties: Seduction, First Impressions, Begging, etc.

Command
Social Skill
(Basic)

Command is used to make subordinates follow your orders. You may only use this Skill on those who are under your authority - Charm or Persuasion checks would be appropriate for others. Failing with the Command skill, your subordinates might misinterpret your command or do nothing at all - or even go against orders.

Specialties: Oratory, Compelling, Open, Noble, Military, etc.

Common Lore
Mental Skill
(Advanced)

Use the Common Lore skill to recall the habits, institutions, traditions, public figures, and superstitions of a particular world, cultural group, organization or race. This Skill does not represent scholarly learning (that would be Academic Lore) nor obscure forbidden knowledge (that is Forbidden Lore), but rather the basics you learn by growing up or travelling extensively through a region.

Specialties: Sigil, Underworld, War, Tech, Animals, Specific Crystal Spheres, Specific Races, etc.

Crafts
Mental Skill
(Basic)

Crafts represents a character's training or expertise in creating works of art or construction with his hands, from paintings to car engines to classical sculpture. Characters typically have the skills, but may not have the facilities or material. A character may be an exceptional mechanic, but still needs tools and a place to work in order to fix a transport.

Specialties: Forging, Painting, Sculpting, Sewing, Ship Repair, Jury-Rigging, etc.

Deceive
Social Skill
(Basic)

The Deceive skill is used to lie and con others. You make deceive Tests whenever you would convince others of something that is not necessarily true, want to dupe them or otherwise swindle and mislead them.

Specialties: White Lies, Con Jobs, Lying, Misdirection, etc.

Disguise
Social Skill
(Basic)

The disguise skill allows the hero to mask his features and even assume another's appearance. The difficulty of the Test depends upon the materials available, the differences between the character and the desired appearance, and any other elements that would affect the deception. Perception checks can be used to see through a disguise.

Specialties: Mimicking Voices, Mannerisms, Mask of a Thousand Faces, etc.

Drive
Physical Skill
(Basic)

This skill is used to control autos, trucks, landspeeders and other land-based or hover vehicles. Driving under normal conditions doesn't require a Test. However, Tests may be required for bad terrain, excessive speed, or when attempting dangerous maneuvers. Opposed checks are used during a chase.

Specialties: Ground Vehicle, Hover Vehicle, Walker, etc.

Forbidden Lore
Mental Skill
(Advanced)

Forbidden Lore represents dangerous and often illegal knowledge gleaned from a myriad of unconventional sources a Hero often finds in his possession. This skill represents a combination of scholarly learning and knowledge gained through practical experience. Simply possessing the skill is often enough to warrant death in the eyes of many.

Specialties: Cults, Daemonology, Warp, Heresy, etc.

CHAPTER III: CHARACTERISTICS & SKILLS

Intimidation **Social Skill** **(Basic)**

You use Intimidation to scare people. Unlike most Social skills, Intimidation can really be used with almost any Characteristic, depending on the exact circumstances. Displays of physical might are quite effective at scaring folks, after all.

Specialties: Bluster, Physical Threats, Stare-Downs, Torture, etc.

Larceny **Physical Skill** **(Basic)**

Larceny is used to palm objects, pick pockets, picking locks, concealing stolen goods, and everything in between. Most characters obtain this skill the hard way - committing crimes and often paying the price for their mistakes. Some, like locksmiths and special agents, might receive actual formal training in bypassing security systems and stealing assets.

Specialties: Lockpicking, Pickpocketing, Prestidigitation, Security Systems, Safe-cracking, etc.

Medicae **Mental Skill** **(Advanced)**

The Medicae skill is used to treat injuries, closing wounds and restoring the bal-

ance of the body's humors. It's a vital skill to stabilize allies in combat and to help them recover from their injuries when they rest. Any doctor will have medicae, and it's required training in many organizations.

Specialties: First Aid, Pathology, Surgery, Pharmaceuticals, etc.

Perception **Mental Skill** **(Basic)**

The Perception skill reflects your ability to perceive hidden dangers and to notice small details about your physical surroundings. You use the Perception skill to notice ambushes, spot traps and discern other threats to you and your allies. It isn't tied to any one sense; it encompasses them all.

Specialties: Spot, Listen, Search, Taste, Touch, etc.

Performer **Social Skill** **(Basic)**

Use the performer skill to entertain and enthrall crowds of spectators. Or at least carry a tune. The more Raises you have on Performer Tests, naturally, the better you've done. It's pretty easy to make a living with a good Performer skill.

Specialties: Dancer, Musician, Singer, Storyteller, etc.



Persuasion Social Skill (Basic)

This is your ability to get your point across clearly, whether through conversation, poetry or even magical means. Characters with high persuasion can phrase their opinions or beliefs in a manner that cannot be ignored. They may also be talented actors, skilled at conveying moods or feigning emotion with every gesture.

Specialties: Acting, Poetry, Fiction, Impromptu, Conversation, etc.

Pilot Physical Skill (Advanced)

The Pilot skill is used to fly anything from small atmospheric craft all the way to spelljamming ships. Piloting a ship under normal conditions doesn't require a Test, just when making a dangerous maneuver or flying in bad conditions.

Specialties: Civilian Craft, Military Craft, Spelljamming ship, etc.

Politics Mental Skill (Advanced)

Characters with this skill are not only familiar with the way the political process works, they're experienced with bureaucracies and know exactly who to call in a given situation in order to get something done. Your character keeps track of who's in power and how they got there, along with any potential rivals.

Specialties: Bribery, Elections, Specific Crystal Sphere, Local, Scandals, etc.

Scrutiny Social Skill (Basic)

Use the Scrutiny Skill to make assessments about people you encounter, to determine if someone is lying to you, to sense ulterior motives and generally appraise the worth of another being. Note that this isn't telepathy (only telepathy is telepathy!) and so

it can't reveal secrets - just a general idea if someone is telling the truth.

Specialties: Spotting Lies, Motives, Personalities, Emotion, etc.

Stealth Physical Skill (Basic)

Stealth is used whenever you're actively attempting to hide from someone or something. To use this, you must have appropriate terrain or some concealing effect like fog or darkness. Otherwise, with nothing to hide behind, you simply appear very suspicious. It's always an opposed Test against the Perception + Wisdom of viewers.

Specialties: Concealment, Silent Movement, Shadowing, Crowds, etc.

Tech-Use Mental Skill (Advanced)

Tech-Use allows the Hero to use or repair complex mechanical items or fathom the workings of unknown technical artifacts. Using a basic piece of equipment under typical circumstances requires no Test, such as using a vox-caster or opening a shuttle hatch. Tech-Use Tests are necessary for unusual or unfamiliar gear, malfunctioning or broken items, and when conditions are less than ideal, such as attempting to use the same vox-caster near a plasma core or coaxing a strange vessel's warp drive to reignite its fires.

Specialties: Computers, Repairing Machines, Reverse Engineering, etc.

Weaponry Physical Skill (Basic)

Sometimes a gun is too loud or you're in too close to use it. Or you just want to put your muscle to the Test. This skill represents broad skill with weapons, but doesn't cover specific training with a weapon - without the appropriate weapon proficiency feat, you don't have the practical training to apply your skill.

Specialties: Knives, Swords, Improvised Clubs, Martial Arts, Axes, etc.

"Pardon me, good travellers... I don't mean to interrupt, but I am Gregory, the elder of this village. You look familiar, and I just wanted to ask if you are, by any chance, the renowned sorceress Mistress Scarlet."

"As a matter of fact~ Did the outfit give you a clue?"

"Please, our village is in great danger! We have need of the famous bandit killer, the Dragon SPOOKR Mistress Scarlet! You must use your magic power to save us!"

"I'm okay with this bandit killer thing, but what's with 'Dragon SPOOKR'?"

"It means dragons 'Step Past Out Of Klear Repulsion!"

"WHY YOU LITTLE-!"

"Wait, I didn't mean to offend you! Please, we need your help!"

"Rrrrr... Okay... What did you want from me?"

"The people of this village are being terrorized by a filthy gang of bloodthirsty bandits!"

"The name of this gang wouldn't happen to be the Dragon Fangs, would it?"

"Oh, you've heard of the Dragon Fangs?"

"If you're worried about the Dragon Fangs, don't worry."

"And why not?"

"I got rid of most of them yesterday, and the rest tried to ambush me on the way into town."

"You have saved our village from the curse of the black dragon! Those bandits were keeping that black dragon as a pet and our village's soldiers couldn't fight it! While the dragon lived we were slaves to the bandit gang! But now we have been freed by the great and mighty sorceress Mistress Scarlet."

"I didn't know they had a dragon."

"W-what?"

"I said I got rid of the Dragon Fangs, not the dragon."

"Now the dragon is running out of control! We're all doomed!"

"Maybe I can help you out. How much is it worth to you if I get rid of this dragon?"

"We can afford to pay you twenty Thrones!"

"Make it thirty!"



IV

RACES

A huge variety of cultures and societies populate the Great Wheel, some made up of humans but most of fantastic races such as Aasimar, Eldarin, and Orks. Adventurers and heroes can arise from any of these people, often from the most unlikely places. Your choice of character race provides you with a basic set of advantages and special abilities.

Your racial abilities and characteristic bonuses will say a lot about your character. Two heroes with the same class will still be very different if they have chosen different races. Will your fighter be a graceful Eldarin, a brutal Tiefling, or a tough and stoic Squat? Will your magic-user be a clever Gnome, a sadistic Dark Eldarin, or a versatile and unpredictable human?

Each race (aside from human - you're probably familiar with what humans are like already) has a few common physical and personality traits listed. Take these not as hard rules but just as some ideas as a starting point. Not every squat is a drunken, bearded little man, nor is every Tiefling a terrible person just looking for trouble to cause and someone to torment. Each race also has a few example names in case you get stuck when trying to come up with one or just need one on the fly.

Racial Traits

Each character race offers the following types of benefits.

Characteristic Bonus: Your character race offers you a bonus to one of your characteristics. For most races, they must choose between one of two characteristics. Remember that you only get a bonus to one of the listed characteristics unless the entry specifically says otherwise.

Skill Bonus: Each race gives a bonus to a few skills. This usually represents training common in their culture, but also the race's natural inclinations and ability. Even if brought up in a different culture, the race will find that they have natural ability in these areas.

Power: Every race has a special talent or power that only they can use. This might be anything from a bonus feat to an immunity to a special movement mode.

Size: A character's size is used to determine how badly injured they become from attacks and how hard they are to hit - a character with a large size loses fewer Hit Points from attacks but is hit by more of them, while a character with a small size is in danger of losing more hit points but is far harder to hit.

Aasimar

The Aasimar exist to serve the Blessed Pantheon. They are tall, averaging more than two meters, strong, and are almost inhumanly beautiful, often having golden or silver hair, glowing eyes, or other signs of their supernatural origins. Their history suggests that they are the descendants of humans who escaped their crystal sphere long ago and made the long journey across the Astral Sea. They do not reproduce like the other races - they choose from among the best and the brightest of other races to join their ranks, intense indoctrination, training, and the blessings of the gods turning them into Aasimar.

Aasimar don't have a culture as much as they have religion. They're servants first and foremost, warrior-monks and priests. Most don't have much of a social life, at least outside of small circles of respected friends and comrades in arms. Most see Aasimar as being stoic and rather humorless, focused only on their mission. It's certainly not too far from the truth.

Physical Characteristics

Average Height: 2.4-2.6m

Average Weight: 100-140kg

Languages: Trade, Celestial

Common Personality Traits: Stoic, focused, quiet, loyal, obedient.

Common Physical Traits: Great height, long face, metallic hair, glowing eyes, exceedingly tough.

Example Names: Antonius, Caecilia, Eligius, Junia, Leontius, Rhea

Racial Statistics

Characteristic Bonus: +1 to Wisdom or Constitution

Skill Bonus: +1 Command and Ballistics

Power: And They Shall Know No Fear - Aasimar begin play with the feats Jaded and Fearless.

Size: 5



Physical Qualities

Aasimar do not vary much in height or weight. Nor appearance. They're universally tall and handsome, and it almost seems like they were all pressed from the same mold. And that's not terribly far from the truth. Each shows some slight signs of what they once were - a distinctive facial feature, slightly pointed ears, a beard - but all of it is muted, secondary. And even if someone knew who they once were, the Aasimar would not know, or care.

They universally have pale skin, and their hair comes in a variety of metallic tones and shades. Some male Aasimar have beards, though it isn't a universal thing. They're well-built, strong and tough, and their athletic build and lifestyle minimizes the differences between male and female. The thick robes and armor they usually wear allow what remains to all but vanish.

Aasimar are very long-lived. Their unusual birth returns them to being young adults, and they can live for centuries. They don't grow infirm as they age, though their life of constant fighting and training leaves them with scars and old wounds by the dozen. It's extremely rare for them to die of old age. Most would rather find honorable death in battle.

Playing an Aasimar

Aasimar are strong, stoic, and dependable. They greatly respect tradition and ceremony, most of them grabbing onto the faith and beliefs of those around them after their change as a way to replace the memories they lose in becoming something new.

The Aasimar have deep ties to the Blessed Pantheon. They are created by divine power as servants, and the people and culture they're exposed to reinforce that. Most Aasimar lead the life of the warrior-monk, training and meditating. Their culture regards material desires and wants as being secondary to service and deed.

The culture that the Blessed Pantheon has instilled in the Aasimar begins with respect for the forces of Order. They look to the gods for guidance and protection. Individual Aasimar might be impious or openly heretical, but they are shunned, often executed

or exiled. It's extremely rare to find an Aasimar who has fallen to worship of the Ruinous Powers, but not impossible. The battles of the endless Blood War have driven many on both sides to question their faith, and not all Aasimar are created equal - despite the best efforts of the Blessed Pantheon.

When an Aasimar proves himself in battle, though, he tends to gain a following of younger warriors, eventually being assigned to train them. Being elevated to the position of General, given command of an army, these are the things that most Aasimar aspire to.

Aasimar and Tieflings don't commonly get along, though they have quite a bit of common ground. They're rather neutral to the other races, judging them based on their actions instead of what they are.

Aasimar Heroes

Jacov is an Aasimar Paragon Paladin devoted to Pelor, the Unconquered Sun and source of universal light. He is a proud and tolerant man who has left the grind of the Blood War in search of a way to end the conflict once and for all - and unlike most Aasimar he is willing to consider a peaceful end to the conflict. He is fiercely loyal to his friends, and if the need arises, he will lay down his life to ensure that they live.

Brother Boromos is a proud Aasimar warrior, Chosen of Sigmar and a high ranking member of the White Templars. He proudly wears the twin-tailed comet of his god on his armor, and seeks to distinguish himself as a hero. He wants to become the kind of leader that people will remember for centuries to come, and looks to expand his fame and influence at every turn. The Blood War, to Boromos, isn't something he fights just to defeat Chaos, but to show what he can do.

Rhea is one of those rare Aasimar who have taken up the worship of the Ruinous Powers. She believes that she was changed against her will, and has vague memories of being forced into reeducation camps. She's an assassin, working from the shadows to free people from tyrants and kings. Her vampire powers have helped quite a bit with that, especially in getting her contacts and allies in unlikely places.

Dark Eldarín

The Dark Eldarin found protection from the Fall in the Spider-Daemon Lolth. They are a depraved people marked by their pact with pitch-black skin and bone-white hair. They are as lithe and graceful as their cousins, but their sense of style leans far more towards the fetishistic and irrationally dangerous. They exist as raiders and pirates striking from their hidden city via Lolth's hidden Web-way of tunnels through the Warp.

Dark Eldarin suffer from a terrible thirst, a consuming and ever-increasing need to find greater emotional highs in themselves and others. Some say this is part of their pact with Lolth, either feeding her that emotional energy or propping up the substance of their own souls with it as she leeches them dry.

Physical Characteristics

Average Height: 1.6-1.9m

Average Weight: 50-65kg

Languages: Trade, Dark Eldarin

Common Personality Traits: Sadistic, seductive, dangerous, relentless, insane.

Common Physical Traits: Nimble, intense gaze, pitch-black skin, white hair, spiky bits.

Example Names: Alaurirra, Belaern, Dhaunae, Gwyllyss, Ilharess, Jaezred.

Racial Statistics

Characteristic Bonus: +1 to Charisma or Dexterity

Skill Bonus: +1 to Deceive and Forbidden Lore

Power: Warp Miasma - Summoning a burst of raw warp power, the Dark Eldarin creates a 4m radius sphere of darkness. This blocks line of effect and anyone within the sphere is blind. The sphere lasts for one round per level and can be used once per scene.

Size: 3



Physical Qualities

Dark Eldarin are slim and strong, shaped by a hard life in a dangerous environment. They never get bulky or large, with almost no body fat and developing an athletic build rather than a large one. Despite all sharing the megastructure of Commorragh, they have a surprisingly variable appearance. While most are used to thinking of them with pitch-black skin and white hair, just as many Dark Eldarin have pale skin and dark hair - an untrained observer could easily mistake them for normal Eldarin.

Dark Eldarin are nearly immortal, as long as they follow the whims of Lolth, bringing her souls and slaves (who are a great way to store souls). Until they stop sacrificing people to their demon spider queen, they don't age, and some of the most powerful Dark Eldarin warlords appear as little more than teenagers.

Playing a Dark Eldarin

Above all else, the Dark Eldarin are a cruel and capricious people. They act on their whims and don't particularly care about who they hurt. Unless they want to hurt someone, in which case they take great efforts to maximize that pain.

Dark Eldarin society is heavily matriarchal, with females in virtually all positions of power. This is mostly because Lolth only accepts females as personal servants, but also partly because the females like it that way and work to keep it so.

The easiest way to understand Dark Eldarin society is as a food chain. The strong rise to the top and get what they want, and the weak become prey. This is not just physical strength. In fact, having just physical strength would mark someone as being extremely weak to the Dark Eldarin. Political strength is much more important, the giving and taking of favours and debts, knowing who your real allies are, and most of all the best time to betray someone.

One of the most important things about playing a Dark Eldarin is to remember that they know they're the best, and act like it. They don't just seek to have treasure. They want all the treasure. All of it!

Some say Dark Eldarin can only feel hate. This is, of course, an exaggeration. They can also feel pity. Dark Eldarin relationships are universally of the Master to Servant dynamic. From the outside, it can appear like they have fairly normal - and extremely intense - romantic and emotional relationships, but in reality it's a constant give and pull for dominance, at least until one is browbeaten into total submission. That is what the Dark Eldarin call 'love'.

Dark Eldarin Heroes

Iniga Angband is a Vampire Magic User, and one of the many young Dark Eldarin seeking their fame and fortune in the wide world beyond Commorragh. She does not care much for her family, who are deeply tied up in local politics, but maintains contact with a sibling in case she needs to return and take charge of things. She constantly tries to assume command of any group she is in, especially if the current leader shows weakness. She is proud of her abilities with Divination and Abjuration, but worries that she will have to seek more dangerous abilities to really improve herself.

Talorga is a man whose loyalties are always for sale - save for his loyalty to the god that made him their Chosen, the Raven Queen. He works as a bodyguard and a bounty hunter, and any mission he accepts is carried out to the letter as a matter of honor. It's rumored he's running from the affections of one of Lolth's most favored minions - possibly even a daemon.

Mael Dannan is even more dangerous than the average Dark Eldarin. Her natural talent with sorcery has been enhanced by the daemon that has taken over her body, and her manipulative ways have only gotten worse over time. Unlike most daemonhosts, she seems to have maintained a strong sense of self - though she was bad enough before that it's hard to tell sometimes.

Dragonborn

Once, long ago, Dragons ruled the Astral Sea. The dragonborn were their children and soldiers, their true origins lost to time and legend. They forged a great empire from the ashes of the Syrneth's defeat and sought to unify all of the Crystal Spheres under their rule. Defeat for the Dragons came from within, a powerful warlord known as Tiamat led a campaign against even the gods themselves, seeking to replace Bahamut. The Tiamat Heresy was a bloody war that shattered the dragon empire, ending only on Mount Celestia itself as Bahamut and Tiamat fought to the death. To this day, dragons are found in every known Crystal Sphere, and the Dragonborn are in nearly as many, proud warriors clinging to past glories.

Dragonborn, often masterless in this age, usually seek out a cause or worthy hero to serve. Tradition typically has them challenge skilled warriors to single combat and, if defeated, serve and learn under that person for a time to improve themselves. Most seek a great purpose in life, something to spend their lives on. The ones who have found such a purpose are the most common targets of the traditional

challenges, though it's not uncommon to see a Dragonborn studying under any particularly powerful (or lucky) warrior.

Physical Characteristics

Average Height: 2.1-2.5m

Average Weight: 120-170kg

Languages: Trade, Draconic

Common Personality Traits: Proud, wise, straightforward, watchful, grandstanding.

Common Physical Traits: Hissing voice, shimmering scales, darting eyes, massive form, sharp teeth.

Example Names: Thuath, Shaan, Arark, Thaash, Shysik, Arima.

Racial Statistics

Characteristic Bonus: +1 to Strength or Charisma.

Skill Bonus: +1 Command and Intimidation

Power: Dragon Breath - Once per scene, you may make an attack with your breath weapon. It uses the same weapon profile as a Flamer.

Size: 5



Physical Qualities

Dragonborn resemble humanoid dragons. They're covered in scaly hide, but they don't have tails. They are tall and strongly built, usually over two meters in height and weighing over a hundred and fifty kilos. Their hands and feet are strong, talonlike claws with three fingers and a thumb on each hand. A dragonborn's head features a blunt snout, a strong brow, and distinctive frills. Behind the brow, a crest of hornlike scales of various lengths resembles thick, ropy hair.

A Dragonborn's scales can be of nearly any color. At one point, they were all striking and pure shades of colors, but most are now muddy shades of brown, ocher, and rust as the various families and armies intermarried. It's rare to see a dragonborn with brightly colored scales, and they are seen as being auspicious, blessed by fate and destined for greatness.

Young dragonborn grow faster than human children do, walking hours after hatching, reaching puberty by the age of five, and becoming adults by fifteen. They live for about as long as humans do.

Playing a Dragonborn

To the Dragonborn, nothing is more important to honor. Everything revolves around their personal honor, the only currency that they respect. Most of them follow a strict code of battlefield conduct. Adversaries should be treated with courtesy and respect, even if they are bitter enemies. Caution and discretion are key to a warrior's survival, but fear is a disease and cowardice is a moral failing.

This drive to behave with honor extends to every aspect of a dragonborn's life. Breaking an oath is the height of dishonor, and they carefully guard their words. A commitment made must be carried out. Ultimately, a dragonborn takes responsibility for his or her actions and their consequences.

Dragonborn who have broken their oaths or failed in their duty are extremely dangerous to themselves and others. They often become hopeless and rash, deciding to live for the moment since their lives, in a sense, are already over. Some are merely looking for a

good death to spend their lives on, but others seek to fill the void left by their missing honor with anything they can get their claws on.

Most races see Dragonborn as being arrogant and proud, obsessed with the past accomplishments of their race, but they are just as quick to praise others for what they've accomplished. To a dragonborn, the difference between a worthy enemy and a good friend is slim, and people will often switch between one and the other depending on circumstance.

Dragonborn Heroes

Jim is a dragonborn of many talents, not the least of which are his ancestral memories of the golden age of the Syrne. He has been serving as an enforcer in a long-established criminal syndicate, but has found the job empty and lifeless ever since the old members of the family were deposed. He holds out hope that the rumors that one of them survived are true, and waits for the day he'll return.

Mudrensh is a rogue warrior, a dragonborn with garishly bright red scales and born under a sign that says he has infinite potential. For now, he's only showing that he's really quite good at picking fights and making things up as he goes along, often throwing himself into danger just for the thrill of it. He has a highly unorthodox style, and has recently escaped being executed for acts of piracy.

Fuu is a young dragonborn, barely an adult, who is searching for her father. She has only recently discovered her ability to shapeshift, and is still largely ignorant of the larger society of werewolves. Fuu has almost no control over her powers, and believes that if she can find her father out there in the Great Wheel that he can give her answers and explain just what her powers mean and what she's supposed to do with them.

Eldarin

The Eldarin were created by the Syrne as soldiers in their ancient war. After the Syrne were destroyed, they were left scattered throughout the various Crystal Spheres, with nowhere to call home. The Eldarin choose to create vast worldships large enough to house entire ecologies and wander the Astral Sea, occasionally opening a Portal Relay after long study and maintaining the relays themselves with what little knowledge remains of their construction.

Eldarin do not have home towns. They have home ships. Most Eldarin that are in good standing among their kind use the name of their native worldship as their second name. Because of their fragile artificial environments, Eldarin are very careful and conservative in their thoughts and motions, not doing anything to upset a balance. Many young Eldarin are sent on pilgrimages to prove their self-sufficiency. Those that return with something of worth become adults. The rest die, all part of their planned population control.

Physical Characteristics

Average Height: 1.7-2.1m

Average Weight: 65-75kg

Languages: Trade, Eldarin

Common Personality Traits: Quiet, careful, mysterious, secretive, restless.

Common Physical Traits: Willowy build, fragile bones, sinewy build, birdlike movements, pale skin.

Example Names: Aurian, Farendis, Khiraen, Krullagh, Macha, Eldrad

Racial Statistics

Characteristic Bonus: +1 to Wisdom or Intelligence

Skill Bonus: +1 to Academic Lore and Arcana.

Power: Warp Step - Once per scene, you may teleport up to twice your speed as a half action. You must be able to see your destination.

Size: 3



Physical Qualities

Eldarin are typically of human height or even slightly more, but they are a fragile race, unable to take a hit well. They are willowy and beautiful. And yes, beautiful - the word applies to both the males and females. They have sharp features, with long, pointed ears and prominent cheekbones. They are usually physically weak, not just from ship-board life but also because their society respects the artist and poet, manual labor being done with technology and machines.

Eldarin are almost always pale, most of them having never gone out under natural sunlight - they wear full sealed environment suits when leaving their ships, often disguising their features and intentions behind opaque masks. Their voidsuits and masks become more their real faces and skins to most that they deal with, and an Eldarin meeting someone without their suit shows great trust and intimacy.

Eldarin children grow much as human children do, but their aging process slows to a crawl when they reach maturity. They enjoy youth and health until the very end of their lives, and most live for centuries.

Playing an Eldarin

Eldarin society revolves around survival and conservation. They have few resources of their own and are rarely willing to trade with others. Most display a strong psychic ability, and Eldarin often become sorcerers, or enhance their talents with minor displays of magic.

The thing the Eldarin work hardest to conserve are their very souls. They have deep ties to the warp, and their souls make tempting prizes for daemons and worse. Eldarin generally do not believe in an afterlife, and while most follow one deity or another for protection or as a source of power, it is tradition for them to wear soulstones, phylacteries that trap their souls at the moment of death and preserve them in the living world rather than allowing them to be flung free into the Warp.

Most Eldarin have a deep distrust of environments away from their ships. They often have weakened immune systems from spending their lives entirely in sterile environ-

ments, and anything that's dirty or involves manual labor, well, that's just not something that's done!

The relationship between Eldarin, Dark Eldarin, and Elves is a delicate one. Well, not really. Eldarin and Dark Eldarin will glare at each other from across the room and just look for a reason to kill each other. Eldarin just pity the Elves, who they see as having devolved to a primitive and barbaric state.

Eldarin Heroes

Talieer went out from her home fleet into the Great Wheel in order to find herself. What she learned is that she has an important role to play in things. After an aborted expedition to Carceri, she broke down into flashbacks and strange memories in the middle of Sryneth ruins and has never been the same. She has latched onto a motley crew of heroes, using her technical and sorcerous skills to aid them where she can.

Mecheldr is a masterwork, a being of wraithbone and magic made using nearly all of the resources of a worldship in order to construct a hero using the soul stone of one of their greatest leaders. Mecheldr has only dim memories of his past life, but he has been using this new life to do good. While he has mostly been working to protect the interests of his home worldship, he has begun looking at the wider reaches of the Great Wheel and how the Eldarin might fit in.

Giorna is one of the few Eldarin that doesn't wear a soulstone. She lost any need for it quite some time ago when an accident and a tear in the warp allowed a Daemon to take over her body. She still wears her full environment suit, a handy way to disguise the way the Daemon's power has caused her body to warp and change. She has been disguising her condition from the other Eldarin, but is planning on leaving to find more interesting people to be around. And to feed on.

Elf

Distant relatives of the Eldarin, the Elves settled down instead of escaping into the Astral Sea. The Eldarin pity the Elves, saying their cousins have lost their way, their souls weighed down by gravity. Elves live in harmony with the lands, living what most see as simple lives with little industry, but which they see as respectful of the land.

Elves usually feel a strong responsibility to preserve and pass on the old ways, though some see their methods as primitive and useless in the modern age. They see the same skills as being necessary for personal growth and respect of the natural world, and typically treat those who feel the same way very well.

Physical Characteristics

Average Height: 1.6-1.9m

Average Weight: 70-80kg

Languages: Trade, Elven

Common Personality Traits: Respectful, patient, modest, peaceful, observant.

Common Physical Traits: Thin build, tanned skin, sharp eyes, simple clothing, quiet footfalls.

Example Names: Garryth, Kaellyssa, Ravyn, Ossyan, Rahn, Vyros.

Racial Statistics

Characteristic Bonus: +1 to Wisdom or Dexterity.

Skill Bonus: +1 to Perception and Charm

Power: Elven Accuracy - Once per scene, an Elf may reroll a failed Weaponry or Ballistic skill Test.

Size: 3



Physical Qualities

Elves are slender, athletic folk about as tall as humans. Their skin is often tanned or brown from long days spent under the sun and open sky. Their hair colors run the gamut of natural colors from the brown of the earth to the green of fresh leaves or the bright shades of flowers. Elves' ears are long and pointed, and their eyes are cool colors, vibrant blues, violets, and greens. They strongly resemble Eldarin built slightly sturdier and stockier, which isn't surprising considering their origins.

Elves, like Eldarin, mature during their early lives at about the same rate as humans do, but remain in early adulthood for most of their long natural lives. They generally don't live as long as Eldarin, a century or two on average.

Elves are stronger and tougher than most Eldarin, though they're still somewhat fragile creatures compared to the average citizen of the Wheel.

Playing an Elf

Elves are a people of deeply felt passions, easily moved to delighted laughter, blinding wrath, or mournful tears, the very passions and emotions that the Eldarin refuse to allow themselves. They are inclined to impulsive behavior, and are often seen as flighty or impetuous by the other races, though the Elves clearly don't shrink from responsibility or forget commitments - they are experts at farming and terraforming, both pursuits that take decades.

Elves revere the natural world. Their connection to the environment runs deeply through everything they do. They never cut living trees, and when they create permanent communities they do so by sculpting the natural landscape to suit their needs rather than tearing it down to replace it with something new. They prefer the primal power of the natural world to the vastness of the Astral Sea or the raw chaos of the Warp. They lack the same talent for sorcery that their ancestors had, but replaced it with a curiosity and the desire to explore.

Elves are loyal and merry friends. They enjoy simple pleasures - dancing and singing, contests of skill, parties and feasts -

and use them to add a spoonful of sugar to dull efforts and long commitments. They do not enjoy war, but in defense of their homes and families they will readily take up arms.

Long ago, the Elves and Eldarin were once a single people. The Elves chose a different path from their cousins, settling down to take care of worlds, casting aside the technology that they didn't need or couldn't replicate for themselves. They do not require as much technology to survive, though, as they do not fear hard work and effort.

Elven Heroes

Avourel is an honorable and powerful Elven mage who recently discovered the ancestral memories of the Syrne swelling up inside him. He specializes in fire magic, his desert-world upbringing having long taught him the power of scorching heat. He seeks out a vile vampire that took over his homeland and has escaped death on a great many occasions, though he worries he doesn't have the power to stand up to his foe even now.

Jhean Lunos is a man of striking appearance and sudden violence. He was born and raised among a family of werewolves, but as a late bloomer he had to deal with the taunts and dangers of his family for a long time, and still has the scars to prove it. After his change he has shown a great connection to the Umbra, and is mastering the magic of transmutation. He is a skilled negotiator but can snap when directly provoked, tearing people apart with his bare claws.

Reeva is considered nearly a messiah by his people, a natural leader and one of the chosen champions of Corellon. What most don't know is that he is suffering from a terrible wasting disease, something that would have long ago killed a normal man and can lay low even an Exalt. He is working to do all the good he can in the limited time he has - while it's possible he might recover some day, he does not take it for granted and is glad for the time he has.

Gnome

A race with a religious reverence for technology, especially the artifacts of the Syrne. They were created as engineers and janitors for the ancient race, with an inborn knowledge of how to repair Synneth artifacts. They are excellent at maintenance, managing to keep many artifacts running even with no spare parts. But their innovative abilities are... somewhat lacking, the fact they don't actually understand how to build or repair anything except through muscle memory meaning that their experiments usually turn out badly.

Gnomes can be found in some of the most unlikely of places, outposts among ruins or floating rocks that they found interesting for one reason or another. Their tolerances for dangerous radiation leaks, substandard living conditions, and environmental pollution are somewhat staggering.

Physical Characteristics

Average Height: 1.3-1.5m

Average Weight: 45-55kg

Languages: Trade, Gnomish

Common Personality Traits: Curious, creative, impressionable, pensive, reckless.

Common Physical Traits: Dirty skin and clothes, scrawny build, hyperactive motion, surprisingly tough.

Example Names: Snorrig, Noblar, Grazbaag, Rord.

Racial Statistics

Characteristic Bonus: +1 to Intelligence or Fellowship

Skill Bonus: +1 to Crafts and Academic Lore

Power: Improvise - You begin play with one free Weapon proficiency of any type and one free Armor proficiency of any type.

Size: 3



Physical Qualities

Gnomes are somewhat taller and stockier than halflings, and are some of the toughest beings for their size in the Wheel. They can survive for extended periods of time in less than ideal environments, with a high tolerance for marginal atmospheres and elevated levels of radiation.

Gnomes have extremely varied shades of hair and skin. They have a faster and more complete reaction to sunlight than most races, tanning within minutes and developing deep and rich skin tones over time if they spend too many hours in the sun, growing pale again with days spent in darkness. Their hair is thick and tough, resistant to heat and cold, and they usually have more body hair than humans, though perhaps less than the famously fuzzy halflings.

Style of dress in Gnomish culture goes purely towards the practical, most wearing leathers and overalls with a great many pockets and belts. Goggles are extremely common - Gnomes have very sensitive eyes, more suited to low-light conditions than the bright lights most cultures use. Their eyes are much like a cat's eyes, slitted and reflective.

Playing a Gnome

Unobtrusiveness is a virtue among Gnomes. They spend their lives in and around machines, and a sudden movement or surprise could spell disaster, sending someone stumbling into moving parts or breaking sensitive components. The second is almost worse in some ways - a loss that is something like murder and heresy at the same time, given the Gnomish view on machines as a form of religion.

Most Gnomes live in communities built on Syrneth ruins, families growing up and taking up multigenerational restoration projects on some of the most impressive machines ever made. The function of these machines is only vaguely known at best, and often not even then. They're more like legends or myths passed down through the generations, some details forgotten and others made up.

Thankfully, Gnomes don't seem to actually need to know how something works in order to repair it, or else they'd never get

anything done. They were gifted by the Syrne with a genetic memory full of blueprints and plans that allow them to interpret and work with machines on such an instinctual level that it almost seems like they can talk to even simple devices. And most do so anyway, in the same way someone might talk to a favored pet.

Gnomes have great self-motivation, doing things on their own initiative and usually without asking permission. They don't go out of their way to harm people - and never to harm machines - but anyone spending time around a Gnome should expect to have their gear improved when they aren't looking, even if they don't want or like the improvements.

Gnomish Heroes

Klink is a Gnome who knows that the gears of his world are greased with blood. Gnomes often die in exploring new ruins and wrecks, and only through sacrifice can some progress be made. Being a vampire, he knows better than most just how small sacrifices by others can help make one man great. He maintains a large number of followers, and has a great number of artifacts on hand that he has personally recovered and repaired.

Trace has led a dangerous and exciting life, spending time onboard military ships in the middle of conflicts, repairing them even as they were being blown apart. He was once the chief engineer of the starship *Excelsior*, before the ship was lost following a terrible accident involving a warp rift. He was gravely injured, and rebuilt his body using the scrap around him. He's one of the very few self-made prometheans, and even he isn't sure how he came up with some of the methods and techniques he used to put himself back together, attributing it to the gods or the machines themselves, saying the spirit of the *Excelsior* lives on in him.

Monana Scooter is a celebrated and wise technician among her people, a miracle worker who can do more in five minutes than others could manage in weeks. She has all the markings of a paragon, a genius who inspires others to action. The only reason she hasn't been given command of entire fleets is only because she prefers machines to people, and hates dealing with politics and paperwork

halfling

Short, lazy, and generally a criminal element in many societies they become involved in. Halflings are often seen in the same light as rats and other parasites that live on the fringes of a city. They managed to find their way onto spelljammers in one way or another and now are located in pretty much anywhere anything is going on, ready to snatch a purse or scavenge something useful when no one is looking.

Most Halflings are insular and never see much of the outside world. They'd generally prefer to sit in a comfortable chair and have as many meals as they can manage to get in a day, followed by some napping. Even the most heroic halfling often has simple desires, finding great joy in the easy things in life - food, friendship, and family. Homesickness is the most common affliction of the travelling halfling.

Physical Characteristics

Average Height: 1.0-1.2m

Average Weight: 24-35kg

Languages: Trade, Halfling

Common Personality Traits: Easygoing, spirited, laid back, sneaky, clever.

Common Physical Traits: Hairy feet, fast hands, childlike appearance, expressive features, surprisingly quick.

Example Names: Angol, April, Autumn, Banin, Bradoc, Jasmine, Mallin, May, Rose.

Racial Statistics

Characteristic Bonus: +1 to Intelligence or Fellowship

Skill Bonus: +1 to Larceny and Deceive.

Power: Shifty - While most races use Wisdom and Dexterity to determine Static Defense, Halflings instead have a Static Defense equal to ten, plus six for every dot of Dexterity, minus twice their size.

Size: 2



Physical Qualities

Halflings are among the smallest sentient creatures in the Great Wheel, only half the size of a human. They mostly resemble humans, though their proportions and features are slightly off, childlike, and their ears are slightly pointed, not as long or tapered as elven ears but distinct.

Halflings usually have pale skin, though their skin tone runs nearly the same range as the various human shades. Most people just describe their skin color as 'dirty', because that's what halflings usually are. A clean halfling is about as rare as a shaved squat, though for opposite reasons - most halflings are simply far too low on the totem pole of the societies they exist in to have to worry about matters beyond survival.

Halfling hair and eye colors tend toward bare earth tones with hints of other color, muddy reds and blondes. Their eyes are most often hazel, shifting slightly between green and brown with the light. They often dye and cut their hair into outrageous colors and styles, perhaps as a way to get attention but also as a way to show belonging to gangs and families.

Playing a Halfling

Halflings are, not to make a pun, part of a lower class. They live in the gutters and ghettos of their betters, living lives that most totally ignore. In truth, they have a surprisingly deep culture, based on loyalty and sacrifice to friends and family. When a halfling makes a commitment, or learns to trust someone, they'd never willingly break that bond except in the most dire circumstance.

Because of these ties, Halflings shun anyone who is known as a tattletail or a betrayer. They'll often take the law into their own hands, so any halfling that starts talking too much to the Harmonium will often find himself in the morgue before too long.

Halflings have a great contempt for the larger races. And considering pretty much everyone counts as 'larger', there's a lot of targets for it. They lie, cheat, and steal from them and don't usually feel bad about any of it - the other races never give them a break anyway. They rarely have a need to go out among them except to scavenge for supplies, and most

races remain unaware of the cities blooming under their feet or within their unused cargo holds, cities built at half scale and full of all your missing things.

Halflings are opportunistic, seeking out the easiest way to do anything, which usually means cheating. They're not afraid to break rules or laws when it's to their advantage. It's a very rare halfling who wants a fair fight in any way.

Halfling Heroes

Coerg is a big man in the halfling underground, a roguish werewolf who likes to think he cuts a striking figure. People have expended much effort in avoiding saying anything to him about the differences between wolves and lapdogs and exactly which he transforms into. He's surprisingly peaceful for his kind, talking his way out of things and is a master of the art of sad puppy eyes.

Wheeler is a dangerous halfling. Trapped alone for decades or centuries on a feral world of (to him) huge monsters, he was driven insane and worse, losing his soul to a daemon. Only his madness was strong enough to survive the experience, and now what's left of Wheeler can speak only in simple rhyme. After sneaking onboard a ship, he's escaped back into Sigil, where his pranks and annoying behavior cause no end of trouble for the Harmonium.

Captain Selphie is that rarest of halflings, one who has actually gone legit and made something of herself in "big-folk" society. She says she owes everything to Vectron, and is well-known as a great lover and merchant, with a nose for gold and an eye to the future. She has her own spelljammer, the Defiant, though her customizations to it make it a bit cramped and uncomfortable for anyone much larger than an elf.

human

Humans are a young race. Very young and for the most part, clueless. They explore incessantly and fight amongst themselves for land, for love, for their gods. Thankfully, humans adapt extremely quickly and seem to have a knack for surviving in even the worst places to live. In the short time they've been on the scene, they've managed to go to war with the Eldarin over the - in the views of the Eldarin - dangerous practice of reopening dormant Portal Relays. The dominant view of Humanity is as a race rushing to disaster because of impatience and reckless behavior.

Relatively short-lived, most humans view life in the Great Wheel as an adventure, an undiscovered country to explore. Humans blaze new trails every day - going places no one else dares or wants to go, often finding ways to live in crystal spheres otherwise hostile to all life. They usually don't have time or pa-

tience to deal with the problems of others, though humans come in all types, some even managing to not be self-centered.

Languages: Trade, Human

Characteristic Bonus: +1 to any one Characteristic.

Skill Bonus: +1 to any two skills.

Power: Bonus Points: A human begins play with an additional 100xp to spend.

Size: 4



Physical Qualities

Humans haven't changed much in the time they've spent on the Great Wheel. They average around two meters in height, with somewhat softer features than the harsh lines of the Eldarin or brutish appearance of the Orks. Humans vary in appearance as much as any of the other races in the Wheel, and are almost a sort of middle ground in appearance. They often take cues from the races they deal with, sharing styles of dress and grooming.

The norm for humans in their own culture is, well, that there is no norm. Every planet humans have colonized has developed its own very distinct culture and style, and unlike most races humans seem most proud of their distinctness and individuality. Every human has at least one thing they consider themselves the best at, from something simple like cooking a certain type of food to something more noble like arts or science.

If one had to attribute a norm to humans, it would be the expansive culture of the Imperium. Nearly all humans are a part of it, a crushingly brutal empire that has spread a motif of skulls and eagles across the stars. It really does seem like humans can't get enough of eagles and skulls.

Playing a Human

In the grim darkness of the Great Wheel, people are still people. There is little that can change the human spirit, not even the future. The major change in human culture has been the rise of the Imperium. After unifying their home planet of Terra, humans expanded to the stars with a kind of reckless abandon that no other race had expressed for thousands of years.

This reckless expansion backed by a crushing imperial government defines the way humans deal with the wider universe. In one of their first encounters with an alien race, they ended up in a war with the Eldarin, a war where the "primitive" human ships crushed the Eldarin with massive brute force. They managed to end the war before things went badly for them thanks to certain political movers and shakers working in Sigil.

Because of this bad first impression, there is still a deep distrust for aliens in human

culture. The Terra First group, among others, seeks to promote human interests over alien ones. The more extreme groups are little more than xenophobic terrorist groups that would have humans purge the alien from the stars. Given the sheer number of threats humans have encountered, this position is considered quite reasonable to many.

While there are quite a few humans who just can't deal with aliens, others adapt extremely well to other cultures. It's not uncommon for humans who live and work closely with other races to take up their cultural mores and ways. Humans have also been known to try and romance anything that they find even vaguely interesting.

Human Heroes

Kuj'o J'Karra is a striking man, extremely tall for his age, well-built, and with a powerful sense of justice. He was raised among the Tau and only very recently awoke to his power, a strong Synchronicity spirit that gives him superhuman ability matched only by his incredible determination. Kuj'o plans on finding the vampire that has cursed his family and punching him into a fine paste.

Marina Pheonix, on the other hand, has been a Promethean for so long that she can't even remember having a human body. She's an expert hacker and gunslinger, so far removed from normal humans that at time she seems even more alien than Eldarin do. She prefers to work well away from the spotlight, and over a very long career of fighting alongside some of the strangest people in the wheel, has come to value expertise over anything else.

Armstrong is at first glance a fairly normal human sorcerer. While sorcery isn't something most humans are comfortable with, Armstrong is proving quite adept at it, no small thanks to the help of Acererak, who has been whispering secrets in his ear. He's been led from one secret to another, though Armstrong still isn't sure if he's being shown these secrets by Acererak as some kind of reward, or if he's uncovering things his god wanted to find out. Truthfully, he's fine with it either way, and expects that once he's found the answer to that question he'll have really learned what his god is trying to teach him.

Ork

Like the Eldarin, the Orks were created by the Syrne as warriors. However, where the Eldarin were created as agile warriors with great magical talent, the Orks were created as brutal troops that can withstand almost anything and keep fighting. They breed quickly and are probably the most successful race in the galaxy, infesting nearly every crystal sphere known. Thankfully, their constant infighting and love of combat will likely keep them busy killing each other until the end of time.

The Orks live in roving warbands, going from place to place in search of a good time. They're one of the few races of people that are genuinely almost always having a good time, especially when they find some tough fighting and good opposition. While they have a reputation for being bloodthirsty, they only tend to kill unworthy opponents - the ones that put up a good fight, or at least try, they let live so they can fight again.

Physical Characteristics

Average Height: 2.3-2.7m

Average Weight: 160-200kg

Languages: Trade, Orkish

Common Personality Traits: Argumentative, foolhardy, individualistic, impatient, fun-loving.

Common Physical Traits: Many scars, pointed tusks, mottled green skin, blood-curdling roar, bulky physique.

Example Names: Waagrot, Duffthug, Ogork, Ugurty, Naznob, Skabbad

Racial Statistics

Characteristic Bonus: +1 to Strength or Willpower

Skill Bonus: +1 to Intimidation and Scrutiny

Power: WAAAAAGH! - At the beginning of each combat, heal hit points equal to your level.

Size: 5



Physical Qualities

Orks are one of the most violent and dangerous races in the Wheel, and their physiology only supports them in this. They're extremely tough, shrugging off wounds that would kill others just by getting angry and riding the surge of adrenaline.

One of the most interesting things about Orks, at least to xenobiologists, is that they are perfectly adapted to a battlefield role. They're well-known for their ability to reproduce from spores, growing like big angry potatoes in the ground. What is less commonly known is their extreme sexual dimorphism. While male orks are by far more common and universally brutish and apelike, the rare female ork is considerably closer to the standards of beauty of other races. While there is no outstanding proof of it, some scholars suppose that while normal orks make excellent line troops, female orks were engineered more for stealth operations and special forces.

Orks usually have green skin, though deeper colors are not unknown. Their beady eyes tend through shades of yellow, red, and black. Nearly all orks have at least a few scars, and most accumulate a tapestry of scars that they're extremely proud of.

Playing an Ork

Orks are not afraid of getting into fights. They relish it, in fact. Orks grow and mature most quickly by fighting others, maturing into adulthood in amazingly short periods of time if they're given something to fight. While most races are afraid of pain or danger, Orks revel in it.

Orks don't have the same sense of design or beauty as other races, using simple solutions and reliable low-tech equipment. Because of this and their general appearance, many other races assume that Orks are dull and simple - the truth is just the opposite. Orks can do amazing work with little infrastructure and training. They're quite brutally cunning. Or cunningly brutal.

Most races have very strong opinions of the Orks, and since most of the time these races had first contact with Orks that involved a screaming green horde and a lot of fighting, these very strong opinions are typically nega-

tive. The Orks, on the other hand, really don't have many negative feelings at all. They like fighting, and dying is just a part of that. They admire anyone who can give them a good battle.

Orkish culture is based on the biggest and strongest ruling the small. They extend this belief to the other races, and many Orks will attempt to simply butt in and take control away from those they see as weak. Once someone has proven their strength, though, Orks are loyal and honorable. Betrayal and trickery just aren't usually the way Orks do things.

Orkish Heroes

Wrecka is a famed Orkish mercenary and bounty hunter. He's one of the few Orks that shows a natural talent for Sorcery, especially healing, thanks to the strange knowledge he was born with, a Syrne spirit that drives him to do some distinctly non-orkish things. He loves violence and killing, but Wrecka actually thinks about the future, both his own and of others.

Roshenko has been in more fights than he can remember. Sure, mostly that's because half of his brain has been replaced with clockwork and stuff, but that's still a lot of fighting. He's more machine than Ork at this point, with countless crude cybernetics and improvements. It's said he's never been on a ship that hasn't crashed. He has a strong sense of duty and honor, for an Ork, so he's pretty reliable as long as all you need is for someone to go screaming and shooting in the general direction of the enemy.

Shibba has always been different from other Orks. For one thing, she's a lot more subtle. For another thing, she's a she. Shibba has a great interest in the ways of other races, not least because she's picked up a Daemon that has been trying very hard to influence her and control her actions, but has been bullied into submission. It's clear that it was not prepared to deal with an Ork and how strong-willed they can be.

Squat

A proud people, the Squats come from a hostile world, the surface almost unlivable. They quickly developed mining skills and began living underground, a tradition that continues on almost every world they live on. They are deeply tied to their families and their social position, with tradition and their caste structure forming the base of their lives. They have a longstanding hatred of the Orks, who infest the surface of their homeworld and are almost a constant threat.

Squats are a creative people, most with at least some skill at a trade and a keen sense for the joy of a job well-done. Most squats have an appreciation for beautiful things, though the way they express this might seem gruff and ungrateful to others. They're some of the fastest adopters of new technologies and innovations, and are well-known for quickly finding ways to turn even seemingly useless things into useful tools.

Physical Characteristics

Average Height: 1.2-1.4m

Average Weight: 75-100kg

Languages: Squat, Trade

Common Personality Traits: Brave, gruff, persistent, reliable, stubborn.

Common Physical Traits: Beard, barrel chest, sturdy build, drunk, incredible endurance.

Example Names: Hrothgar, Durik, Snorl, Durgen, Gorten, Gudrun.

Racial Statistics

Characteristic Bonus: +1 to Constitution or Willpower

Skill Bonus: +1 to Crafts and Common lore.

Power: Squat Toughness - Once per encounter, a Squat may reduce the hit points they lose from an attack of their choice to 1. They may choose to activate this power after damage is rolled.

Size: 3



Physical Qualities

Squats are, in a word, squat. They stand shorter than humans and Eldarin, but are nearly square in shape, as wide as they are tall. Squats evolved on a world with higher-than-average gravity and far too many Orks. They're burrowing creatures, most comfortable in closed spaces and well away from open areas.

Despite their small size, Squats are quite tough, easily as dangerous at the art of war as any other race. Their homeworld's climate is dangerous on many levels, from the high gravity and radioactive atmosphere that the Squats aren't quite adapted to. However, like most sentient species, they more than make up for that with their cunning.

Squats are a people that are clearly no stranger to work - each of them, male or female, is calloused and hardened by a life of putting their backs into their work. They tend to grow bored easily when not given a goal, and have a work ethic that borders on the suicidal.

Squat clothing tends to be somber and dull looking to most. They have a limited ability to see into the ultraviolet and infrared, and those colors, which other races cannot see, have always been in style. To other Squats, these clothes are brightly colored and patterned, showing the wearer's clan and family. Beards and hair styles also show status and caste in Squat culture, and even a slight change in braiding shows as much significance as a wedding band or class ring.

Playing a Squat

There is almost nothing more important to a Squat than honesty. Squats are honest and open, and their culture relies on it - they have not had a real currency in centuries, having moved to a system of barter long ago. A squat who lies about the value of his goods, his training, or even his taste in ale will quickly find himself outcast among his people.

That's not to say Squats always tell the truth. They just don't lie. There's a very important difference - they might not tell you a load of ore is full of impurities, but they won't tell you it's fine if you ask them. Squats learn to ask the correct questions.

Squats come from a society with harshly divided caste lines. There is an upper class of nobility and warriors, a middle class of merchants and smiths and miners. But where there is an upper class, there is a lower class, casteless undesirables that are looked down on as the descendants of criminals and liars. They are considered unworthy to even be servants to other Squats.

Squat Heroes

Cheri is a young Squat, the last son of a noble house that was lost in a terrible accident. They built ships, the strong and tough ships of the squats, but at the launch of their most ambitious ship to date something went horribly wrong with the reactor. Cheri was away celebrating with friends, and returned to find his homeland warped and destroyed with the powers of broken sorcery and daemons. He remains resolute and determined to continue his family's traditions of honor and duty, working to fight evil and serve Moradin wherever he can.

Roboutte is an old warrior, one of the most experienced veterans of the wars against the Orks. all four of his limbs have been replaced with cybernetics, though that is perhaps less important than the fact that he's a Vampire, something he chose for himself to escape death. He has been hiding his condition from his family, something easily done since he doesn't spend time aboveground.

Setsuna is a serious young Squat. She was born into the warrior caste and was forced to begin fighting at a very young age when a civil war between her caste and the casteless began. She was one of the very few survivors of that war, and claims that a celestial being, some kind of shining daemon, was responsible for saving her. She has proven to be an almost supernaturally skilled warrior, and is still trying to reach the ideal she was once shown.

Tau

A mysterious race, the Tau have little magical talent and less presence in the affairs of the Astral Sea than even the humans. They have not expanded beyond their home Crystal Sphere, and visitors are almost unknown - they have not activated their Portal Relay and their Crystal Sphere is protected by an aura called the Wall of Fire that makes such a journey almost suicidal.

Every Tau is humanoid in shape, with two arms, two cloven feet, and a single head. Their gray-blue skin is leathery and tough and exudes no moisture, owing to the generally dry conditions of their homeworld. Their faces are flat, wide around the eyes, and their olfactory organs are located inside their mouths. Their eyes can see into the infrared and ultraviolet. Tau eyesight is good, but they focus on distant objects more slowly than humans.

Physical Characteristics

Average Height: 1-7-2.0m

Average Weight: 85-100kg

Languages: Tau, Trade

Common Personality Traits: Understanding, tolerance, honor, diplomatic, naive.

Common Physical Traits: Frail build, farsighted, mobile, enduring, light-fingered.

Example Names: Aun'va, Shaserra, Shovah, Shas'La, Dynerah, Kais.

Racial Statistics

Characteristic Bonus: +1 to Intelligence or Composure

Skill Bonus: +1 to Common Lore and Persuasion

Power: Fall Back - Whenever you successfully dodge a melee attack, you may make a free withdraw action, but you may only move half of the normal distance.

Size: 4



Physical Qualities

The Tau are quite well away from the average appearance of races in the Wheel. They're somewhat more frail on average than a human, but this is as much a function of their society as it is of their physiology - those few Tau who dedicate themselves to manual labor or learning the art of close combat grow just as strong as any human or Squat, though they might have to work a bit harder at it.

The Tau are descended from plains-dwelling creatures. They're adept at sprinting and walking long distances, natural soldiers in some ways, but their eyes are somewhat widely spaced, and they take slightly longer to focus on distant objects because of it. Their excellent sense of smell makes up for this a bit, though when they have to work around Orks or Halflings they tend to regret that. They have very little natural ability with magic, and developed only healing and protective sorcery on their own.

Playing a Tau

The most obvious differences between Tau and the other races of the Wheel is that the Tau have a single government that is based not on any greed or personal desire but on the Greater Good of all members of their society. The Tau consider the most valuable lesson one can learn to be that the needs of the many outweigh the needs of the few, or the one.

Tau are placed into the positions they will occupy for the rest of their lives at a very early age - genetic and standardized tests help them find the position that they are not only most suited to but will most enjoy. While they don't claim that this works out perfectly for everyone, as there are always a few who dream of a station they simply are not suited for, they believe it does the most good possible for society as a whole.

Tau society is based around a caste system, much like Squat society, though the Tau castes are somewhat more absolute, with a significant amount of genetic difference. They aren't quite separate species, but it's so rare for a Tau to find a mate outside of their caste that they may become separate species over time.

Tau generally don't think of themselves, though when they're put into command positions they're quite good at thinking for themselves. A Tau is nearly always willing to listen to the suggestions of another, though unless that person is qualified to speak, their opinions will not hold much weight - if they were truly suited to the task enough to give council, why are they not in the position themselves?

While Tau technology is very clean and nice looking, it's actually somewhat less advanced than the average. They have not yet learned to open Portal Relays, which has greatly slowed their expansion across the Wheel, and because they have so little knowledge of Sorcery, they tend to fall prey to nearly any magical threat they run across.

Tau Heroes

Shas'la Kais is a young warrior of the Fire caste, who in his very first mission was able to overcome almost impossible odds. He fought against dozens, hundreds of enemies, and somehow came out on top. Despite this incredible luck, he was unable to complete his mission, though he did manage to prevent great disaster from befalling the Tau Empire. He is currently recovering from the great mental stresses he endured - no one is prepared to see the Warp, especially not a Tau.

O'Shaserra is perhaps one of the best-known Tau Commanders in the Wheel, which is to say that several people have heard of her instead of none at all. She has the backing of the full Tau Empire and is at the head of the Third Crystal Sphere Expansion, a move by the Tau to annex some nearby Crystal Spheres. She has enjoyed no small amount of success. What few know is that she is a created thing, built to be the perfect, loyal commander.

O'Shovah was once a great commander among the Tau, before he nearly found his death at the hands of the Orks and a Daemon found him to its liking. Unlike most Tau he has a great skill at close combat, wielding a massive Grand Daiklaive. He has recently gone rogue, leaving the Greater Good to found a place where the great will not be constrained by the small.

Tiefling

The Tieflings are the mirror image of the Aasimar, a people made to serve Chaos. They are far more varied in appearance than their counterparts, typically having multiple mutations that mark them as servants of Chaos - hooves, a tail, claws, horns, all of these are common. While many closely follow the whims of their gods, a sizable portion of them simply do as they wish, which suits the purpose of Chaos quite well. Like the Aasimar, Tieflings increase their number by inducting other races, though in the case of Tieflings there is no orderly indoctrination or training, just torturous warping of the body and promises of power.

As befitting their birth, Tieflings tend to not really have any kind of society. Most are barbaric, living for their own desires and nothing else. They're creatures that indulge their every whim. Which makes them extraordinarily dangerous - a gang of tieflings might tear through a street, robbing a few homes, setting fire to more, painting beautiful murals on the rest and turning one man's lawn into a beautiful garden.

Physical Characteristics

Average Height: 1.5-3.0m

Average Weight: 100-300kg

Languages: Abyssal, Trade

Common Personality Traits: Passionate, flighty, loud, magnetic, untrustworthy.

Common Physical Traits: Dark eyes, intimidating height, sharp teeth, inhuman mutations, powerful build.

Example Names: Criella, Linaera, Verstaadt, Kiltre, Marchaud Vinton, Liera

Racial Statistics

Characteristic Bonus: +1 to Dexterity or Constitution

Skill Bonus: +1 to Intimidate and Weaponry

Power: Bloody Minded - You may reroll damage dice that land on a 1.

Size: 5



Physical Qualities

Tieflings are extremely variable in appearance and physiology, as befits beings born of roiling chaos. They were once members of other races, transformed through ceremony and ritual (and every once in a while, accident) into a new form. Most Tieflings are minions of the Ruinous Powers, servants of Chaos and transformed in order to better serve them. They are warriors by nature, and though they're somewhat smaller than Aasimar on average, Tieflings are just as tough.

Tieflings are generally humanoid, though they all have at least a few signs of the touch of chaos. Cloven hooves and lizardlike tails aren't uncommon, unearthly beauty and horns are fairly common as well. What the Tiefling once was seems to have almost no bearing on what they become, though the general appearance can give a bit of a clue to the power that changed them.

Their differing physical forms are what truly set Tieflings apart from Aasimar, despite their extremely similar origin. While Aasimar are all works of art in flesh, they are all the same work of art. Tieflings are more inventive, a process rather than a single solution. Some are stronger or weaker, some more beautiful or hideous, but all of them are unique and special in their own way.

Playing a Tiefling

If there's anything a Tiefling does well it's revel in their own power. They are servants of the Ruinous Powers, but they are not doing it purely out of duty or faith but out of their own desires. While Aasimar lose who they were in their rebirth, who a Tiefling is is made manifest in their creation. Their new forms are partly made of their souls, their unconscious desires, and reflect the kind of person they are, deep down. While their memories of their past lives are hazy at best, they remember the important things, the things that drove them to become what they are.

A Tiefling is by nature a person who cared more for their ambition than their people. They are not nearly as devoted to the Blood War as the Aasimar, but are created in far greater number - it is a comparatively simple thing for the Ruinous Powers to create a

Tiefling and simply set it loose than it is for the Blessed Pantheon to carefully create and train their servants.

Not all Tieflings serve Chaos. Just as there are some Aasimar who have taken up service with the Ruinous Powers, there are Tieflings who have decided they'd rather serve someone more dependable.

Overwhelmingly, Tieflings are not trusted. They are seen as being dangerous at best and often just as mutants and monsters. Whatever family ties they had are severed, and many factions and entire worlds will simply not want to deal with them. That is the price they pay for power, and it is a burden that most see as a small cost - they were often already shunned for their actions, and this is a minor addition to that at most.

Tiefling Heroes

Traya is a Tiefling, a Servant of Malal, and a Black Spiral Dancer. None of these three things really inspires trust or confidence in people. She is a berserking warrior, always the center of combat. However, unlike most servants of Malal she is not willing to betray the ones she cares for - though she's hurt them more than once because of her lack of control.

Petticoat has served the Ruinous Powers from her place in high society, having been embraced and made a member of Clan Ventrue long ago. She is a servant of Tzeentch and considers herself a master planner, with schemes that take decades to come to fruition. While most simply look at her as a simple businesswoman, she is an incredibly dangerous fighter in her own right, with a pair of cunningly disguised weapons and the skills of a master assassin.

Shax was once merely a pawn in the Blood War, and the only thing he wanted was revenge against the Blessed Pantheon, whose servants had purged his family for their worship of the Ruinous Powers. After years spent fighting for one useless rock after another, he simply... lost his taste for revenge. He now worships Luna, having seen that what is really needed in the Wheel is for the endless cycle of revenge to change.

"THE PIT, THE PIT!"

They threw the stranger into the pit. He had appeared from the sky with strange lights and sounds. He was clearly another Daemon, appear to plague them from the warp, or a dark sorcerer in their service. He had already been injured when they found him, and hadn't put up much of a fight, though he was clearly a surly and spiteful type.

The pit was the only place for him, a dry well that had been warded by the priests to contain daemons such as him. The horrors trapped there would make short work of him. The stranger had argued, tried to convince them not to throw him in the pit, but the arguments had fallen on deaf ears and they had pushed him into the pit at sword-point.

From above, the villagers watched as the daemon in the pit appeared. It had killed countless men in seconds. The stranger, though, proved to be made of stronger stuff, pushing back the daemon with surprising strength.

"Give him the spikes," ordered the town magistrate. An ancient mechanism slowly came into motion, the spiked sides of the pit slowly grinding closed like huge jaws. The stranger cursed, an oath terrible enough to make the women watching blush.

Against the magistrate's orders, the King's sage appeared, carrying the strange sword the stranger had been wearing when they captured him. He threw the sword down into the pit. The stranger caught it before it hit the mud that lined the pit's floor, and with the press of a switch, the chainsword roared to life. The stranger let loose a battle cry and decapitated the daemon with one swing. Foul black blood flew into the air.

The stranger used the moments of peace he bought himself to climb above the pit's closing walls, and then above the lip of the pit itself. Battered and bloody, he walked up to the town magistrate, looked him in the eye, then looked down at his feet. The magistrate's gaze followed his, and in that moment of distraction he slugged him in the face, knocking the man over.

"All right, who wants some?" The stranger asked, looking at the silenced crowd that had just been baying for his blood. "Who's next? Huh? How about it? Who wants some?!" The men shied away from him. He sneered at them and pushed them away, then turned to the other prisoners who had been due to be executed.

"Get on those horses and get out of here," he said. He looked at the men holding them. "Let them go!" They released the prisoners.

"Halt!" the magistrate yelled, getting to his feet. He drew his sword, just a plain steel blade. The prisoners got on the loose horses and rode off laughing. The magistrate brandished his sword at the stranger. "For that arrogance, I shall see you dead."

There was a crack-roar like some strange thunder. The magistrate's sword exploded in his hands, shattering into metal fragments. The stranger raised the aim on the weapon he was suddenly holding.

"Yeah. Alright you primitive screwheads, listen up. See this?" He raised his weapon into the air. "This... is my BOOM STICK! It's a .75 gauge standard pattern bolter, top of the line. This sweet baby was made in the forge city of Gunsmoke on Bytopia-1. Retail for about 500 Thrones. It's got a plasteel stock, engravings and a hair trigger. Ya got that?! Now I swear, the next one of you primates even touches me-"

The stranger turned and fired his bolter twice in quick succession, blasting the daemon crawling unnoticed out of the pit. The shots tore its body apart, knocking it screaming back into the pit. The stranger blew smoke away from the barrel of the weapon, then lowered it.

"Now, let's talk about how I get back to my ship."



EXALTATION

Every Hero is more than just a man with training. A real Hero is more than that, with abilities beyond even the greatest normal man. A Hero might have a great blessing, or a great curse. Maybe he was aware of his great potential since childhood. Maybe he only discovered it in a time of great need.

What a Hero finds, his source of power, is his Exaltation. It's more than just another tool or some training. It's an intrinsic part of who he is. Exaltations are rare, literally more rare than a one in a million. It's not even all that uncommon for there to be only one or two exalts on a world at a time.

How a person becomes Exalted depends greatly on what type they become. Some types of exalted - Werewolves, the Chosen - depend on the blessings of the fickle gods. Others, like Atlanteans and Paragons, must be born into. Daemonhosts are more of a curse than anything else, taking over the dying in some of the darkest corners of the world. In theory, anyone can become a Promethean, but it requires an expenditure of capital and resources that take a nation to support. Vampires are the only type of exalted that anyone really could become, and they're blood-sucking monsters that feed on mortals.

One important thing to note about the Exalted is that fate and destiny have a strong hand in their creation. Each of the Exalted is someone willing and able to use their powers. There is no such thing as a Vampire unwilling to drink blood, or a Chosen that doesn't follow the god that has given them power. Destiny seems to work against 'wasted' exaltations.

It's impossible to sever the Exaltation from someone. Despite rumors and experiments, there is no way to turn a Vampire back into a mortal, or to neuter a werewolf's abilities, or cause an atlantean to forget. An Exalt can be killed - though that's not easy - but it's beyond even the abilities of the gods to make them merely mortal again. If someone wants to take down one of the Exalted, they have to do it the hard way.

Exalts are functionally immortal. Until someone goes out of their way to kill them, they won't die. They'll seem to be in the prime of their life for a very, very long time - when an Exalt starts to look old, they're at an age where entire nations and great empires are fleeting moments that come and go. Disease doesn't touch them, and all but the most powerful poisons fail to affect their bodies.

EXALTED POWERS

The Exalted have a great variety of powers. In general, you can divide these into three parts. First, there are the Exalt's static powers, the abilities shared by all of their kind. These are not always strengths, but also weaknesses that they share. While Exalts are far stronger than mere mortals, some have supernatural weaknesses - a vampire's weakness to sunlight, a werewolf to silver, and so forth.

Secondly, there is the Power Stat. This is the measure of just how powerful a given Exalt is in the powers of their kind. Like Magic and Sword Schools, its maximum in dots is equal to the character's levels. A character begins with one dot in their Power Stat. As they grow in power, most of them change physically.

Third, and possibly most importantly, there is the resource stat. While each of the Exalted has a different resource stat, being able to hold different amounts of these resources and recover them in different ways and at different rates, they can be expended for the same effects for all Exalts. By spending one Resource Point, an exalt may:

- * **Heal 1 Hit Point.**
- * **Gain +1k0 to a skill Test.**
- * **Gain a reaction action.**
- * **Recover from being Stunned**
- * **Recover from being Dazed**

An Exalt can only spend a few resource points in a given round. The number of points they may spend per round is equal to their Power Stat. Healing hit points with your resource points can only be used out of combat during a period of relative rest and relaxation.

THE TELL

All of the Exalted have a Tell, something that marks them as more than merely members of their respective races. While it might seem odd, the sheer variety of races, cultures and technology means that even the most bizarre first impression an exalt leaves, even ones as unusual as Prometheans and Daemonhosts, can be matched by the more extreme fashions of mortal society. However, a Tell is blatantly strange and supernatural.

Each type of Exalt has a different type of Tell.

Vampire - A vampire grows more pale, and his fangs become more and more prominent.

Werewolf - Develops patches of fur and grows wolflike ears and a tail. Tattoos glow brightly with silver light.

Atlantean - Begins glowing golden with Syrneth magic and an avatar of their past life appears around them.

Paragon - No blatantly visible effect, but a noticeable charisma that draws the eye of more and more people.

Chosen - The symbol of their god appears, and an aura forms around them in the favored colors of their deity.

Promethean - More gadgets appear, and obvious mechanisms and crackling power appear from their bodies.

Daemonhost - Vile marks appear on their skin and their forms twist with mutation.

Tells are not present all the time. It's only when an Exalt uses their power and spends Resource Points that the Tell appears. The number of points that an exalt spends in a given scene determines how strong their Tell is. When an Exalt spends even a single point, their Tell becomes faintly visible to careful observers (Perception + Wisdom against TN 20 to notice). With two to three points, the Tell becomes impossible to miss and their true nature is on display. With four or five points, the character radiates an aura of power, light bright enough to read by or darkness enough to smother campfires. At six or more points spent in a single scene, the Exalt's display of power becomes truly epic - they might be surmounted with a glowing avatar, be visible for kilometers, cause mortals to fall silent and simply watch, or send them screaming in terror.

Mortal Heroes

Some GMs and Players may be interested in playing mortal characters, either for an extra challenge or simply because they want to play through their character's exaltation. In this case, simply don't choose an Exaltation. A mortal character is fragile and short-lived compared to an exalt, but their Hero Points still show them to be something special.

Captain Gabriev fired as the next target walked into the corridor. His lasgun beeped as the power pack hit critical levels. His hand went to his belt. Only one pack left. He reloaded and looked back at his teammates.

"How's Talieer?" Gabriev asked, looking back. Wrecka glanced down at the prone form of the wounded Eldarin. She had taken a hit from the pink-haired clones that had gone right through her void suit and out the other side.

"Da panzee's all urty," Wrecka said. Gabriev sighed. That wasn't exactly the answer he had been hoping for. The Ork was a pretty good healer, but he was nearly tapped at this point.

"I-I am fine," Talieer said. "I have not been injured in a way that will impede the completion of this mission." She sat up, blood still dripping from her wound. She put a patch over the hole in her void suit.

"Did any of their... stuff get to you?" Gabriev asked. He glanced back down the corridor. Nothing yet.

"No. I do not believe so." She sealed the patch. Wrecka, surprisingly gentle, helped her seal the hole on her back. The Eldarin nodded her thanks.

"No sudden love for the damned little pink things?" They were all identical, clones created by some damned mad scientist trying to create a god or bring back her dead daughter or both. They were a perverse mixture of human and some bizarre alien life form, all of them with pink hair, an empty smile, and emitting pheromones that made people fall in love with them. Worse, they seemed to be able to change their shape and turn their limbs into twisted blades of red crystal.

"No. Their pheromones do not infect through blood contact. I believe I will be fine as long as my suit does not become further compromised." She stood up, shakily. "I will require my weapon."

"Oy gotz yer dakka," Wrecka said. He rummaged around in his belt pouch and produced an inferno pistol. Talieer took it, checked the advanced weapon, then holstered it, nodding her thanks.

"...kekahi mau pipi..." came an echoing call from down the corridor. Gabriev turned back to the corridor. Glowing red eyes. He leveled his lasgun.

"We've got more Kiiha clones incoming!" Gabriev warned. "Goddamn, I hate these things."

Atlantean

When the Syrne vanished from this world, they didn't even leave corpses behind. The popular theory is that they used a weapon that actually blasted the souls of their entire race free of their bodies. Ever since then, some have been born with the same kind of amazing, universal magic that the Syrne practiced. The rumor is that they're being born with the souls of the lost Syrne race.

While the Atlanteans are indeed being reborn with the souls of the Syrne, they do not typically come into realization of this until later in their lives. They usually have normal childhoods - at least as normal as they can be for someone with an amazing inborn talent with magic and surprising instinctual knowledge. However, there is typically some triggering event that brings old memories surging back to them. For most it is something simple - the play of light on water, the sound of a bell - but for some it is more dramatic, from an epiphany in the middle of a duel to stumbling over one's own grave.

Atlanteans do not have all of the memories from their former lives. Most only have flashes and vague memories like a long, detailed dream. Others remember a few events or days extremely well and have the rest of their memory a total blank. All that they can remember for sure is that something terrible happened, a curse that still rests on their power to this day in the form of Paradox.

Unlike some other Exalts, Atlanteans have no society at all. They may have memories of being someone else, but they are still ultimately who they were before they awakened. They may have sudden shifts in personality, and an even greater grasp of magic than before, though. Most Atlanteans choose a class with at least some ability to learn magic - most of their inborn ability improves their ability to use magic, and they are little better than the average mortal without that advantage.

POWERS:

Magical Aptitude: You begin play with one free rank in any Magical School. The character may purchase ranks in that Magical School as if they appeared in any class progression he possesses. Whenever an Atlantean rolls for Psychic Phenomena, they may roll twice and choose to have either or both effects occur.

Prestidigitation: The character may preform minor magical tricks. As a half action they may do any of the following:

- * Move up to 1 pound of material
- * Create a harmless sensory effect, like a shower of sparks, faint music, or an odor.
- * Color, clean, or soil small items.
- * Instantly light small (Torch, candle, small campfire) fires.
- * Chill, warm, or flavor up to 1 pound of nonliving material.

Past Lives: An Atlantean may treat all skills as Basic.

Paradox: Whenever an Atlantean spends a Mote, he gains 1 paradox. The only way to regain spent motes is to eliminate the paradox caused by their use. There are two ways to Unravel paradox and change it back into motes. The safe



way is to spend an hour in meditation to bleed out the excess warp taint in a fairly dramatic but safe way - ghostly images, a shower of sparks, heatless flame, or so forth. The fast way is to spend a free action and roll for Psychic Phenomena. While the Hero has paradox, keeping a 9 on any die when making a magic Test forces the character to unravel one paradox immediately, the fast way - and multiple 9s stack if the character has more than one paradox.

POWER STAT: ARCANA

The Arcana of an Atlantean is a combination of several factors. First, the awakening memories within them coming alive, memories of that first age blooming in their minds and carrying with them training and techniques that have been lost to time. Of course, secondly, there is the soul within them growing in power. The Surneth were known for their talents with magic, and this was not just because of their extensive knowledge, but because of a well of power within them that Atlanteans also share. While Atlanteans never really become inhuman, they do tend to withdraw from their societies over time, becoming more reclusive as they feel alienated by others.

Resource Stat: Motes. The character has maximum Motes equal to their Charisma and Intelligence plus double their Arcana score.

Arcana	Power Gained
★	Ancient Style - The vague memories of the atlantean's past can greatly influence his present. Some know ancient fighting styles, lost spells, or even fashion and style. Choose any three skills. You may go to six dots in those skills and gain the specialty (Surneth) in each, replacing any existing specialty.
★★	Empower Spell - by spending 1 Mote, the character may treat their level and the rank of their Magic Schools as being 3 higher for the purposes of the next spell they cast.
★★★	Excellence - You may spend two motes instead of a Hero Point to reroll any skill in which you have a specialization.
★★★★	Maximize Spell - The Hero may spend any number of motes. For each mote spent, one die in a spell's Magic check is counted as a 10. (despite being 10s, these dice do not explode - they are just counted as 10.)
★★★★★	Quicken Spell - By spending one mote, the Hero may cast a spell as a free action.

Chosen

There are those who worship the gods, and there are those who are chosen by them. The Chosen gain power from their connection to the divine, becoming less human and more a devil or god themselves. Many are devoted worshippers of their chosen deity, and while all of the Chosen have great power, only those that embrace their calling can really ascend to the higher ranks of might.

The way the Chosen are seen depends greatly on their patron. Given that the Ruinous Powers and the Blessed Pantheon are mortal enemies, it should be obvious that just by being one of the Chosen, you'll have some enemies waiting for you. Granted, the Grey Council has fewer enemies than the other options, but that can lead to even more trouble from radicals from all sides.

A Chosen's power is largely focused on channeling the might of their god. They have various abilities to use their faith as a fuel source, especially as protection - it's almost impossible to kill one as long as they're in good favor with their god. Even when you're sure they're dead they can just pop back up to life.

A Chosen is not simply someone deeply involved with a god. They've been chosen as a champion, among the greatest and most important of a god's servants. They shouldn't be

taken lightly, and will often occupy the highest ranks of a church's organization.

POWERS:

Conviction: Your power stat (Faith) is capped at 1/2 of your Devotion (rounded up) as well as your level. If you lose points in devotion sufficient to bring the cap on your power stat down below the level you have actually purchased it at, you lose access to the powers granted by higher ranks in the power stat until you have increased your devotion sufficiently.

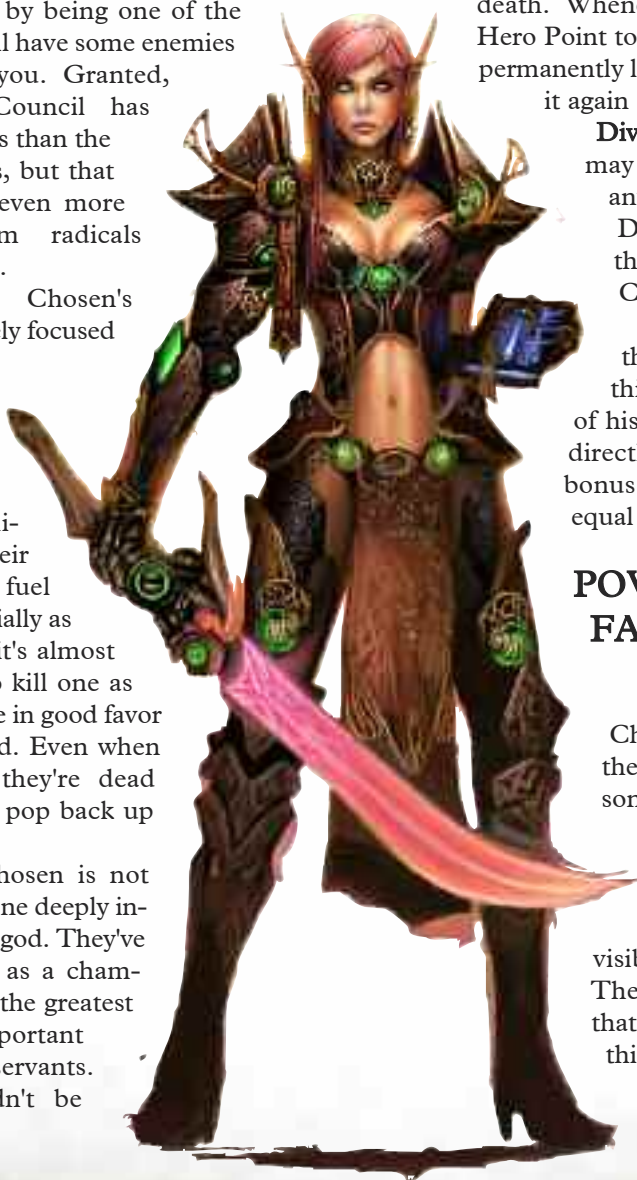
Redeemed: As long as you have at least 2 Faith, you are never in danger of death. Whenever you would burn a Hero Point to survive, you may instead permanently lose 1 Faith. You may buy it again as normal.

Divine Power: The Chosen may spend a Favor to replace any one rolled die with his Devotion. He may not use this power on Alignment Checks.

Leeway: As long as the Chosen is doing something to advance the plans of his God, or is on a mission directly from them, he gains a bonus on Alignment checks equal to his Faith.

POWER STAT: FAITH

The Faith that a Chosen has is different from the type of the average person. Where the typical believer has only prayer, the Chosen have blessings sent down directly, and visibly, from their patrons. They enjoy a level of power that few can match thanks to this Faith. While their abilities may not seem flashy, they're undeni-



able and extremely powerful and versatile.

Resource Stat: Favor. The Chosen may perform a special ritual once per day which restores all of their favor. The maximum favor a Chosen can have is equal to his Devotion.

Faith	Power Gained
★	Second Chance - Whenever the Chosen would burn a hero point to survive, he immediately is returned to full health and put in the nearest safe place (how safe, exactly, depends on the whims of the gods).
★★	Divine Protection - Whenever you receive critical damage you may make an Alignment check. If it is successful, you prevent the critical damage.
★★★	Auspicious Success - Whenever you spend a Favor to add dice to a roll, you may add +2k0 to your roll per Favor spent instead of the normal +1k0.
★★★★	Prayer Strip - A Chosen may, when performing the ritual to restore his or her favor, choose to create a Prayer Strip. A Chosen may only create one Prayer Strip per day, and may have a number equal to their Faith in existence at any time. A Prayer Strip may be used at any time as though it was a point of the Chosen's Favor (including all special modifiers such as from Auspicious Success), and may be used by anyone holding it as long as the Chosen considers them an ally.
★★★★★	Miracles - A Chosen does not have to trust to luck. A Chosen makes their OWN luck. Rather than adding +2k0 to a roll when spending a Favor, the Chosen simply adds 10 to the result.

Daemonhost

A Daemonhost is what most people are really afraid of when they're thinking about the Exalted. Whereas most of the Exalted are simply people with supernatural ability, Daemonhosts are truly monsters. Most are people who, at the verge of death, were willing to give up anything to live, even if it meant allowing a monster to dominate and warp their body.

There is great debate about just how much control the original soul still has over their actions. It's undeniable that there are major changes in the person's actions, personality, taste, and so forth, but it's similarly undeniable that the Daemonhost retains all of their memories and often appears more similar than different at first glance.

The truth is that there is no simple answer. When a Daemonhost is created, a warp entity escapes from that chaotic dimension and uses the body of one of the dying as a host. It doesn't just take over the body, though - it fuses with the soul of the host and they become, essentially, an entirely new being. It seems that the most important factor in determining how the host acts after the change is the strength of their willpower and personality, with particularly dominating and self-con-

fident types changing the least from the daemon's influence and the easily led and submissive changing the most.

A Daemonhost's power is often compared to that of an Atlantean. And not without cause. The two have very similar origins, an ancient and powerful soul in a fresh body. Some races are unwilling or unable to see the difference between the two. But one is a reincarnation, a fresh start for a cursed people, while a Daemonhost is a parasite that brings the living back from death purely to escape its own torment and to exert its power over a world it does not belong in.

POWERS:

Demonic Tutor:

You begin play with one free rank in any Magical School. You may purchase ranks in this magical school as if it appeared in your class progression.

Unholy

Might: By spending one Essence, you may add your

Arcanoi rank to the rank of your Magical School for a single Magic Test.

Rejected by Cre-

ation: Whenever a Daemonhost spends Essence, he gains Resonance. The only way to regain spent Essence is to eliminate the Resonance caused by its use. Resonance Eruptions (turning the resonance



back into essence) are made by Testing Willpower against a TN equal to 10+5 per Resonance. For every degree of failure on this roll, the hero suffers one wound. For every degree of success, the hero loses one Resonance and gains one Essence. While the Hero has Resonance, a 9 on any die when making a magic Test forces the character to cause a Resonance Eruption immediately. (Multiple 9s stack!)

Feeding: A Daemonhost may feed on the living to fuel his power. By consuming the flesh and blood of a living creature, the Daemonhost may recharge their horrid abilities. Daemonhosts gain a Bite weapon (1k1 R; Melee; Brawling). For every hit point of damage they inflict with these bite attacks, they convert one Resonance back into Essence. If a Daemonhost is feeding on a helpless or willing target, they may choose to feed only on a small amount of blood, leaving almost no mark.

POWER STAT: ARCANOI

As the Daemonhost increases in power, the Daemon draws more power out of the Warp and into the real world. This pervasive wrongness that warps and empowers the Daemon is their Arcanoi. As a Daemonhost's Arcanoi grows, they begin to warp away from their previous forms, often taking on unnatural coloration, growing horns or claws, having their eyes become flat black or begin glowing, and so forth. Daemonhosts are hard to categorize in any simple way. They can be beautiful, terrible, or anything in-between.

Resource Stat: Essence The character begins play with Essence equal to Willpower + Charisma, plus double their Arcanoi.

Arcanoi	Power Gained
★	Daemonic - Daemonhosts reduce damage they take from every source by an amount equal to their Constitution plus their Arcanoi except for damage inflicted by magical effects or silver weapons.
★★	Unnatural Characteristics - Daemonhosts may go to six dots in any of their Characteristics.
★★★	Scorn Earth - You no longer need to touch the ground of creation, holding yourself above it with your massive power. A Daemonhost may hover at will, allowing them to move at their normal speed in all three dimensions.
★★★★	Not Of This World - You do not suffer the effects of results from the Critical Damage charts unless they would cause death.
★★★★★	Black Miracle - Killing a Daemonhost at this level of power merely forces the Daemon inside back into the warp for a short time. Unless a ritual is performed to prevent it (and a Daemonhost can burn Hero points to foil this ritual) the Daemonhost simply reforms later, spending one week for every point of Resonance they have in the warp before finding a new vessel.

Paragon

A Paragon is, simply put, the best of their race. The kind of person born with a supernatural level of talent and raw ability. Perhaps only one in a thousand is born with this power, and fewer still come to recognize it.

Paragons are perhaps the most subtle of all Exalts. They don't have blatant supernatural abilities. They can't change shape or kill people with special mind bullets (just the same mind bullets as anyone else). They are simply at the top end of the normal bell curve of talent, so many standard deviations from the norm that they're an entirely different type of people.

Anyone who is a Paragon almost inevitably rises to the top in their society. They're the best of the best, and nearly every one has a story to tell about coming from some unlikely background and rising to meet every challenge put in front of them.

However, it's important to remember that a Paragon isn't just someone who is good at what they do. There are a lot of people who are good at their chosen field. A Paragon is a person born with literally unlimited potential. For the average person, competing with a Paragon is simply impossible. Even the greatest mortal expert would find the playing field drastically tilted in the Paragon's favor.

POWERS:

Destiny: A paragon begins play with 2 additional Hero points.

Statuesque: Each race gives a choice of +1 to two or more Characteristics. Choose one of those Characteristics you have not chosen before. You gain +1 to that stat.

Flash: You are never surprised and are aware of every attack that is directed at you.

Perfection: You gain one feat that has your race as a prerequisite.

POWER STAT: EXCELLENCE

When a Paragon sets his mind to something, it can be very difficult to oppose him. Each one has a dominating presence, a pressure that gives them an edge against everyone else. Others can feel it, a psychic force radiating from them and crushing resistance. It's said that some very powerful Paragons can actually move things with their minds, see the future, and preform all sorts of tricks - without using any magic at all.

At the beginning of each scene, you gain a number of Pressure Points equal to three times your Excellence. You may use these points to modify any skill roll directly - spending one point improves the final total of the roll by 1. You may spend any number of these points per round, using all of them in a single roll if you wish. Whenever an opponent spends a Resource Point, a Pressure Point, a Hero Point, or you lose one or more Hit Points, you recover a Pressure Point. If you would have more than three times your Excellence in Pressure Points, the 'extra' points are lost.

Resource Stat: Action Points. You have a number of Action points equal to your Level + Pressure. They are regained at the beginning of every session.

Excellence Power Gained

- ★★ Swift as the Coursing River - When a Paragon attempts and succeeds a 2-die Stunt or higher, they recover one Action Point.
- ★★★ All the Force of a Great Typhoon - In battle, a Paragon is constantly pushing themselves to greater heights. At the start of a Paragon's turn, they recover Pressure Points equal to their Excellence.
- ★★★★ Strength of a Raging Fire - While stunting, a Paragon's dice explode on a roll of 9 or 10 instead of just 10.
- ★★★★★ Mysterious as the Dark Side of the Moon - Whenever a Paragon uses a stunt on a test and succeeds, all allies attempting the same test (that is, using the same action) before the Paragon's next turn gain a bonus on their result equal to the number of Pressure Points the Paragon spent on her test.



Promethean

Heroes can be born or chosen by fate, but a Promethean is made by the hands of mortals. They are created by the tireless work of mortals, the fortunes of entire crystal spheres sunk into their creation to forge them out of the most perfect materials and magics. Each one is a device created to bring about a change, machines built to bring freedom, men created to save the Great Wheel.

The body of a Promethean is an undying form of metal and magic, a work of art with incredible detail and care. Magical fluids, dissolved quintessence and other more exotic alchemical concoctions. Each one is unique. Most are beautiful, some because of their graceful forms and others with slablike forms of simple shapes. The one constant among Prometheans is that they have a heart, a core that is the center of their magical life.

This heart, the Promethean Core, pulses with incredible power, a glowing reactor burning with a magical radiance called Pyros. This energy can do the impossible, letting them exceed what few limitations their enhanced bodies still have. This Core also hosts the soul of the Promethean, which must come from a willing subject with an exceptionally strong willpower and drive to live.

Prometheans are typically revered by their creators, icons, perfect men, unbeatable machines, designed to destroy every evil standing between their people and freedom. They are usually thought of in the same way that people think of flagships in a navy or walking nuclear weapons - respect and fear, but purely as a weapon. It can be hard to get people to see past their appearance to the very real person still inside them who sacrificed themselves to become something greater.

POWERS:

Living Construct: A Promethean is immune to Fatigue, Poison, and Disease. They are not subject to the same frailties as their fleshy companions. They also have no need to Eat, Drink, Sleep, or Breathe though they can still do so if they want.

Refitting: A Promethean doesn't heal naturally over time. A Promethean must be repaired. Repairing a Promethean takes a Craft + Int Test. The TN for this Test is 15 if the Promethean is lightly wounded, 20 if heavily wounded, and 25 if the Promethean has taken critical damage. A successful Test recovers 1 Hit Point and takes one hour. A Promethean cannot spend Pyros to heal Hit

Points. If a Promethean loses limbs or their body is destroyed, they can be repaired rather than replaced. Repairing a destroyed limb or body requires making Craft + Int tests against TN 25, each test taking one day. After five successful tests have been made,

the Promethean's limb is rebuilt.

Disquiet: A Promethean generates an aura of subtle wrongness. He takes -2k1 to all social rolls against non-exalts. Partly this is because of their status as living weapons and machine-like appearance. This is also, though, a partly magical effect.

Superlative Constitution: A Promethean doesn't suffer Critical Damage like others. It's extremely difficult to kill one. Even critical damage won't necessarily kill them.



Each of their limbs tracks critical damage separately. They do not use the Critical charts for damage, but at 5 critical damage the limb is destroyed. If the damage is to the gizzards or head, the Promethean is killed. Other limbs being destroyed merely results in the loss of said limb. If the Body is destroyed, the Promethean is knocked unconscious until he is repaired.

POWER STAT: GENERATION

As a Promethean's Generation increases, he swaps out older equipment with newer gear. Most Prometheans must return to their place of birth in order to increase their Generation, despite spending XP. As their generation goes up, most Prometheans also become more and more ornate in appearance, with extra components and gadgets being added over time. Every ability, spell, and feat a Promethean has might well come from these installed components.

Resource Stat: Pyros. The Prometheans regain one Pyros per hour as their internal reservoirs of magical essence generate power. They can hold Pyros equal to three times their Generation.

Generation	Power Gained
★	Integrated Armor - A Promethean has integrated armor equal to his Generation +3. As with other armor, this does not stack with armor worn over it, but only the better armor is used. A Promethean may choose to treat any armor proficiencies on his class lists as being optional feats.
★★	Integrated Weapons - A Promethean can integrate a number of weapons into his body equal to his Generation. These weapons are effectively concealed and can't be found by a normal search. He can draw them as a free action.
★★★	Transhuman Potential - A Promethean may spend Pyros to boost his characteristics, spending 1 pyros for every +1 bonus. This bonus lasts only for one turn.
★★★★	Recharge - Whenever a Promethean suffers damage from a source that deals E-type damage, they recover 1 spent Pyros for every hit point they lose from that attack.
★★★★★	Warstrider - A Promethean may assume a massively powerful and deadly form. For one scene per day, the Promethean doubles his size and gains +3 dots to all physical characteristics. Integrated weapons deal an additional +1k1 damage because of their increased size.

Vampire

Vampires are undead creatures, horrors that drink the blood of the living. They are cursed to a half-life by a plague stemming from a small number of people who drank the blood of the dying Elven god of war, Khaine.

Vampires are generally feared and poorly understood by mortals, and are often considered among the weakest of the Exaltations. However, any mortal can become a vampire - you have to be born a Paragon, attract the notice of a god to become one of the Chosen, but all that is required to become a vampire is to make yourself useful enough to another vampire that they are willing to turn you.

Most vampires spend decades or centuries paying off this initial blood debt. However, during this time the elder vampire shields the younger one, teaching them how to control and use their powers. Because of their age and their attachment to a local community, they also tend to be very well connected.

Vampires come from all walks in life. There is no single class or race that is more strongly represented than any other - the promise of immortality tempts nearly every mortal. A vampire's powers make them fairly hard to kill, and they can replenish their stores of blood quickly in a well-populated area. Additionally, a vampire's thirst runs deep, and they can have more stored in their Resource Pool than most Immortals. In many situations, a vampire can tap more fully into their store of power than anyone else, since they can easily recover themselves after a fight.

POWERS:

Old Money - A Vampire begins play with 4 additional dots to place into backgrounds. They've simply had a long time to integrate themselves into society, and can reap the benefits.

Undead Resilience - A Vampire has the Undead trait and may not be killed by critical damage unless that damage comes from an E, X, silver, or magical source. Impact and Rending damage that would otherwise kill a vampire merely leaves them unconscious. And since a vampire doesn't breathe and has no heartbeat, this may lead a careless opponent to think they've finished him off. A vampire in this condition will remain unconscious until they spend enough blood to heal their Critical Damage past the point where they would have been fatal.

Sunlight Weakness - A vampire automatically loses 1k1 Hit Points per round they're exposed to sunlight. Critical damage



uses the E chart and automatically goes to the body. A vampire killed by sunlight damage is reduced to dust and cannot be returned from the dead. A thick cloak and wide hat, a parasol, or similar careful preparation is enough to protect a vampire, though they'll no doubt be quite uncomfortable.

Blood Dependency - A vampire must spend 1 Vitae every day in order to remain active. If they choose not to, or can't, they lapse into a coma. Vampires gain a Bite weapon (1k1 R; Melee; Brawling). The vampire may choose to drain one resource point of blood from a bitten victim, which gives the victim a level of fatigue (this replaces the normal level of fatigue gained from an unarmed attack.) A vampire may also, of course, feed from a willing target. A vampire who is unconscious or in a coma may be fed blood by another. If a vampire attempts to feed from someone who has already been knocked unconscious by fatigue, they may only safely drain 1 Vitae, with the next feeding killing the victim.

POWER STAT: BLOOD POTENCY

Blood Potency is a measure of how strongly the blood of Khaine resonates within the vampire. It gives a vampire most of their iconic powers - the ability to see in the dark, to inspire fear, superhuman speed and strength, and finally the power to control minds. When a vampire increases their Blood Potency, it means they are drawing farther and farther away from the mortality they once had. While a vampire with low blood potency can easily pass for a mortal (if a pale one), one with high blood potency will find it more difficult as they become more corpse-like. A vampire that cares much for their appearance often finds it difficult to connect to the undead power within them, though there are exceptions - for every shrivelled corpse, there is a beautiful, seductive vampiress.

Resource Stat: Vitae - A vampire's maximum Vitae are equal to five times his Blood Potency.

Blood Potency	Power Gained
★	Auspex - The Hero can see in the dark and +1k0 to all perception checks.
★★	Dread - The Hero may spend 1 Vitae to gain Fear 1 until the end of the scene.
★★★	Celerity - The Hero may spend 1 Vitae to gain an extra half action
★★★★	Potence - The Hero may spend 1 Vitae to gain +3 to Strength until the end of the scene.
★★★★★	Dominance - The Hero may use Dominate as the spell, using Blood Potency + Charisma instead of the normal Magic Test.

Werewolf

Werewolves are blessed by Luna with the ability to change shape. Or at least that's how some of them see it. Others call it a curse. It may well be both - a curse for those who don't appreciate the gift and a blessing for the ones who revel in it.

The way werewolves are seen varies greatly from culture to culture. Typically, the more stable, advanced, and monolithic a culture, the more werewolves are seen as a threat. They are typically outsiders, rebels fighting for the rights of the average person. Most of Luna's chosen are interested in saving people from tyranny and oppression - not to rule over them but to give them a chance to rule for themselves.

Werewolves don't have a large overarching society, but they do form small packs and tribes. One of the primary responsibilities of these tribes is finding new werewolves soon after their first change and bringing them into the fold. It is traditional for most werewolves to receive tattoos in magical silver (one of the few inks that won't simply be healed over or expelled) to mark their deeds.

Werewolves are dangerous and tenacious adversaries. Their ability to change shape gives them an edge in many circumstances, especially against anyone foolish enough to go into melee combat with them. They're also strongly attuned to the spirit world, able to walk the Warp in ways that none other can do safely. They call the layer of the warp they are able to access the Umbra, a relatively stable part of the Warp with few dangers compared to the rest of the chaotic dimension.

POWERS:

Shifting - The most obvious power of the Werewolf is the ability to change shape. As a full action, the werewolf may change into one of two forms or back again - a normal-sized wolf and a massive half-wolf half-man warform.

Wolf form: Obviously, in wolf form the character cannot speak, manipulate all but the simplest objects, or do other things most

humans take for granted. However, they gain +1k1 to all perception checks involving scent. +2 to Dexterity, -1 to Size, and a Bite weapon (1k1 R; Melee; Brawling)

Warform: A horror, a werewolf in warform is a massively destructive force. A Werewolf in Warform may only make attack actions or move towards an opponent. A Werewolf must spend 1 Rage to enter warform and may only maintain Warform for a number of rounds equal to his Constitution + Feral Heart. While in warform, the werewolf gains Stuff Of Nightmares, Strength +2, Size +2, Constitution +2, gains a Claw natural weapon (1k1 R; Melee; Brawling) and a Bite natural weapon (2k1 R; Melee; Brawling). A werewolf's bite and claws in warform count as magical weapons. A werewolf must remove any armor before changing shape or else the straps break, dealing damage to the werewolf equal to the armor's AP and rendering the armor useless until repaired.

Lycan Resilience - A Werewolf may not be killed by critical damage unless that damage comes from an E, X, silver, or magical source. If a werewolf suffers enough damage from another source that it would normally kill them, they are instead knocked unconscious until they regenerate all critical damage. A werewolf may spend Rage to recover Hit Points in combat as a free action.

Spirit Tongue - Werewolf begins play with the feat Speak Language (Spirits)

Silver Bane - A Werewolf halves their size when calculating Hit Points lost from damage from a silver weapon.

POWER STAT: FERAL HEART

Feral Heart is the measure of just how close the character is to the ancient and wild power within him. The higher the measure of the character's Feral Heart, the more they become like a wolf themselves, cunning and instinctual. Their connection to the spirit world also grows more solid, until they can actually enter the Umbra on their own. As a Werewolf increases his Feral Heart, his tribemates typically give him more tattoos (or he inks his own body) describing the great deeds he has accomplished.

Resource Stat: Rage. A werewolf regains Rage equal to their Feral heart at the beginning of each combat and once each night when the moon (or moons, or local equivalent) rises. A werewolf may have rage equal to his Composure + Willpower + Level.



Feral Heart	Power Gained
★	Fast Healing - The werewolf heals 1 Hit Point per round, as long as that wound was not caused by E, X, silver, or magic. Critical damage is healed more slowly, recovering only one point per hour.
★★	Spirit Sight - The werewolf may see into the spirit world, viewing the local umbra. This requires making a FH + Wisdom check to activate, and lasts until deactivated or the end of the scene. By viewing the local umbra, the werewolf may see any lingering magical auras and traces of major events that have taken place there.
★★★	Quick Shift - The werewolf may shift as a half action instead of a full action.
★★★★	Sacred Hunt - By preforming a ritual that lasts six hours (on average - rarer prey takes a longer time and it's impossible to hunt an animal that simply isn't in the area), a Werewolf may hunt and kill a superlative example of a particular animal. Once the Werewolf begins the hunt, they cannot rest or pursue any other goal until it is complete. When they have completed the hunt, they taste the heart's blood of their prey. From that time on, they may assume the form of that precise animal (including scars and distinguishing marks) by spending two points of Rage and then Shifting.
☆☆★★★	Spirit Walk - By making a FH + Wisdom check (Typically against TN 20, though this varies depending on the area), the werewolf may attempt to enter the Umbra through a reflective surface. Anyone holding his hand may come along. The Umbra is a dangerous place, a rough parallel to the real world but infested with spirits and daemons.

"You can't tell me you're comfortable travelling with her," Iniga said. "She's a werewolf!" The werewolf in question was getting another round of drinks at the bar. The man Iniga was speaking to, an Aasimar that almost glowed with how much shine and polish he had, glanced back to look at her for a moment, then back at Iniga.

"You're a Dark Eldarin," Jacov pointed out. "And a vampire. Either of them would be more than enough to make most uneasy. Traya isn't so bad."

"That's different!" Iniga folded her arms. "We just have a bad reputation because of a few outlying rogue elements that have given the whole an overall poor public image. There are many, myself included, that do not fit into the general perception of my kind as predators or sadists."

"...Your kind being Dark Eldarin or Vampire? I've heard pretty much the same about both and-"

"That's not the point!" Iniga hissed. "Don't you see those tattoos?!" She pointed at the werewolf's arm. She was a tiefling, and on her red skin were the mystical tattoos that marked her as a werewolf. Many of the silver markings had become tarnished and twisted into black spirals.

"What about them?" Jacov asked. Iniga sighed. The Aasimar was just so stupid sometimes.

"Do I have to explain everything? That means she's a Black Spiral Dancer! A berserker!" Jacov shrugged. Iniga groaned. "She'll kill us all!"

"I'll take care of it if there's trouble," Jacov said. The tiefling werewolf returned to the table with the next round of drinks, smiling.

"Hah! I got this round for free!" Traya was almost purring as she put the glasses down.

"How did you do that? Not with underhanded methods, I hope." Iniga asked. Traya smiled at the vampire.

"Well, you wouldn't know about it, but we tieflings have these mind control devices." She adjusted her very low shirt to show off her cleavage. She looked at Iniga's chest. "I guess you just don't have that power."

"Are you calling me flat?!" Iniga demanded, standing up. She was a foot and a half shorter than the tiefling, but she was trying her best to look imposing. Traya smiled, showing rather more fangs than Iniga's delicate set.

"No fighting," Jacov said, quietly. Traya looked at him and sighed, then stopped. "Look, Armstrong's back." He waved. The human wizard smiled and walked over to the table.

"I think I got us a ship," Armstrong said. "Small freighter with a human captain and an orc first mate. It's called the Thousand-Year-Eagle."

"Wait... that pile of junk docked in the Hive?!" Iniga asked. She sat down and started drinking again.

"He says he can get us to Carceri without any entanglements from the Council or Imperial fleets," Armstrong said, with a shrug. "It'll cost us, though. He wants ten thousand thrones."

"I could almost buy a ship for that," Iniga complained.

"And who would pilot it?" Traya asked. "You?!"

"Yeah, me." She folded her arms and smiled. "I happen to be a pretty good pilot, you know."

"Tell him we'll pay him two thousand thrones now and fifteen thousand when we arrive," Jacov said, finishing his ale. "

"I think we have ourselves a ship," Armstrong said, smiling.



CLASSES

Classes are packages that represent your character's training and work. Your class is the primary definition of what your character can do in the extraordinary magical landscape of the DUNGEONS THE DRAGONING world.

A class is more than just a profession: it defines the power and skills that the character is focused on learning while they adventure across a spell-tangled, monster-ridden, battle-torn fantasy world. You can be a gutsy swordmaster, a spellcaster with questionable ties, a gun-toting soldier with dead aim, a skilled assassin for hire. The choice is yours.

The primary focus of a class is determining just what a character may spend XP on. It can be difficult for a wizard to suddenly learn how to use a sword like an expert, and similarly difficult for a gunslinger to just pick up the basics of sorcery over a long weekend.

As such, when spending XP, a character may only improve characteristics and skills that are allowed by the class. These represent the kind of things the character can expect to improve while exercising the talents of the class. Each Class also has a list of feats that are available for purchase, and many also include one or more Sword or Magic Schools.

These are the meat of each class, the abilities that go above and beyond mere skills.

Each class has a list of prerequisites, skills, characteristics, and occasionally classes that the character must have in order to be allowed to go into the class. Without meeting these prerequisites, a character may not even go into the class.

A character may only be in one class at a time. In order to finish the class he is in a character must purchase every non-optional feat in the class. Once a character has purchased the non-optional feats in a class, he may choose a new class and begin spending XP on it's advances. Once a character has moved on to another class, he cannot purchase the Characteristics, Skills, Sword Schools, Magic Schools, and any optional feats they passed over from the old class.

Each class has a Level. This level determines the effect of many spells and feats, but more importantly, the highest rank a character may have in their Power Stat, their Sword Schools, and their Magic Schools is capped at the character's level. A character's level is equal to the level of the highest level class they have. For example, a character with Fighter 4, Bard 2 is a Level 4 character.

This chapter describes the following classes:

Fighter - A master of weapons, armor, and melee training.

Magic User - A versatile and powerful wizard or warlock.

Rogue - A combatant who uses stealth and slyness to thwart enemies.

Cleric - A divinely inspired warrior.

Peasant - A very basic class that anyone can enter.

Mercenary - A basic fighting class for anyone who wants to learn to fight.

Ratcatcher - Sneaky buggers with basic stealth skills.

Scholar - A basic class that teaches the basics needed to learn magic.

Initiate - Healers and the faithful, low ranking members of religious organizations.

Bard - Versatile jack-of-all-trades with the potential to do anything.

Assassin - They're not mass murderers. It's a profession, not a mental illness.

Guardsmen - A class that's good at shooting things.

Paladin - Holy warriors with talents at healing and smiting. Lots of smiting.

Barbarian - Wild and tough warriors with amazing talents.

FREE STUDY

After you've finished your current class, you have an opportunity for a little free study. You can spend XP to buy optional feats from classes you've already completed, and to improve any skills or characteristics that are on the lists of classes you've completed. If you want to improve other skills and characteristics, you may, but the costs are doubled if they don't appear on your class lists.

THE LEVELING PROCEDURE

1) Choose a class. This is your character's starting class. In order to go into a class, you probably have to meet some prerequisites, so make sure you do.

2) When spending XP, what you can spend it on (the class' Advances) is determined by your class:

a - Each class has a level. A character's level is equal to the level of the highest level class they have. For example, a character with Fighter 4, Bard 1, Wizard 3 is a Level 4 character.

b - Each class has a list of Characteristics. You may only buy improvements for the class' listed characteristics.

c - Each class also has a list of skills. These are the only skills you may spend XP on while working on the class.

d - The core of every class is a list of feats. These feats come in two types, mandatory and optional.

e - A class can also have Magic Schools and Sword Schools. The maximum rank of your character's Magic and Sword Schools is capped at your character's level.

f - You may also buy ranks in your Exaltation's Power Stat. The maximum rank of your character's Power Stat is also capped at your character's level.

3) Until you have purchased all mandatory feats in a class, you may not change classes. Most feats can only be taken once. If you already have a feat that's in a class list, and it can't be taken more than once, you don't have to purchase it again. Some classes have the option of taking one feat or another. When you choose one of these feats, you cannot get the other feat from this class, though you can get it from another class that has this feat in its class progression.

4) When you change classes, you can no longer purchase the advances from your old class unless they appear on your new class list.

Assassin 1

Level: 1

Prerequisites: (Weaponry or Ballistics) 2, Stealth 2

Characteristics: Dexterity, Intelligence, Fellowship

Skills: Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Athletics, Pilot, Disguise, Brawl

Feats:

Fast Reflexes
Blind Fighting
Improved Feint
Catfall
Two Weapon Fighting
*Weapon Prof (Any)
Weapon Prof (Any)

Sword Schools:

Shadow Hand
Setting Sun

Assassin 2

Level: 2

Prerequisites: (Weaponry or Ballistics) 2, Stealth 3, Assassin 1

Characteristics: Dexterity, Intelligence, Fellowship

Skills: Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Athletics, Pilot, Disguise, Brawl

Feats:

Sneak Attack
Armor Prof (Light)
Catfall
Far Shot OR Furious Assault
Skill Focus (any)
*Skill Focus (any)
*Weapon Prof (Any)

Sword Schools:

Shadow Hand
Setting Sun

Optional feats are marked with an asterisk (*). Choice feats are marked with **OR**.

Assassin 3

Level: 3

Prerequisites: (Weaponry or Ballistics) 3, Stealth 3, Assassin 2

Characteristics: Dexterity, Intelligence, Fellowship

Skills: Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Athletics, Pilot, Disguise, Brawl

Feats:

Fleet of Foot
Quick Draw
Swift Attack **OR** Deadeye Shot
Back Stab
Weapon Focus (Any)
Skill Focus (any)
*Skill Focus (any)
Weapon Prof (Any)

Sword Schools:

Shadow Hand
Setting Sun

Assassin 4

Level: 4

Prerequisites: (Weaponry or Ballistics) 4, Stealth 4, Assassin 3

Characteristics: Dexterity, Intelligence, Fellowship

Skills: Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Athletics, Pilot, Disguise, Brawl

Feats:

Crack Shot **OR** Crushing Blow
Hard Target
Luck
Jaded
Skill Focus (any)
*Skill Focus (any)
*Weapon Prof (Any)

Sword Schools:

Shadow Hand
Setting Sun

Assassin 5

Level: 5

Prerequisites: (Weaponry or Ballistics) 5, Stealth 5, Assassin 4

Characteristics: Dexterity, Intelligence, Fellowship

Skills: Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Athletics, Pilot, Disguise, Brawl

Feats:

Step Aside
Assassin Strike
Counter Attack
Improved Back Stab
Devastating Critical
Skill Focus (any)
*Skill Focus (any)
*Weapon Prof (Any)

Sword Schools:

Shadow Hand
Setting Sun

Barbarian 1

Level: 1

Prerequisites: Weaponry 2, Athletics 1

Characteristics: Strength, Dexterity, Constitution

Skills: Crafts, Athletics, Drive, Weaponry, Intimidation, Animal Ken, Brawl, Acrobatics

Feats:

Frenzy
Danger Sense
Armor Proficiency (light)
Power Attack
Weapon Proficiency (any)
*Weapon Proficiency (any)

Sword Schools:

Stone Dragon
Tiger Claw
Desert Wind

Optional feats are marked with an asterisk (*). Choice feats are marked with **OR**.

Barbarian 2

Level: 2

Prerequisites: Weaponry 3, Athletics 2, Barbarian 1

Characteristics: Strength, Dexterity, Constitution

Skills: Crafts, Athletics, Drive, Weaponry, Intimidation, Animal Ken, Brawl, Acrobatics

Feats:

Jaded
Quick Draw
Light Sleeper
Powerful Charge
Weapon Proficiency (any)
*Weapon Proficiency (any)
Weapon Focus (any)

Sword Schools:

Stone Dragon
Tiger Claw
Desert Wind

Barbarian 3

Level: 3

Prerequisites: Weaponry 4, Athletics 3, Barbarian 2

Characteristics: Strength, Dexterity, Constitution

Skills: Crafts, Athletics, Drive, Weaponry, Intimidation, Animal Ken, Brawl, Acrobatics

Feats:

Crushing Blow
Furious Assault
Swift Attack
Armor Proficiency (medium)
Weapon Proficiency (any)
*Weapon Proficiency (any)

Sword Schools:

Stone Dragon
Tiger Claw
Desert Wind

Barbarian 4

Level: 4

Prerequisites: Weaponry 5, Athletics 4, Barbarian 3

Characteristics: Strength, Dexterity, Constitution

Skills: Crafts, Athletics, Drive, Weaponry, Intimidation, Animal Ken, Brawl, Acrobatics

Feats:

Battle Rage
Fearless
Iron Jaw
Cleave
Weapon Proficiency (any)
*Weapon Proficiency (any)
*Weapon Focus (any)

Sword Schools:

Stone Dragon
Tiger Claw
Desert Wind

Barbarian 5

Level: 5

Prerequisites: Weaponry 5, Athletics 5, Barbarian 4

Characteristics: Strength, Dexterity, Constitution

Skills: Crafts, Athletics, Drive, Weaponry, Intimidation, Animal Ken, Brawl, Acrobatics

Feats:

Devastating Critical
True Grit
Lightning Attack
Armor Proficiency (Heavy)
Weapon Proficiency (any)
*Weapon Proficiency (any)

Sword Schools:

Stone Dragon
Tiger Claw
Desert Wind

Optional feats are marked with an asterisk (*). Choice feats are marked with **OR**.

Bard 1

Level: 1

Prerequisites: Charisma 3, Common Lore 3, Performer 1

Characteristics: Charisma, Fellowship, Dexterity

Skills: Academic Lore, Common Lore, Medicae, Politics, Arcana, Acrobatics, Larceny, Performer, Persuasion, Charm, Deceive, Disguise, Tech-Use, Scrutiny, Command

Feats:

Speak Language (Any)
Luck
Jack of All Trades
Peer (Any)
Weapon Prof (Parrying)
Weapon Prof (Fencing)

Sword Schools:

White Raven
Diamond Mind

Magic Schools:

Enchantment
Illusion

Bard 2

Level: 2

Prerequisites: Charisma 3, Common Lore 4, Performer 2, Enchantment or Illusion at 1, Bard 1

Characteristics: Charisma, Fellowship, Dexterity

Skills: Academic Lore, Common Lore, Medicae, Politics, Arcana, Acrobatics, Larceny, Performer, Persuasion, Charm, Deceive, Disguise, Tech-Use, Scrutiny, Command

Feats:

Speak Language
Peer (Any)
Catfall
Armor Prof (Light)
Skill Focus (Any)

Sword Schools:

White Raven
Diamond Mind

Magic Schools:

Enchantment
Illusion

Bard 3

Level: 3

Prerequisites: Charisma 4, Common Lore 4, Performer 3, Enchantment or Illusion at 1, Bard 2

Characteristics: Charisma, Fellowship, Dexterity

Skills: Academic Lore, Common Lore, Medicae, Politics, Arcana, Acrobatics, Larceny, Performer, Persuasion, Charm, Deceive, Disguise, Tech-Use, Scrutiny, Command

Feats:

Speak Language
Peer (Any)
Weapon Focus (Fencing)
Decadence
Skill Focus (Any)

Sword Schools:

White Raven
Diamond Mind

Magic Schools:

Enchantment
Illusion

Bard 4

Level: 4

Prerequisites: Charisma 4, Common Lore 4, Performer 4, Enchantment or Illusion at 2, Bard 3

Characteristics: Charisma, Fellowship, Dexterity

Skills: Academic Lore, Common Lore, Medicae, Politics, Arcana, Acrobatics, Larceny, Performer, Persuasion, Charm, Deceive, Disguise, Tech-Use, Scrutiny, Command

Feats:

Speak Language
Fearless
Good Reputation (Any)
Spell Focus (Enchantment or Illusion)
Skill Focus (Any)

Sword Schools:

White Raven
Diamond Mind

Magic Schools:

Enchantment
Illusion

Optional feats are marked with an asterisk (*). Choice feats are marked with OR.

Bard 5

Level: 5

Prerequisites: Charisma 5, Common Lore 5, Performer 5, Enchantment or Illusion at 3, Bard 4

Characteristics: Charisma, Fellowship, Dexterity

Skills: Academic Lore, Common Lore, Medicae, Politics, Arcana, Acrobatics, Larceny, Performer, Persuasion, Charm, Deceive, Disguise, Tech-Use, Scrutiny, Command

Feats:

Expanded Knowledge
Heightened Senses (Hearing)
Sound Constitution
Speak Language
Skill Focus (Any)

Sword Schools:

White Raven
Diamond Mind

Magic Schools:

Enchantment
Illusion

Cleric 1

Level: 1

Prerequisites: Academic Lore 2, Forbidden Lore 2

Characteristics: Willpower, Wisdom, Composure

Skills: Medicae, Academic Lore, Forbidden Lore, Arcana, Weaponry, Intimidation, Persuasion, Command

Feats:

Pure Faith
Powerful Charge
Hatred (Heretics)
Armor Prof (Light)
Tested
Weapon Prof (Ordinary)
*Weapon Prof (Flail)

Magic Schools:

Abjuration
Divination
Healing
Necromancy
Transmutation

Cleric 2

Level: 2

Prerequisites: Academic Lore 2, Forbidden Lore 3, Cleric 1, Healing or Conjuraton at rank 1.

Characteristics: Willpower, Wisdom, Composure

Skills: Medicae, Academic Lore, Forbidden Lore, Arcana, Weaponry, Intimidation, Persuasion, Command

Feats:

Peer (Religious Order)
Spell Focus (Any)
Sound Constitution
Armor Prof (medium)
Virgil's Guidance
*Weapon Prof (any)

Magic Schools:

Abjuration
Divination
Healing
Necromancy
Transmutation

Cleric 3

Level: 3

Prerequisites: Academic Lore 3, Forbidden Lore 4, Cleric 2, Healing or Conjuraton at rank 2.

Characteristics: Willpower, Wisdom, Composure

Skills: Medicae, Academic Lore, Forbidden Lore, Arcana, Weaponry, Intimidation, Persuasion, Command

Feats:

Shield Proficiency
Divine Ministration
True Grit
Spell Focus (Any)
Channel Energy
*Weapon Focus (any)

Magic Schools:

Abjuration
Divination
Healing
Necromancy
Transmutation

Optional feats are marked with an asterisk (*). Choice feats are marked with **OR**.

Cleric 4

Level: 4

Prerequisites: Academic Lore 4, Forbidden Lore 4, Cleric 3, Healing or Conjunction at rank 3.

Characteristics: Willpower, Wisdom, Composure

Skills: Medicae, Academic Lore, Forbidden Lore, Arcana, Weaponry, Intimidation, Persuasion, Command

Feats:

Armor Prof (Heavy)
Absolution
Good Reputation (Religious Order)
Sound Constitution
*Skill Focus (Any)
Improved Spell Focus

Magic Schools:

Abjuration
Divination
Healing
Necromancy
Transmutation

Cleric 5

Level: 5

Prerequisites: Academic Lore 5, Forbidden Lore 5, Cleric 4, Healing or Conjunction at rank 4.

Characteristics: Willpower, Wisdom, Composure

Skills: Medicae, Academic Lore, Forbidden Lore, Arcana, Weaponry, Intimidation, Persuasion, Command

Feats:

Fearless
Armor of Contempt
Purge the Unclean
Greater Spell Focus

Magic Schools:

Abjuration
Divination
Healing
Necromancy
Transmutation

Optional feats are marked with an asterisk (*). Choice feats are marked with **OR**.

Fighter 1

Level: 1

Prerequisites: Weaponry 2, Athletics 1

Characteristics: Strength, Constitution, Intelligence

Skills: Crafts, Athletics, Brawl, Drive, Ballistic, Weaponry, Intimidation, Perception, Command

Feats:

Hardy
 Armor Proficiency (light)
 *Armor Proficiency (medium)
 Power Attack
 Weapon Proficiency (any)
 *Weapon Proficiency (any)
 *Shield Proficiency

Sword Schools:

Iron Heart
 White Raven

Fighter 2

Level: 2

Prerequisites: Weaponry 3, Athletics 2, Fighter 1

Characteristics: Strength, Constitution, Intelligence

Skills: Crafts, Athletics, Brawl, Drive, Ballistic, Weaponry, Intimidation, Perception, Command

Feats:

Blind Fighting
 Jaded
 Quick Draw
 Armor Proficiency (medium)
 *Armor Proficiency (heavy)
 Weapon Proficiency (any)
 *Weapon Proficiency (any)
 Weapon Focus (any)

Sword Schools:

Iron Heart
 White Raven

Fighter 3

Level: 3

Prerequisites: Weaponry 4, Athletics 3, Fighter 2

Characteristics: Strength, Constitution, Intelligence

Skills: Crafts, Athletics, Brawl, Drive, Ballistic, Weaponry, Intimidation, Perception, Command

Feats:

Crushing Blow **OR** Crack Shot
 Combat Insight
 Swift Attack
 Armor Proficiency (heavy)
 *Armor Proficiency (extreme)
 Weapon Proficiency (any)
 *Weapon Proficiency (any)
 Weapon Specialization (any)

Sword Schools:

Iron Heart
 White Raven

Fighter 4

Level: 4

Prerequisites: Weaponry 5, Athletics 4, Fighter 3

Characteristics: Strength, Constitution, Intelligence

Skills: Crafts, Athletics, Brawl, Drive, Ballistic, Weaponry, Intimidation, Perception, Command

Feats:

Fearless
 Iron Jaw
 Armor Specialization
 Combat Master
 Wall of Steel
 Armor Proficiency (extreme)
 Weapon Proficiency (any)
 *Weapon Proficiency (any)
 *Weapon Focus (any)
 Improved Weapon Focus (any)

Sword Schools:

Iron Heart
 White Raven

Fighter 5

Level: 5

Prerequisites: Weaponry 5, Athletics 5, Fighter 4

Characteristics: Strength, Constitution, Intelligence

Skills: Crafts, Athletics, Brawl, Drive, Ballistic, Weaponry, Intimidation, Perception, Command

Feats:

Counter Attack
True Grit
Blademaster
Lightning Attack
Weapon Proficiency (any)
*Weapon Proficiency (any)
*Weapon Specialization (any)
Improved Weapon Specialization (any)

Sword Schools:

Iron Heart
White Raven

Guardsmen 1

Level: 1

Prerequisites: Ballistics 2, Athletics 1

Characteristics: Strength, Dexterity, Willpower

Skills: Perception, Athletics, Drive, Ballistic, Weaponry, Command, Pilot

Feats:

Sound Constitution
*Sound Constitution
Armor Proficiency (light)
Quick Draw
Weapon Proficiency (any)
*Weapon Proficiency (any)
*Shield Proficiency
Jaded

Sword Schools:

Iron Heart

Optional feats are marked with an asterisk (*). Choice feats are marked with **OR**.

Guardisman 2

Level: 2

Prerequisites: Ballistics 3, Athletics 2, Guardsman 1

Characteristics: Strength, Dexterity, Willpower

Skills: Perception, Athletics, Drive, Ballistic, Weaponry, Command, Pilot

Feats:

Sound Constitution
 *Sound Constitution
 Blind Fighting
 Crack Shot
 Far Shot
 Armor Proficiency (medium)
 Weapon Proficiency (any)
 *Weapon Proficiency (any)
 Weapon Focus (any)

Sword Schools:

Iron Heart

Guardisman 3

Level: 3

Prerequisites: Ballistics 4, Athletics 3, Guardsman 2

Characteristics: Strength, Dexterity, Willpower

Skills: Perception, Athletics, Drive, Ballistic, Weaponry, Command, Pilot

Feats:

Sound Constitution
 *Sound Constitution
 Hip Shooting
 Fast Reflexes
 Deadeye Shot
 Armor Proficiency (heavy)
 Weapon Proficiency (any)
 *Weapon Proficiency (any)
 Weapon Focus (any)

Sword Schools:

Iron Heart

Guardisman 4

Level: 4

Prerequisites: Ballistics 5, Athletics 4, Guardsman 3

Characteristics: Strength, Dexterity, Willpower

Skills: Perception, Athletics, Drive, Ballistic, Weaponry, Command, Pilot

Feats:

Sound Constitution
 *Sound Constitution
 Fearless
 Iron Jaw
 Armor Specialization
 Hard Target
 Armor Proficiency (extreme)
 Weapon Proficiency (any)
 *Weapon Proficiency (any)
 *Weapon Focus (any)

Sword Schools:

Iron Heart

Guardisman 5

Level: 5

Prerequisites: Ballistics 5, Athletics 5, Guardsman 4

Characteristics: Strength, Dexterity, Willpower

Skills: Perception, Athletics, Drive, Ballistic, Weaponry, Command, Pilot

Feats:

Sound Constitution
 *Sound Constitution
 True Grit
 Sharpshooter
 Swift Attack
 Armor Proficiency (Power)
 Weapon Proficiency (any)
 *Weapon Proficiency (any)

Sword Schools:

Iron Heart

Optional feats are marked with an asterisk (*). Choice feats are marked with **OR**.

Initiate

Level: 1

Prerequisites: -

Characteristics: Wisdom, Fellowship, Intelligence

Skills: Academic Lore, Forbidden Lore, Medicae, Crafts

Feats:

Divine Ministration
Hatred (Heretics)
Minor Magic
Peer (Religious Organization)
*Weapon Prof (Ordinary)

Magic User 1

Level: 1

Prerequisites: Academic Lore 2, Arcana 3

Characteristics: Intelligence, Charisma, Willpower

Skills: Arcana, Academic Lore, Common Lore, Forbidden Lore, Scrutiny, Deceive

Feats:

Obtain Familiar **OR** Implement Focus
Eidetic Memory
Foresight
Spell Might
*Tested
*Weapon Prof (Ordinary)

Magic Schools:

Abjuration
Evocation
Illusion
Conjuration
Divination
Necromancy

Optional feats are marked with an asterisk (*). Choice feats are marked with **OR**.

Magic User 2

Level: 2

Prerequisites: Academic Lore 3, Arcana 3, Magic User 1, any two Magics at rank 1.

Characteristics: Intelligence, Charisma, Willpower

Skills: Arcana, Academic Lore, Common Lore, Forbidden Lore, Scrutiny, Deceive

Feats:

Spell Book
Spell Focus
Improvisational Magic
Strong Minded
Wizard Tradition
*Tested
*Skill Focus (Any Lore)

Magic Schools:

Abjuration
Evocation
Illusion
Conjuration
Divination
Necromancy

Magic User 3

Level: 3

Prerequisites: Academic Lore 3, Arcana 4, Magic User 2, any two Magics at rank 2.

Characteristics: Intelligence, Charisma, Willpower

Skills: Arcana, Academic Lore, Common Lore, Forbidden Lore, Scrutiny, Deceive

Feats:

Spell Book
Spell Penetration
Touch Spell Specialization
Wizard Tradition
*Tested
*Skill Focus (Any Lore)

Magic Schools:

Abjuration
Evocation
Illusion
Conjuration
Divination
Necromancy

Magic User 4

Level: 4

Prerequisites: Academic Lore 4, Arcana 4, Magic User 3, any Magic at rank 3, any two Magics at rank 2.

Characteristics: Intelligence, Charisma, Willpower

Skills: Arcana, Academic Lore, Common Lore, Forbidden Lore, Scrutiny, Deceive

Feats:

Spell Book
Greater Spell Focus
Mental Fortress
Wizard Tradition
*Skill Focus (Any Lore)

Magic Schools:

Abjuration
Evocation
Illusion
Conjuration
Divination
Necromancy

Magic User 5

Level: 5

Prerequisites: Academic Lore 5, Arcana 5, Magic User 4, any Magic at rank 4, any two Magics at rank 3.

Characteristics: Intelligence, Charisma, Willpower

Skills: Arcana, Academic Lore, Common Lore, Forbidden Lore, Scrutiny, Deceive

Feats:

Spell Book
Archmage Tradition
Greater Spell Penetration
Spell Mastery
*Skill Focus (Any Lore)

Magic Schools:

Abjuration
Evocation
Illusion
Conjuration
Divination
Necromancy

Mercenary

Level: 1

Prerequisites: -

Characteristics: Strength, Constitution, Wisdom

Skills: Command, Scrutiny, Common Lore, Athletics, Ballistic, Weaponry, Perception, Brawl

Feats:

Armor Prof (light)
 *Armor prof (medium)
 Speak Language (Any)
 *Peer (Mercenary Organization)
 Sound Constitution
 Weapon Prof (Ordinary)

Paladin 1

Level: 1

Prerequisites: Weaponry 2, Forbidden Lore 2

Characteristics: Willpower, Wisdom, Constitution

Skills: Medicae, Academic Lore, Forbidden Lore, Arcana, Weaponry, Intimidation, Persuasion, Command

Feats:

Pure Faith
 Sound Constitution
 Powerful Charge
 Hatred (Heretics)
 Armor Prof (Light)
 Shield Prof
 Weapon Prof (any)

Sword Schools:

White Raven
 Devoted Spirit

Optional feats are marked with an asterisk (*). Choice feats are marked with **OR**.

Paladin 2

Level: 2

Prerequisites: Weaponry 2, Forbidden Lore 3, Paladin 1

Characteristics: Willpower, Wisdom, Constitution

Skills: Medicae, Academic Lore, Forbidden Lore, Arcana, Weaponry, Intimidation, Persuasion, Command

Feats:

Peer (Religious Order)
Guardian
Sound Constitution
Armor Prof (medium)
Divine Bond
Divine Grace
*Weapon Prof (any)

Sword Schools:

White Raven
Devoted Spirit

Paladin 3

Level: 3

Prerequisites: Weaponry 3, Forbidden Lore 4, Paladin 2

Characteristics: Willpower, Wisdom, Constitution

Skills: Medicae, Academic Lore, Forbidden Lore, Arcana, Weaponry, Intimidation, Persuasion, Command

Feats:

Sound Constitution
Divine Ministration
True Grit
Armor Prof (heavy)
*Weapon Focus (any)
Swift Attack

Sword Schools:

White Raven
Devoted Spirit

Paladin 4

Level: 4

Prerequisites: Weaponry 4, Forbidden Lore 4, Paladin 3

Characteristics: Willpower, Wisdom, Constitution

Skills: Medicae, Academic Lore, Forbidden Lore, Arcana, Weaponry, Intimidation, Persuasion, Command

Feats:

Armor Prof (Extreme)
Sound Constitution
Good Reputation (Religious Order)
Sound Constitution
Wall of Steel
Blademaster
*Skill Focus (Any)

Sword Schools:

White Raven
Devoted Spirit

Paladin 5

Level: 5

Prerequisites: Weaponry 5, Forbidden Lore 5, Paladin 4

Characteristics: Willpower, Wisdom, Constitution

Skills: Medicae, Academic Lore, Forbidden Lore, Arcana, Weaponry, Intimidation, Persuasion, Command

Feats:

Armor Specialization (Any)
Sound Constitution
Fearless
Armor Prof (Power)
Armor of Contempt
Death Before Defeat

Sword Schools:

White Raven
Devoted Spirit

Optional feats are marked with an asterisk (*). Choice feats are marked with **OR**.

Peasant

Level: 1

Prerequisites: -

Characteristics: -

Skills: Crafts, Common Lore, Animal Ken, Scrutiny, Performer

Feats:

Luck
Common Sense
*Skill Focus (any)
*Sound Constitution
Unremarkable

Ratcatcher

Level: 1

Prerequisites: -

Characteristics: Dexterity, Composure, Wisdom

Skills: Crafts, Animal Ken, Common Lore, Perception, Larceny, Stealth, Deceive, Performer, Disguise

Feats:

Common Sense
*Fast Reflexes
Blind Fighting
Light Sleeper
Obtain Familiar
*Weapon Prof (Ordinary)
Weapon Prof (Primitive)



Rogue 1

Level: 1

Prerequisites: Larceny 2, Stealth 2

Characteristics: Dexterity, Intelligence, Fellowship

Skills: Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Pilot, Disguise, Tech-Use

Feats:

Danger Sense
Fast Reflexes
Blind Fighting
Improved Feint
*Weapon Prof (Ordinary)
Weapon Prof (Fencing)
*Weapon Prof (Throwing)

Sword Schools:

Shadow Hand
Diamond Mind

Rogue 2

Level: 2

Prerequisites: Larceny 2, Stealth 3, Rogue 1

Characteristics: Dexterity, Intelligence, Fellowship

Skills: Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Pilot, Disguise, Tech-Use

Feats:

Sneak Attack
Armor Prof (Light)
Catfall
Evasion
Two Weapon Fighting
Skill Focus (any)
*Skill Focus (any)

Sword Schools:

Shadow Hand
Diamond Mind

Optional feats are marked with an asterisk (*). Choice feats are marked with **OR**.

Rogue 3

Level: 3

Prerequisites: Larceny 3, Stealth 3, Rogue 2

Characteristics: Dexterity, Intelligence, Fellowship

Skills: Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Pilot, Disguise, Tech-Use

Feats:

Fleet of Foot
Quick Draw
Back Stab
Weapon Focus (Fencing)
Skill Focus (any)
*Skill Focus (any)

Sword Schools:

Shadow Hand
Diamond Mind

Rogue 4

Level: 4

Prerequisites: Larceny 4, Stealth 4, Rogue 3

Characteristics: Dexterity, Intelligence, Fellowship

Skills: Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Pilot, Disguise, Tech-Use

Feats:

Improved Sneak Attack
Hard Target
Luck
Jaded
Skill Focus (any)
*Skill Focus (any)

Sword Schools:

Shadow Hand
Diamond Mind

Optional feats are marked with an asterisk (*). Choice feats are marked with **OR**.

Rogue 5

Level: 5

Prerequisites: Larceny 5, Stealth 5, Rogue 4

Characteristics: Dexterity, Intelligence, Fellowship

Skills: Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Pilot, Disguise, Tech-Use

Feats:

Step Aside
Fearless
Improved Back Stab
Devastating Critical
Skill Focus (any)
*Skill Focus (any)

Sword Schools:

Shadow Hand
Diamond Mind

Scholar

Level: 1

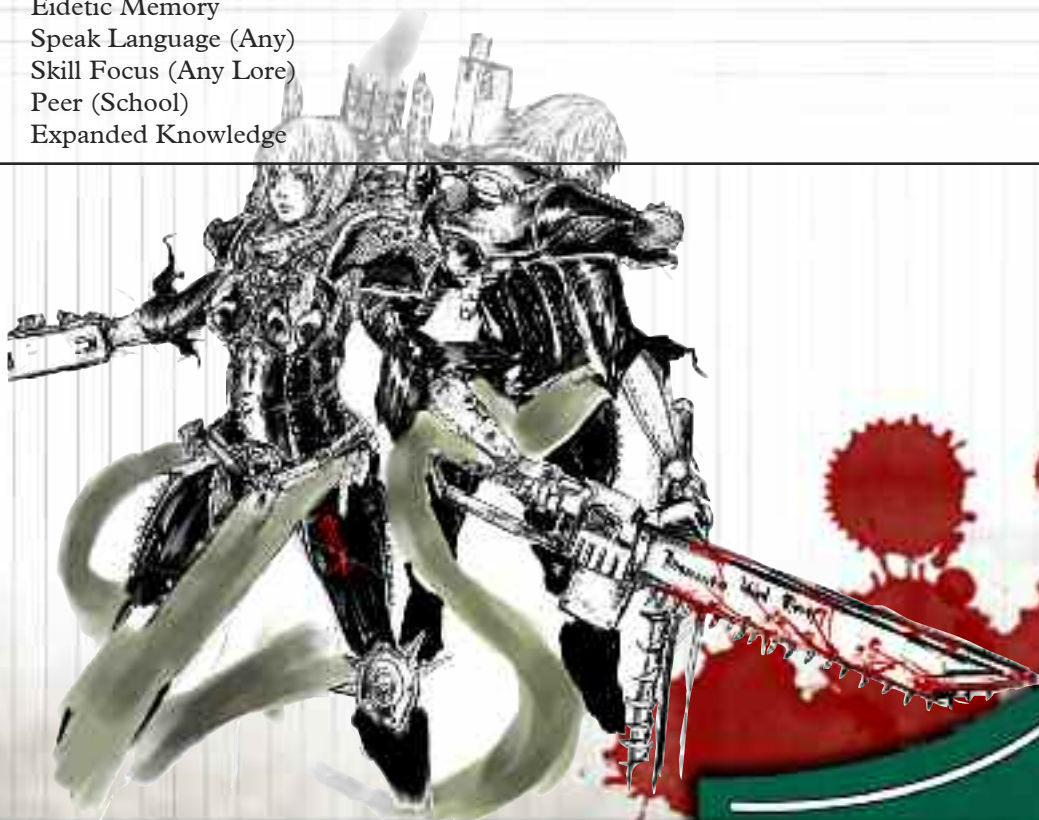
Prerequisites: -

Characteristics: Intelligence, Willpower, Wisdom

Skills: Arcana, Academic Lore, Common Lore, Forbidden Lore, Politics, Tech-Use

Feats:

Eidetic Memory
Speak Language (Any)
Skill Focus (Any Lore)
Peer (School)
Expanded Knowledge



"Strangers from distant lands... friends of old. You have been summoned here to answer the threat of Mortarion. Terros stands upon the brink of destruction. None can escape it. You will unite... or you will fall. Each race is bound to this fate... this one doom."

A council had gathered in that small forest. The elven elder stood before a group of just over twenty that represented the free peoples of Terros. He nodded to a halfling.

"Bring forth the ring, Prefect," the elder said. The young halfling stepped forward and put a simple gold ring on the stone plinth that was the focus of the gathering, then returned to his seat.

"So it is true," Brother Boromos of the White Templars muttered, his voice raspy through the filter of his power armor's ventilator.

"Saurious' ring! The ring of power!" Megablos, one of the local elves, exclaimed. One of the squats looked at the ring and shook his head.

"The doom of man," the squat muttered.

"It is a gift," Brother Boromos said. "We can use this ring to strike at the enemy, if it is such a powerful artifact."

"You cannot wield it," Walker said, gruffly. He brushed his hands over his denim pants, dislodging road dust. "None of us can. The one ring answers to the daemon Saurious alone."

"And what would a ranger know of this matter?" Brother Boromos asked, turning to face Walker. Walker just fixed him with a level gaze. The air filled with unspoken threat.

"He is no mere ranger," Megablos said, trying to defuse the situation. "He is Walker, son of Tecksas."

"Walker?" Boromos asked, quietly. "Norris' heir?" There was a gentle cough as a man dressed in strange robes, the robes of the Syrneath, spoke up.

"Walker is right... we cannot use it," the wizard said.

"We have only one choice," said the elven elder. "The ring must be destroyed." The squat suddenly stood up, bringing his meltagun to bear.

"Then... what are we waiting for?" He asked. He fired the meltagun. There was a crack as the superheated air washed over the group. The stone plinth vanished, turning into ash and molten stone. The ring hung suspended in midair for a moment, then landed on the ground with the tone of pure metal, unharmed. Pentagrammatic wards flared on its surface, an evil and arcane script.

"The ring cannot be destroyed," the elder said, to the suddenly silent chamber, "Cheri, son of Chearwin, by any craft that we here possess. The ring was made in the fires of Mount Kismet... only there can it be unmade. It must be taken deep into Mortarion, and cast back into the fiery chasm from whence it came. One of you must do this."

"One does not simply walk into Mortarion," Brother Boromos said. "Its black gates are guarded by worse than just orks. There is evil there that does not sleep and the Great Eye is ever watchful." He paused. "We will need to take drop pods. We shall not fail in this. Before this day is done, the evil of Mortarion will fall."



VII

FEATS, ASSETS, AND HINDRANCES

Feats are the bread and butter of classes. Raw talent and skill is always good, but the difference between a good swordsman and a great swordsman is that the great swordsman knows more techniques and when to use them.

Whereas Skills represent abilities gained through learning or training, Feats are proficiencies gained through intrinsic characteristics and experience over time. A Cleric might gain additional graces from his God, a Magic User might further hone his sorcerous abilities, and a Guardsman would become more adept with his weapons after surviving many combats.

From the exploration of uncharted crystal spheres to wiping the monsters from their surface to negotiating trade agreements with the survivors, Heroes need every ounce of their abilities to emerge victorious and write their legend across the stars.

Planning out effective and flavourful combinations of Feats and Skills that match a character's background can be an enjoyable process for the entire game group, and can provide interesting ideas for the SM or other players to further cement their relationships and adversaries. Perhaps two characters

trained under the same teacher to get a certain feat, or a player might use the Hatred feat to inspire him about events in his character's backstory.

FEAT GROUPS

Several feats represent a general ability that can be applied to a specific category within that group. As some of these groups have many sub-categories, they have been collected into related groups. When selecting one of these feats, the player chooses one of the entries from the group. Thus, when selecting the Peer feat, the Hero would also choose a specific group or organization from the feat group such as Peer (Mercykillers). Each time the Hero gains the talent, he may choose a different speciality, so the next time he selects it, he might opt for Peer (Elves).

In many cases a class will have the feat's group already chosen for you - a Paladin doesn't have just Peer, but Peer (Religious Order). In this case, you do not get to make a choice as to the group the feat applies to. Often, group listings are representative as opposed to all-inclusive. Consequently, even though "Clan Jade Falcon" isn't specifically listed in the Peer feat group, it can still be chosen with SM approval.

CHAPTER VII: FEATS, ASSETS & HINDRANCES

Absolution	You can preform incredible feats of healing, removing diseases and poisons alike with a touch.
Archmage Tradition	Your mastery of magic has reached its peak, giving you more control over it.
Armor of Contempt	You are protected against social attacks
Armor Proficiency (-)*	You may use a given armor type with fewer penalties.
Armor Specialization*	The chosen armor type provides more armor.
Assassin Strike	Whenever you make a melee attack, you may make an acrobatics check to move.
Back Stab	If you are ganging up on your opponent, you gain a bonus to damage rolls.
Battle Rage	While using Frenzy, you may make parry actions.
Blademaster	You may reroll a missed melee attack once per round.
Blind Fighting	Take only a small penalty to attacking while blind.
Catfall	Halve falling distance when calculating damage, always land on your feet.
Channel Energy	You can channel raw magical power to heal or harm.
Cleave	When you kill someone, you have enough power to get the guy next to him.
Combat Insight	You can use Int in place of Dex for some rolls.
Combat Master	Opponents gain no bonuses for outnumbering you in melee combat.
Common Sense	Whenever you're about to do something stupid, the SM can tell you.
Counter Attack	When you parry an attack, you may make an attack against that opponent.
Crack Shot	Ranged attacks you make deal more damage.
Crushing Blow	Melee attacks you make deal more damage.
Danger Sense	May act normally in a surprise round.
Deadeye Shot	You take a smaller penalty to your attacks for making a called shot.
Death Before Defeat	You may spend a Hero point to ignore the effects of a single critical hit.
Decadence	You are never affected by drugs or alcohol.
Defensive Mobility	The TN to hit you with opportunity attacks is increased by 5.
Devastating Critical	Whenever you deal critical damage to an opponent, deal an additional wound.
Divine Bond	You gain a holy steed that can be summoned at will.
Divine Grace	You can resist some magical effects with the force of your personality.
Divine Ministration	Spend a Hero point to heal a target and remove fatigue.
Eidetic Memory	You have total recall.
Evasion	When making a dodge check, you may move a short distance.
Expanded Knowledge	You are treated as having a specialization in all lores.
Far Shot	You don't suffer penalties for firing at Long Range.
Fast Reflexes	You may reroll your initiative.
Fearless	You are immune to all fear effects.
Fleet of Foot	You're fast on your feet, but prone to tire yourself.
Foresight	You may spend time examining a problem to get a bonus to your next Int Test.
Frenzy	Work yourself into a frothing rage and you get stronger and stupider.
Furious Assault	If you take an All Out Attack and the attack is successful, you may make a second attack with the same bonuses and penalties.
Good Reputation*	You gain a bonus to social rolls with a group you have as a Peer.
Greater Spell Focus	Gain an additional free raise to magic rolls with a specific school of magic.
Guardian	You may use Parry actions against attacks made by or against targets within melee range of you, allowing you to protect others.
Hard Target	Whenever you charge or run, opponents find it harder to shoot at you.
Hardy	You recover from serious wounds more quickly.
Hatred*	You gain a bonus to Weaponry against members of a certain group or race.
Heightened Senses*	Gain a bonus to all checks made using one of your senses.
Hip Shooting	You may take a Full Move and make a single attack with a Pistol.
Implement Focus	When using an Implement, you may reroll one die on your Magic Tests.

Improved Back Stab	If you are ganging up on your opponent, you gain a bonus to damage rolls.
Improved Feint	Even when you don't quite succeed at a feint, it still has some effect.
Improved Sneak Attack	Ignore the armor of targets unaware of your attacks.
Improved Weapon Focus*	Gain a bonus to attacks made with a specific type of weapon.
Improved Weapon Specialization*	Gain additional damage done with a specific type of weapon.
Improvisational Magic	You may spend a Hero point to try casting spells you don't even know.
Iron Jaw	Whenever you become stunned you may make a Con Test to shrug it off.
Jack of All Trades	You do not suffer penalties for making skill checks untrained.
Jaded	You never need to roll fear checks against normal scenes of gore and death.
Lightning Attack	As a full action, you may make three attacks at a penalty to hit.
Light Sleeper	You are always counted as awake, even when asleep.
Luck	You may reroll one roll per day.
Minor Magic*	Your training has given you a small amount of magic ability.
Obtain Familiar	You get a small friend who can do your bidding.
Peer*	You gain a bonus to Social rolls with a certain group.
Power Attack	Hit less often, but do more damage.
Powerful Charge	You gain a bonus to damage rolls on a charge.
Pure Faith	You have easier Alignment checks.
Purge The Unclean	Repel the spiritual enemies of your God.
Quick Draw	You may ready a weapon as a free action.
Sharpshooter	You do not take a penalty to attacks when making a Called Shot.
Shield Proficiency	You may use Shields with no penalty.
Skill Focus*	Gain a skill speciality.
Sneak Attack	Halve armor of targets unaware of your attacks.
Sound Constitution*	Gain 1 additional Hit Point.
Speak Language*	Learn to speak one additional language.
Spell Book*	Choose a school of magic. You may learn one additional spell from that school at a rank you already possess.
Spell Focus*	Gain a free raise to magic rolls with a specific school of magic.
Spell Mastery*	You may reroll magic Tests with one spell.
Spell Might	You can put more power into your spells, making them more difficult to cast but with a better payoff.
Spell Penetration	Tests made to resist your spells need an additional raise to succeed.
Spell Specialization*	Once per scene you may reroll a failed magic check from a chosen school.
Step Aside	You may Dodge one extra time per round.
Strong Minded	You may reroll failed Willpower Tests made to resist magic.
Swift Attack	As a full action, you may make two attacks at -2k0 to hit.
Tested	You have been Sanctioned, making your magic safer.
Touch Spell Spec	You gain a bonus to hit with all spells that require you to make an attack.
True Grit	Take less critical damage from attacks.
Two Weapon Fighting	Hold two weapons in order to attack more often.
Unremarkable	Attempts to pick the character out of a crowd or describe him are at a penalty.
Virgil's Guidance	You can get away with more than most people can, making it easier to keep your devotion high.
Wall of Steel	You may Parry one extra time per round.
Weapon Focus*	Gain a bonus to attacks made with a specific type of weapon.
Weapon Proficiency*	Use a category of weapons with no penalties.
Weapon Specialization*	Gain additional damage done with a specific type of weapon.
Wizard Tradition*	Wizards have many secret methods and traditions. You happen to know them.

* this feat may be taken more than once. If it has groups, you must choose a different group each time.

RACIAL FEATS

Racial feats are special feats that, instead of being purchased for a character's class, are purchased by virtue of being of a particular race. You can purchase these feats at any time, spending the normal amount for them, as though they were part of your character's class list.

ASSETS

Assets are a special type of feat that can only be taken during character creation and at no time afterwards. More than other feats, they represent something that is a core of your character. You may spend any amount of your starting XP on buying Assets.

EXALTED ASSETS

Each of the types of Exalt have a number of Assets they can purchase to improve their base powers as Exalted or to show that they belong to a certain tribe or caste within their society. With the exception of Paragon Assets, taking an Exalted Asset means that you cannot take a second Exalted Asset.

HINDRANCES

Hindrances are something like the opposite of assets. Where an asset is something you spend XP on during character creation to get a bonus, Hindrances are a penalty you take in order to get 100 bonus XP to spend during character creation. A character can take up to two hindrances during character creation, but can't just decide to pick one up later and get some free XP. While it is possible to get an additional Hindrance during play - it's certainly easy to get a new Enemy or to become Wanted - Hindrances gained during play are at the discretion of the SM and don't give XP, just the penalty.

FEAT DESCRIPTIONS

Following is the full rules text of the general feats list. Note that if there is a discrepancy between the text in this listing and the table on the previous pages, the text should be considered correct.

Absolution

You can perform incredible feats of healing, removing diseases and poisons alike with a touch. By spending a hero point, you may touch a target and remove one ongoing effect. If that effect comes from a source greater than your own power - an Exalt with a higher level, a god, or another being of similar power, this ability might not work at the SM's discretion.

Archmage Traditions

Your study of magic has reached its peak, giving you real mastery over it. Choose one of the following options:

Arcane Mastery

Whenever you cast a spell, you may spend a hero point in order to copy it on your next turn. You may cast the same spell without rolling a magic check, using the same result as you had on this turn.

Spellbloom

Whenever you cast a spell, you're surrounded by an aura of energy that makes it easier for others to cast. When you cast a spell for the first time each round, all allies who cast a spell within 3m have the TN of that spell's magic check reduced by 5.

Armor of Contempt

You're not an easy man to talk to. You've cultivated a fine shell of divine insight and hatred that makes you harder to influence. Even if you run out of Resolve, you cannot be forced to go against your Alignment.

Armor Proficiency

Groups: Light, Medium, Heavy, Extreme, Power

It takes training to wear armor without it getting in the way. You can use armor with fewer penalties. With light and medium armor you suffer no penalties at all, and with heavy, extreme, and power armor you reduce the armor's penalty to your static defense by 3. Without the appropriate feat, you apply the armor's AP as a penalty to your static defense.

Armor Specialization

Choose a particular category of armor (light, medium, heavy, extreme, or Power). Thanks to your extreme training the chosen armor type provides +1 armor points.

Assassin Strike

One of the most important things about being an assassin is getting away after doing the deed. Whenever you make a melee attack, you may make an Acrobatics Test against a TN of 20 to move at your Half Move rate as a free action. Your opponent does not get a free attack against you for disengaging.

Back Stab

You have a talent for finding the best place to stab someone when they're busy with someone else. If you are ganging up on your opponent, you gain +1k0 to damage rolls.

Battle Rage

Even when you're in a blind rage, you've got enough skill with a sword to surprise most. While using Frenzy, you may make parry actions.

Blademaster

Your mastery of sword and knife is unsurpassed and your blade always strikes true. You may reroll a missed melee attack once per round.

Blind Fighting

Through years of practice and training with a blast shield down, you can fight without having to use your eyes. You do not grant Combat Advantage while you're blind, and your attacks are made at a -1k0 penalty instead of the normal -2k0 penalty.

Catfall

You are nimble and balanced, like a cat, and are able to fall much greater distances unharmed than others might. Halve falling distance when calculating damage, always land on your feet.

Channel Energy

You can channel raw magical power to heal or harm. As a half action, you may touch a target and spend up to twice your level in resource points. For every two resource points you spend, you may heal the target of one Hit Point or damage it for one wound.

Cleave

When you kill someone, you have enough follow-through to get the guy next to him. The first time you kill an enemy with a melee attack in a round, you may spend a reaction action to make a melee attack against another enemy within your reach.

Combat Insight

Being a smart bastard can get you pretty far in life, even when people are shooting at you. You may use Intelligence in place of Dexterity when using the Dodge action or on attacks that benefit from the Aim action.



Combat Master

Through a combination of reflex and perception you're able to keep many more opponents at bay in melee than someone with only average skill. Opponents gain no bonuses for outnumbering you in melee combat. Not only does this include the normal bonuses for ganging up, but also from talents like Back Stab.

Common Sense

There are many times in which a player might be about to do a stupid and not quite know it. With Common Sense, the SM can ask the player to make a Wisdom roll against TN 15 in order to pick up on the fact.

Counter Attack

While it can be dangerous, the best opportunity to hurt someone can be when they've left themselves open attacking you. When you successfully parry an attack, you may make an attack against that opponent with the weapon you used to parry, taking -2k0 to that attack because of the awkward nature of the blow.

Crack Shot

You are able to target your shots at the places where they're really going to do some harm. Ranged attacks you make deal +2 damage.

Crushing Blow

Your melee strikes land with force enough to shatter bone. Melee attacks you make deal +2 damage.

Danger Sense

You are never surprised. While you might be taken unaware, you may act normally during the surprise round regardless of if your party is taken by surprise or not.

Deadeye Shot

You always hit an opponent right between the eyes. Or wherever else you're aiming. You take only -1k0 to your attacks for making a called shot. Without this feat, you take -2k0 to your attacks for making a called shot.

Death Before Defeat

All you need is some pure bloody-minded stubbornness to push through the worst pain. You may spend a Hero point to ignore the effects of a single critical hit as long as that hit would not cause death.

Decadence

Either through mental and physical training... or more likely, through years of experimenting with mind-altering drugs, you've built up a tolerance even above the average Hero. You are never affected by drugs or alcohol, or at least you can sober up quickly enough to do whatever you need to do.

Defensive Mobility

You present a hard target to catch unawares. Even when you leave yourself open you aren't easy to hit. You get a +5 bonus to your static defense against opportunity attacks.

Devastating Critical

When you're putting someone down, they go down hard. Whenever you deal critical damage to an opponent, deal an additional wound.

Divine Bond

You gain a holy steed that can be summoned at will. This typically takes the form of a warhorse, but depending on the culture of the user, it can form any other appropriate riding animal or small ground vehicle. It takes a full action to summon the steed, and it can remain for a full day. If it is lost or destroyed, the character is unable to use this feat for three days while the bonded steed reforms.

Divine Grace

You can resist some magical effects with the force of your personality. You may use your Charisma in place of your Willpower when attempting to resist enemy or environmental effects.

Divine Ministration

Some can lay hands on someone suffering and remove their wounds. You may spend a hero point to touch a target and remove a level of fatigue and heal the target for 1d5 Hit Points.

Eidetic Memory

You have perfect recall. As long as you've heard or read something, you can reproduce it in detail with no real difficulty.

Evasion

When you get out of the way, you really get out of the way. When making a dodge check, you may move a distance equal to your Dexterity in meters. You don't provoke an opportunity attack from the enemy whose attack you dodged, though you provoke opportunity attacks from other enemies as normal.

Expanded Knowledge

There's knowing things and there's really knowing things. You may gain an additional specialty for all of your Lore skills. This doesn't have to be the same specialty for each lore skill, and this doesn't prevent you from getting a specialty later if you don't have one when you take this feat.

Far Shot

You can lead a shot like a pro. There are few who can surpass your sniping skills. You don't suffer penalties for firing at Long Range. You still suffer the same penalties for firing at Extreme range.

Fast Reflexes

You always expect trouble, even in the most innocuous situations, allowing you to act quickly when needed. You may reroll your initiative dice. If you choose to do so, you must take the result of the reroll, even if it would be worse.

Fearless

Through hard experience with horrifying situations, fear no longer commands your ac-

tions. You are immune to all fear effects and pinning. Disengaging from combat or backing down from a fight requires a successful willpower Test (TN 15).

Fleet of Foot

You're quick on your feet and can push yourself to be even faster. When making a Full Move action, you may move an additional distance equal to your Dex

in meters. When running, you may double your movement for one round. Using this talent two turns in a row gives you one level of fatigue.

Foresight

Logic and analysis do for you what divination and luck do for others. You may spend 10 minutes examining a problem to get a free raise to your next Int Test.

Frenzy

Your temper and passion boil just below the surface of your mind, mostly held in check but easily released when it's time to ride the beast.

By spending one full action to work yourself into a rage, you gain +1 to your strength and constitution, -2 to your intelligence and wisdom until the end of combat, and you must make a melee attack or move closer to an enemy on each of your turns. You may not make parry actions.

Furious Assault

Your speed and martial prowess allow you to land several blows where lesser combatants can land only one. If you take an All Out Attack and the attack is successful, hitting the target and dealing at least one wound to it, you may make a second attack with the same bonuses and penalties.



Good Reputation

Groups: Academics, Sigil's Factions, Churches, Specific Races, Government, The Military, Middle Classes, Nobility, the Insane, Underworld, Workers, etc.

Your reputation precedes you in interactions with a specific group or faction, opening doors that might otherwise remain closed. You gain +0k1 to Charm, Persuasion, and Command rolls with a group you have as a Peer.

Greater Spell Focus

You have focused your efforts on casting spells from a specific school of magic. If your magic Test is successful when casting spells from a certain school of magic, you may apply an extra raise to that magic Test for the purpose of determining the spell's effect. This stacks with Spell Focus.

Guardian

Years of serving as a bodyguard allow you to put yourself in the line of fire or take a murderous attack that was meant for another. You may use Parry actions against attacks made by or against targets within melee range of you, allowing you to protect others. If the parry actions are unsuccessful, you are hit by the attack instead of the intended target.

Hard Target

Light on your feet, you dodge and weave as you move, skills learned from long years in the line of fire. Whenever you charge or run, opponents take -2k0 with Ballistics skill Tests made to hit you with a ranged weapon until your next turn.

Hardy

You rebound quickly from shock or injury. You are always counted as Lightly Wounded while recovering from injuries.

Hatred

Groups: Criminals, Rival Group (specific), Pirates, Race (specific), Magic Users, Heretics, etc.

A group, organization, or race has wronged you in the past, fueling this animosity. You

gain +1k0 to Weaponry rolls made to attack members of a certain group or race. You must be aware the enemy is of that group or race to gain the bonus.

Heightened Senses

Groups: Sight, Sound, Smell, etc.

Either genetics or augmetics have made one of your senses superior to others. Gain +1k0 to all checks made using a chosen sense. This ability cannot give a bonus to attack rolls, but if there is a penalty due to environmental conditions (fighting in darkness, for example), the bonus can be applied to reduce the penalty if it would be applicable.

Hip Shooting

Your prowess with ranged weapons is such that he can still fire accurately without using the sights. You may, as a Full Action, take a Full Move and make a single attack with a ranged weapon. This attack can only be a single shot - no automatic fire.



Implement Focus

You've trained long and hard with using a wizard implement, a wand, rod, staff, or Orb. When using an Implement, you may reroll one die on your Magic Tests.

Improved Back Stab

You can slide your blade between someone's ribs like no one else. If you are ganging up on your opponent, you gain +0k1 to damage rolls.

Improved Feint

Even when you don't quite succeed at a feint, it still has some effect. Even on a failed Feint attempt, the target suffers -1k0 to reactions.

Improved Sneak Attack

When someone doesn't notice one of your attacks coming, it's usually the last thing they don't hear. Ignore the armor of targets unaware of your attacks. They still take penalties to their Static Defense, if they don't have the appropriate feats, but gain no damage reduction from the armor.

Improved Weapon Focus

You can hit the bull's eye every time you throw a dart. Gain an additional +0k1 to attacks made with a specific type of weapon. You must choose a specific weapon type - not just, say, Bolt Weapons, but specifically a Heavy Bolter. While this bonus will apply to all weapons of the appropriate type regardless of make or quality, it will not apply to others even if they have the same proficiency.

Improved Weapon Specialization

Long training and careful study have let you become adept at putting the hurt on with your chosen weapon. Gain an additional +0k1 to damage done with a specific type of weapon. You must choose a specific weapon type - not just, say, Las Weapons, but specifically a Lasgun. While this bonus will apply to all weapons of the appropriate type regardless of make or quality, it will not apply to others even if they have the same proficiency.

Improvisational Magic

You may spend a Hero point to cast one spell of any school that is of a lower rank than the highest rank of Magic you possess. For example, if you have Evocations at rank 4, you may spend a hero point to cast a rank 3 Conjuraction effect, a rank 3 divination effect, and so on. You still use that spell's normal magic check.

Iron Jaw

You've taken blows from Orks and given back as good as you got. Whenever you become stunned you may make a Con Test (TN 10 + 5 x Number of rounds you'd be stunned) to shrug it off. You may only make this check once, at the time you become stunned.

Jack of All Trades

There's nothing you can't try your hand at and have at least a chance at success. You may attempt to use Advanced skills with no ranks in them, just like basic skills. If you have zero ranks in a basic skill, you get +1k0 when using that skill.

Jaded

Your wide travels have shown both wonders and horrors beyond the ken of most. The Great Wheel has thrown its worst at you and you have yet to flinch. You never need to roll fear checks against normal scenes of gore and death. Supernatural effects will still cause you to roll fear normally.

Lightning Attack

Your speed with weapons is legendary, allowing you to launch flurries of attacks. You may make three melee attacks with the multiple attacks action. If you also have Swift attack, it's important to note that these two feats do not stack - you can choose to use the multiple attacks action to use Lightning Attack or Swift Attack, but not both at once.

Light Sleeper

The slightest change in conditions or disturbance brings you from sleep to full awareness. You are always counted as awake, even when asleep. You don't count as helpless while

you're resting, though it's possible someone will still sneak up on you. You are considered to be aware of what's going on around you, though stealth will work normally.

Luck

Is it better to be lucky or good? You've certainly got the luck part down. You may reroll one die per day. This can be any die, even an alignment check.

Minor Magic

Your training has given you a small amount of magic ability. You gain a single level in any magical school in which you have no levels.

Obtain Familiar

You get a small animal companion like a rat, toad, or raven. It can follow simple orders, carry messages, and so forth. In some cultures, this may not be a real animal, but instead a simple robot or magical servant.

Peer

Groups: Academics, Sigil's Factions, Churches, Specific Races, Government, The Military, Middle Classes, Nobility, the Insane, Underworld, Workers, etc.

You're adept at dealing with a particular social group or organization. You gain +1k0 to Charm, Persuasion, and Command rolls with a certain group.

Power Attack

You can really put your back into it and cut. When making a melee attack, you may take -1k0 to hit in order to deal +1k0 damage. If you make multiple attacks during a round, you must decide to use this ability before making any attacks, and it applies to all of your attacks that round.

Powerful Charge

When you throw yourself into a fight, you get to put your body weight behind your swings. You gain +1k0 to melee damage rolls on a charge.

Pure Faith

Thanks to your true faith, you know what you can get away with. You gain +1 to all alignment checks.

Purge the Unclean

You may spend a Hero Point to repel the enemies of your God. Choose an opponent that represents a foe of your deity (Warp Entities, Daemonhosts, and Chosen almost always count - the SM will let you know if a target doesn't count) and spend a hero point. Make an opposed Willpower test with the target. If it succeeds, the target is repelled a distance of meters away equal to twice your willpower. It cannot approach closer than this distance for 1d10 rounds.

Quick Draw

You've practiced so frequently with your weapons that they practically leap into your hands, ready for action. You may ready a weapon as a free action.



Sharpshooter

Your steady hand and eagle eyes allow you to place shots exactly where you like. You do not take a penalty to attacks from making a Called Shot.

Shield Proficiency

You can use a big sheet of metal to protect yourself without it getting in the way. You may use Shields with no penalty. Without this feat, the -1k0 penalty a shield has for being a defensive weapon applies to all attacks.

Skill Focus

While everyone has something they're focused on, you put forth an effort to be really good at something in particular. Gain an additional skill speciality. You do not need to have 4 ranks in that skill in order to gain this speciality, and you still get the normal speciality at 4 ranks.

Sneak Attack

With long training, you know how to get to the tenderest part of a person's body when they aren't protecting themselves. Halve armor of targets unaware of your attacks, rounding up. The targets still take their normal penalty to static defense (if it applies).

Sound Constitution

Thanks to being as tough as iron, you can take more hits than most. You gain one additional Hit Points.

Speak Language

Groups: Human, Elven, Squat, Trade, Syrneath, Gnomish, Celestial, Infernal, Eldarin, Dark Eldarin, Clawspeak, Draconic, Orkish, etc.

It can take a lot to learn a new language. Learn to speak one additional language of your choice.

Spell Book

Most of the time, a person can only learn a small fraction of the spells in a particular spell school. But with this feat, you have expanded your talents to learning more tricks. Choose a school of magic. You may learn one additional

spell from that school at a rank you already possess. Without this feat, you may only learn one spell from a school at a given rank.

Spell Focus

Most mages are best in one particular area. If your magic Test is successful when casting spells from a certain school of magic, you may apply an extra raise to that magic Test for the purpose of determining the spell's effect. This stacks with Greater Spell Focus.

Spell Mastery

By practicing the motions of a spell over and over again, you can make sure you'll be able to cast it even in the worst circumstances. Choose a single spell of the third rank or lower. You may reroll failed checks to cast that spell.

Spell Might

You can put more power into your spells, making them more difficult to cast but with a better payoff. You may take -2k0 to a Magic Roll in order to add 5 to the final result.

Spell Penetration

It's harder to resist your spells, the energy blasting through defenses both mental and physical. Tests made to resist your spells need an additional raise to succeed.

Spell Specialization

Most sorcerers are best with a certain type of spells - blowing things up, healing, seeing the future, whatever. Choose a school of magic. Once per scene you may reroll a failed magic check from that school.

Step Aside

You are quick at getting out of the way of attacks. You gain an additional reaction action every round which may only be spent in order to use the Dodge action.

Strong Minded

Your mind is like a fortress guarded against psychic attack. You may reroll one failed Willpower Test made to resist magic per scene.

Swift Attack

Your skill with a blade lets you attack more quickly than average. With the multiple attack action, you may make two melee attacks. If you also have lightning attack, it's important to note that these two feats do not stack - you can choose to use the multiple attacks action to use Lightning Attack or Swift Attack, but not both at once.

Tested

You have been Sanctioned by an official organization, Tested and found to be stable. You count as a Sanctioned Sorcerer when rolling magic Tests. Without this feat, you count as an Unsanctioned Sorcerer, which can be bad.

Touch Spell Specialization

Aiming a spell is almost exactly unlike aiming a gun. That doesn't mean you can't get better at it and you're living proof. You gain +1k0 to hit with all spells that require you to make an attack.

True Grit

You can shrug off wounds that would fell lesser men. Whenever you suffer critical damage, you may halve the result (rounding up).

Two Weapon Fighting

When armed with two weapons of the same type (melee or ranged) and using the Multiple Attacks action, you gain an additional attack using your second weapon. All attacks you make during that round are at -2k0 to hit.

Unremarkable

You have a forgettable face and are able to blend in with a crowd. Attempts to pick the character out of a crowd or describe him are at -2k0 penalty. This is partly a supernatural effect, so even with eidetic memory, the penalty still applies.

Virgil's Guidance

You can get away with more than most people can, making it easier to keep your devotion high. You can buy Devotion at only half of the normal cost.



Wall of Steel

Your blades are so quick that they form a wall of impenetrable steel. You gain an additional reaction action every round which may only be used to Parry an attack.

Weapon Focus

You've focused your training on a single weapon. Gain +1k0 to attacks made with a specific type of weapon. You must choose a specific weapon type - not just, say, Ordinary Weapons, but specifically a Shotgun. While this bonus will apply to all weapons of the appropriate type regardless of make or quality, it will not apply to others even if they have the same proficiency.

Weapon Proficiency

Choices: Ordinary, Parrying, Cavalry, Flail, Fencing, Two Handed, Bows, Slings, Entangling, Throwing, Las, Plasma, Melta, Syrneath, Exotic, Flame, Unarmed.

Training can show a person just how to use a weapon properly - not shooting a las weapon at a mirror, for example. Without this feat, you may not apply your Weaponry or Ballistic skill when making attacks with the weapon type, but instead must merely roll your Dexterity.

Weapon Specialization

You've got a real knack for putting the pain on. Gain +1k0 to damage done with a specific type of weapon. You must choose a specific weapon type - not just, say, Exotic Weapons, but specifically a Needle Gun. While this bonus will apply to all weapons of the appropriate type regardless of make or quality, it will not apply to others even if they have the same proficiency.

Wizard Traditions

Wizards have many secret methods and traditions. You happen to know some of them. Whenever you take this feat, choose one of the following. You may not choose the same option twice.

Hidden Flame

Whenever you cast an illusion spell, you can throw on a minor rider effect. All enemies within 5m of the illusion's effected area when

the spell is cast become Dazzled.

Iron Sigil

Whenever you cast an abjuration spell, you may choose to gain Aura equal to 5 plus your rank in Abjuration that lasts until the beginning of your next turn. Aura reduces damage you take from magical sources (like armor does for all damage) but only affects magical sources.

Golden Wyvern

Whenever you cast an divination spell, the next time you roll initiative, you get a bonus to the roll equal to your ranks in divination.

Emerald Frost

When casting an Evocation spell, choose one target hit by your Evocation attack and reduce their Aura when calculating damage by an amount equal to twice your rank in Evocation.

Serpent Eye

Whenever you cast an Enchantment spell, the target's Static Defense is reduced by 2 until the end of your next turn, even if the spell has no effect on the target.

Stormwalker

Whenever you cast an Evocation spell, you deal additional damage to all targets hit by it equal to your level.



CHAPTER VII: FEATS, ASSETS & HINDRANCES

Racial Feats

Aasimar	
Terminator Honors	You have been honored for your devotion with a power to protect yourself.
Celestial Wrath	Sometimes you've just got to Smite Evil.
Dark Eldarin	
Dark Cruelty	Some people are really into the black leather and whips.
Warp Fire	Dark Eldarin don't just create patches of darkness, but also of dancing light.
Dragonborn	
Dragonborn Frenzy	A smart man wouldn't get you riled up. Getting hurt makes you angry.
Dragon Sight	You can see in the dark with the senses of your draconic ancestors.
Elf	
Elven Precision	You're not just a good shot, you're even better than the average elf.
Light Step	You can move around like a ghost, barely touching the earth.
Eldarin	
Guess Destination	When you move through the warp, you can move out of line of sight.
Extra Warp	Your warp step can be used more often.
Gnome	
Tinker	I never knew you could turn a toaster into a plasma cannon.
Eureka!	You've got a gadget for every situation. If it's working and you can find it.
Halfling	
Second Chance	Even a sure hit can somehow miss one of the sneaky hobbits.
Halfling Agility	You gain a bonus to your agility that makes it hard to fail.
Human	
Able Learner	You pay less to pick up new skills.
Human Perseverance	It's harder to oppose your actions.
Ork	
Mobbing Up	When an Ork is afraid, he doesn't just run - he goes to get a friend.
I'm Da Boss!	Orks always know who's in charge. The biggest guy around.
Squat	
Able Drinker	Drinking is in your blood. Or maybe that's the ale talking.
Squat Stability	Being low to the ground makes it hard to knock you over.
Tau	
Farsighted	You've got discipline, making it harder to manipulate you against your will.
Move And Shoot	As long as you keep on the move, it's hard to take you down.
Tiefling	
Mutation	Your mutations aren't just for show - you can do damage with those hooves.
Outsider	You're not normal at all on the inside. You're better than normal.

RACIAL FEATS

Able Drinker [Squat]

Squats can hold their booze like no one else. When you drink, not only do you not suffer any penalties from being drunk, but while drunk you gain +1 to your size for the purpose of determining Hit Points lost from damage.

Able Learner [Human]

Humans are good at picking up new skills. You need to pay only half the normal cost for the first rank of a skill.

Celestial Wrath [Aasimar]

Stars shine, the wind blows, birds sing, and brother - you hurt people. Once per scene, add your Charisma dice to a damage roll.

Dark Cruelty [Dark Eldarin]

You've got a kind of dark charisma that manages to both repulse and fascinate. You gain +1k1 to Intimidation and Charm checks.

Dragonborn Frenzy [Dragonborn]

When you hurt a Dragonborn, it just makes them more angry. As long as you have at least one point of critical damage, your attacks deal extra damage equal to the amount of critical damage you've taken.

Dragon Sight [Dragonborn]

Dragons are known for seeing in the dark, sensing the heat of their prey. You may reroll one failed perception check per scene and can see in the dark.

Elven Precision [Elf]

Elves have an ability to make even the most impossible shot look easy. Whenever you use Elven Accuracy to reroll a failed Weaponry or Ballistics Test, you gain +1k0 to the reroll.

Eureka! [Gnome]

Gnomes tend to have tools and junk on them that can solve any problem. And typically breaks immediately afterwards. A Gnome may, once per scene, make a Crafts check in place of any other check, pulling out some device or trinket to solve a problem.

Extra Warp [Eldarin]

Some Eldarin can slip in and out of the Warp easily. You may use Warp Step one additional time per scene.

Farsighted [Tau]

You've got a wide view of things, or you're disciplined enough to resist charms. Attempts to use Charm, Command, Deceive, or Persuasion against you need an additional raise to succeed.

Guess Destination [Eldarin]

You don't need to see the target of your Warp Step, you've got enough experience with it to just make a good guess. If you cannot teleport into that space, you're shunted to the nearest safe spot.

Halfling Agility [Halfling]

When you're as small as a halfling it's sometimes like you're not even there. Your size no longer gives a penalty to your static defense.

Human Perseverance [Human]

Humans have an innate talent to put forth an extra effort when they're challenged. You gain +1 to the final result of an opposed roll.

I'm Da Boss! [Ork]

There is nothing quite like physical strength and size in ork politics. You may add your size as a bonus to Command checks.

Light Step [Elf]

Elves are great at moving silently and seemingly only barely touching the ground. You gain +1k0 to all acrobatics and stealth rolls.

Mobbing Up [Ork]

Orks believe in strength in numbers. Whenever you fail a Fear check, you may choose to retreat towards any ally rather than suffering the normal consequences of that check. Once you are adjacent to that ally, you may stop fleeing.



Move And Shoot [Tau]

Tau have an ancient fighting style where they mostly avoid getting close to anyone and run away while shooting. Whenever you attack with a ranged weapon and move in the same turn, your static defense increases by 5.

Mutation [Tiefling]

Often, Tieflings have cloven hooves, claws, or tearing horns. You're one of them, and you can kick some ass with them. Your unarmed attacks do 2k2 damage.

Outsider [Tiefling]

Tieflings have strange internals that don't quite match up with what you'd expect - they have redundant organs, thick blood that clots easily, and so forth. The first time you would suffer critical damage in a scene, you instead take only one point of critical damage. Obviously, if you'd only be taking one point anyway, this ability has no effect.

Second Chance [Halfling]

Halflings are so slippery that it's more than just skill, it has to be luck. Once per combat, you may force an opponent to reroll one attack roll made against you.

Squat Stability [Squat]

Squats don't really get knocked on their asses. They tip over, but don't fall down. Whenever an enemy would force you to move or knock you prone, you may ignore that effect.

Terminator Honors [Aasimar]

One of the greatest things an Aasimar can hope for is to be selected for the elite Terminator units. Aasimar with this special training may spend a Hero Point to negate an amount of damage from an attack equal to their size.

Tinker [Gnome]

Gnomes can make almost anything given something to work from. By sacrificing an item of average or better quality, the Gnome may create another item of the same or less rarity with one less level of quality. This takes one hour.

Warp Fire [Dark Eldarin]

You may outline a target with a kind of sickly multicolored light once per scene. For the rest of that scene, attacks against that target are at +1k0 to hit.

ASSETS

Academy

You may purchase Weapon Proficiencies at a lesser cost. New weapon proficiencies cost only half of the normal amount for your character to buy, generally fifty experience points instead of a hundred.

Ambidextrous

You're just as good with your left hand as with your right. You're deadly in a fight and even worse with cards. When attacking with two weapons at once, reduce the penalties by -1k0.

Androgynous

You could pass for a male or a female. If you're a boy, you're a pretty one. If you're not, you get mistaken for a pretty boy anyway. You can pass off as being a boy or a girl as long as the situation doesn't get too... intimate. You get a free raise on all Tests made to disguise yourself.

Appearance

They say an ugly fellow can stop a bullet with his face. A good-looking one might not get shot at in the first place. A character with Appearance may add +1k0 to all social rolls where her good looks might come into play.

Brave

Most people aren't really brave - they're just too stupid to know better. Maybe you're different, but it's doubtful. If you fail a fear check, you may subtract 2 from the result on the fear table.

Dangerous Beauty

You have a certain something about you that attracts members of the opposite sex. And sometimes members of the same sex. You get +2k0 to seduction attempts.

Assets

Academy	You may purchase Weapon Proficiencies at a lesser cost.
Ambidextrous	A real two-fisted action hero, you can use two weapons easily.
Androgynous	You've got one of those faces that could pass for a boy or a girl.
Appearance	You're more appealing to others.
Brave	You can handle your fear better than most people.
Dangerous Beauty	You have something about you that gets a lot of attention.
Driven	You refuse to surrender, even in the face of adversity.
Education	You've had a real education, full of facts and trivia.
Eagle Eyes	Sharp-eyed folks like you can see trouble coming a mile away.
Fast	You're quick on your feet, almost enough to outrun bullets.
Gifted	You're able to advance one of your characteristics more quickly.
Large	You're a big fellow, and that means you've got big guts.
Left Handed	Opponents are often taken by surprise with your southpaw style.
Level Headed	Nothing keeps a person alive longer in a gunfight than staying calm.
Linguist	You begin play speaking one additional language.
Magic Resistance	You have an innate resistance to spells.
Nerves o' Steel	Even when you get scared, you can hold your ground.
Nine Lives	Some say you lead a charmed life, or that something won't let you die.
Sand	You're the kind of tough bastard that will keep going no matter what.
Spirit Mentor	You have a ghostly companion and guide.
Tough as Nails	You can tough out losing blood and getting banged around when others are already gone.
Veteran o' the Wheel	You've been around for a while, and you're still kicking.

Driven

You refuse to surrender, even in the face of adversity. You gain a conditional hero point that may only be spent in situations to overcome incredible odds or when refusing to back down from a superior enemy. It may not be burned, and must be announced as being used.

Education

There are a number of excellent schools, some with reputations that are known throughout the Wheel. You get a free number of Lore specialties equal to your starting Intelligence.

Eagle Eyes

Sharp-eyed folks can spot a fly on a raisin cake at 20 paces. Others just wonder at what's so chewy. You gain two free raises to perception checks to see something far away.

Fast

There comes a time in every Hero's life when it's time to hightail it away from something that's more trouble than he expected. If that's the case, you only need to be able to outrun the slowest person. You may count your Dexterity as being two dots higher for the purposes of determining your speed as long as you're only wearing light or no armor.

Gifted

You're able to advance one of your characteristics more quickly. Choose a characteristic. It counts as being 1 less for determining how much XP it costs to improve it.

Large

You're bigger than the average cowpoke. Maybe you're big and strong, or maybe you just like getting second helpings at the buffet. Either way, your size is increased by 1.

Left Handed

Not so much the inability to wield a weapon with your right hand, but proficiency at using your left. Since other fighters (even other southpaws) are trained to fight right-handed swordsmen, they have a bit more trouble dealing with you. Opponents get -1k0 to rolls to parry your attacks.

Level Headed

Nothing keeps a person alive longer in a gun-fight than staying calm. A hothead who runs into trouble too fast soon finds themselves six feet under. Immediately after all participants have rolled initiative in combat, you may choose to switch places in the initiative order with the person immediately ahead of you - probably a good idea if that person is an enemy.

Linguist

You have a natural ability with languages. You're invaluable as an interpreter, if nothing else. You begin play speaking one additional language.

Magic Resistance

You have an innate resistance to spells. The TN of all spells directed at you - for good or ill - is increased by 5.

Nerves o' Steel

Some heroes are too stubborn to run even when their boots are filled with 'liquid fear'. No matter how badly you fail a fear check, you may choose to stand your ground instead of fleeing. You still suffer any other penalties.

Nine Lives

Fate has granted you the opportunity to come closer to death as anyone can get and still survive. The first time you would burn a hero point to survive, you lose this Asset instead.

Sand

You're the kind of tough bastard that will keep going no matter what. You can take two additional levels of fatigue before passing out.

Spirit Mentor

You have a ghostly companion and guide. The identity and exact powers of this spirit are up to the SM, but it can be called upon in difficult situations for help and guidance.

Tough as Nails

You can tough out losing blood and getting hurt when others are already gone. If you haven't lost any Hit Points, the most critical damage you can take from an attack is 1.

Veteran o' the Wheel

You've been around for a while, and you're still kicking. You begin play with one extra dot to put into any characteristic and another dot to put into any skill. Extra dots sound great, huh? They are, but the hero's past experience doesn't come without a steep price. The SM should assign your hero a few haunting reminders of his past. It might be as simple as an additional hindrance, like an Enemy or some hideous scar. More often, the price is much higher. Give your SM a good background so whatever he comes up with fits your hero and makes him a more interesting character.

Atlantean Caste Assets

Dawn Caste	Spending motes allows you to get an aura of leadership.
Zenith Caste	Spent motes form a kind of magical armor around you.
Twilight Caste	You can spend motes to become more slippery and faster.
Night Caste	You can spend motes in order to disguise your spellcasting.
Eclipse Caste	You can seal oaths with your own personal power.

**ATLANTEAN CASTE
ASSETS**

Dawn Caste

The Dawn Caste were soldiers in the old Surneth empire, and still have that training. Whenever the Hero spends a Mote, for the remainder of the Scene he gains +1k0 to all Intimidate and Weaponry rolls.

Zenith Caste

The Surneth Zenith caste were priest-kings, prophets, and mystics in their empire. Whenever the Hero spends a Mote, he reduces damage done to him by an amount equal to his Arcana rating until the end of the round.

Twilight Caste

The Twilight Caste were once scholars, sorcerers, and craftsmen. The Hero may spend a mote to add his Arcana rating as rolled dice to any Parry or Dodge roll.

Night Caste

Once the spies, assassins, and thieves of the Surneth, they retain their abilities to be subtle in surprising ways. By spending 1 Mote, observers cannot tell the caster of the next spell used by the character - it seems to come out of thin air.

Eclipse Caste

The Eclipse caste were once the very public face of the Surneth, diplomats and bureaucrats. By spending 1 or more Motes, the Hero creates a binding oath. If the oathsworn individual breaks their oath, they suffer terrible luck, automatically failing at a critical moment. This repeats once for every mote spent by the Hero.



Chosen Mark Assets

Mark of Acererak	You do not need to eat, sleep, or breathe as long as you have 1 or more favor.
Mark of Bahamut	You gain a free raise on Command, Intimidate, and Persuasion checks.
Mark of Corellon	Protect yourself against the greatest failures.
Mark of Cuthbert	Attacks made against those you have seen commit a crime have a free raise to hit.
Mark of Khorne	Khorne gives you additional attacks when you charge.
Mark of Luna	Replicate the blessings from any other Mark.
Mark of Malal	Attacks made against neutral or allied targets deal more damage.
Mark of Moradin	You gain a bonus on Tests made to parry attacks from creatures bigger than you are.
Mark of Nurgle	Ignore effects of critical damage until it exceeds your Faith.
Mark of Pelor	You may produce bright light or a Death Ray.
Mark of The Raven	No one is safe from your gift of Final Death.
Mark of Slaanesh	You may spend a favor to alter your appearance.
Mark of Sigmar	Gain extra damage against targets that damaged one of your allies in its last action.
Mark of Tzeentch	By spending 1 favor you may reroll a failed Magic Test.
Mark of Vectron	Praise Vectron! By his kindly claw we have regained Favor!

CHOSEN MARK ASSETS

Mark of Acererak

Acererak allows his followers to subsist only on faith and magic. You do not need to eat, sleep, or breathe as long as you have 1 or more favor.

Mark of Bahamut

Bahamut's chosen have a presence and voice that carries over others. You gain a free raise on Command, Intimidate, and Persuasion checks.

Mark of Corellon

Corellon is a god of excellence. He can extend, if not that excellence, at least a buffer away from the greatest failure. You may reroll up to one die in any skill or characteristic Test once per round.

Mark of Cuthbert

You know what Cuthbert hates? Criminals. And there's no faster way to bring them to justice than to do it yourself. Attacks made against those you have seen commit a crime have a free raise to hit.

Mark of Khorne

Khorne wants you to Be Aggressive. After making a charge or an all-out attack, you may spend 2 favor to make an extra basic attack.

Mark of Luna

Luna is an everchanging goddess with as many faces as there are moons in the Great Wheel. She gives her followers the gift of change. By spending 1 favor and 1 Hero point, you may duplicate the effects of any other Mark. You may use that effect until the end of the scene.

Mark of Malal

There are many who call Malal a team-killing bastard. That's not inaccurate. Attacks made against neutral or allied targets deal +1k1 damage.

Mark of Moradin

Moradin doesn't want his chosen to take shit from anyone. Especially when they have the gall to be bigger than you. You gain a free raise on Weaponry skill Tests made to parry attacks from creatures with a size greater than yours.

Mark of Nurgle

Nurgle can protect you. Well, protect is the wrong word. You'll still get hurt. You'll just

care less. Ignore effects of critical damage until it equals or exceeds your Faith.

Mark of Pelor

Pelor, as the god of the furnace of light and stars, allows you to shine like starlight. You may produce bright light at will. Once per session, the Mark can be overloaded and used to produce an attack that uses the same profile as a plasma pistol shot.

Mark of The Raven

The Raven Queen's chosen give true death to their enemies. Any creature that is reduced to 5 critical damage by your attacks is killed unless they burn a Hero point, even if they would normally not be in danger of death (for example, using R damage to a vampire).

Mark of Slaanesh

Slaanesh is great for party tricks. And turning tricks. You may spend a favor to alter your appearance to another member of your race (typ-

ically an ideal form) for the duration of the scene. You gain +2k0 to all seduction attempts.

Mark of Sigmar

Sigmar lets you protect others by making the ones who would hurt them very sorry about it. Gain +0k1 to damage rolls made against targets that damaged one of your allies in its last action.

Mark of Tzeentch

Tzeentch gives his followers skill with magic. That includes you. By spending 1 favor you may reroll a failed Magic Test.

Mark of Vectron

Vectron only cares about worship. And to him, the best kind of worship is the kind where you praise him by name a lot. You may regain 1 favor per scene by loudly praising Vectron for something within the hearing of others.



Daemonhost Sin Assets	
Desire	You can sense the thoughts of others, when you aren't lost in your whims.
Hunger	You will feed while your target is still screaming, and you're always hungry.
Pride	You always rise to a challenge, even when it's something you're awful at.
Rage	You are filled with burning, boundless rage that hurts your foes.
Sloth	You are slow to take action, but you're tough enough to deal with it.

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DAEMONHOST SIN ASSETS

Desire

You are able to sense the desires of those around you, allowing you to use Perception + Charisma checks (TN Target's Willpower x 5) to sense a target's thoughts. However, it can be difficult to resist your own desires - you must Test Willpower against (TN Arcanoi x 5) in order to avoid fleeting whims and pretty faces.

Hunger

A terrible hunger feeds you. You may feed not only on the living, but the recently dead, gaining one Essence from eating a corpse. You find it difficult to resist the temptations for material gain, though, and must make Willpower Tests (TN Arcanoi x 5) to resist such charms.

Pride

You cannot stand being second best. Whenever someone claims to be the best at anything, or otherwise says they're better than

you, you must Test Willpower (TN Arcanoi x 5) in order to resist challenging them. You gain a free raise to all opposed Tests and whenever opponents are ganging up on you, you gain a free raise to hit them.

Rage

When you are enraged, which is pretty much all the time, you literally burn with anger, and you may choose for your attacks to deal E-type damage. But the rage within you burns hot, and you've got a short fuse. Whenever something is provoking you to violence, you must roll Willpower (TN Arcanoi x 5) in order to resist attacking the source of your ire.

Sloth

You can't be bothered to move quickly, even pain doesn't motivate you much. You gain two additional hit points. However, getting yourself motivated to do anything is particularly difficult. Whenever you encounter something that isn't immediately life threatening and would require you to make an effort, roll Willpower (TN Arcanoi x 5) or you can't be bothered to deal with it.

Paragon Assets	
Action Hero	You never run out of action points when there's trouble.
Extra Action	You begin each session with extra action points.
High Pressure	You have additional Pressure points to spend.
Legendary Trait	One of the Paragon's Characteristics may be purchased up to rank 6.

PARAGON ASSETS

Action Hero

At the beginning of each combat, recover 1 spent action point. If you have not spent any action points this session, you don't gain an extra action point.

Extra Action

You gain 2 additional Action Points at the beginning of each session.

High Pressure

You gain additional points of Pressure equal to your Level.

Legendary Trait

One of the Paragon's Characteristics may be purchased up to rank 6. This ability is always considered to be available to improve as if it appeared in your class. This Asset may be taken multiple times, and can be purchased after character creation as long as the character is in a Class that has the chosen Characteristic as one of its Class Characteristics.



Promethean Material Assets

Orichalcum	You get more effect from spent Pyros.
Mithril	By spending Pyros you can accelerate to incredible speeds.
Darksteel	Double the armor granted to you by Integrated Armor.
Wraithbone	You may heal wounds with your Pyros, unlike other Prometheans.
Necrodermis	You gain a fear aura that sends men screaming.

PROMETHEAN MATERIAL ASSETS

Orichalcum

Orichalcum is a mystical golden metal that enhances the effects of spent Pyros. For every two rolled die you add to a roll by spending pyros, add an additional kept die.

Mithril

Mithril is silvery and clean, glowing in moonlight. It lends the speed of quicksilver to Prometheans made of it. Spend a Pyros to take a full action as a half action.

Darksteel

Darksteel is, perhaps, the strongest metal there is, a heavy black material that is almost impossible to shape. Double the armor granted to you by Integrated Armor. Your integrated armor has a Max Dex of 3.

Wraithbone

Wraithbone is a bone white ceramic that grows and flows like it's alive, easily healing over damage and repairing itself. As a free action, you may heal one Hit Point by spending a Pyros.

Necrodermis

Necrodermis is an unusual metal, a silvery metal that, horribly, is somehow alive. Spend a Pyros to gain Fear (with a rating equal to your generation). This lasts until the end of the scene.



Vampire Clan Assets	
Brujah	The Brujah are good at resolving social situations with violence.
Malkavian	You need fear no madness. You just enjoy it instead.
Toreador	Clan Toreador has amazing skill with arts and crafting items.
Tremere	Clan Tremere, in addition to being fairly creepy guys, are also experts at magic.
Ventrue	Ventrue owns you, the building you're standing in, and most of the planet.

VAMPIRE CLAN ASSETS

Brujah

To the Brujah clan, the best kind of philosophy is the type where you hit the other guy with a club until he agrees with you. Whenever a character fails a social roll against you, you gain +1k0 to damage on all attacks made against that character until the end of the scene.

Malkavian

Malkavians are crazy. Really crazy. But no matter how crazy they get they can somehow function in the world. Begin play with a Minor Disorder. You are not removed from play for having 100 or more IP, though you continue to gain derangements every 20 IP.

Toreador

The Toreador clan is known for their focus on perfecting arts and crafts with the kind of knowledge and training you can only get by being alive (well, undead) for a few hundred years. Gain Kept dice equal to your Blood Potency on Crafts and Performer checks.

Tremere

The Tremere are masters of vampiric magic, the only ones with the ability to really tap deeply into it. Gain one rank of the Necromancy magical power. You may purchase this power as if it was part of any class you belong to. Get +1k1 on Focus Power tests to cast Necromancy spells.

Ventrue

The Ventrue are a tightly-knit clan that keep in touch with one another and lend aid to each other in times of trouble. You begin play with Peer (Ventrue) and gain +10 to all Wealth checks.

Werewolf Tribe Assets

Black Spiral Dancers	You can tear people apart with your talons and aren't particular who they are.
Get of Fenris	Spend Rage to increase some characteristics.
Iron Masters	You can always use the Free Study option.
Red Talons	You can speak to animals, but you're not very good at speaking to people.
Silent Striders	Experts at special werewolf magic, mostly about changing things.

WEREWOLF TRIBE ASSETS

Black Spiral Dancers

Some say that Black Spiral Dancers are a sign of Chaos' taint in Luna. Or that they're just a bunch of crazy bastards that like killing things. You gain +1k1 damage to claw and bite attacks in warform, but cannot distinguish friend from foe unless you make a Willpower Test (TN 20) at the beginning of each round.

Get of Fenris

The Get of Fenris are Luna's warriors, solving problems the way any wolf would solve them - with crushing force. The Hero may spend 1 Rage. If he does, he increases his Strength, Acrobatics, and Athletics by 1 until the end of the scene.

Iron Masters

Iron Masters are werewolves that haven't abandoned their ties to civilization. They pride themselves on adaptation. While most of the

time, a character cannot purchase optional feats that he has passed over, Iron Masters may always use Free Study, even while they're in a class.

Red Talons

Red Talons are closer to animal than person, and they get along better with animals, too. They can actually speak with animals. The Hero takes -2k0 to social rolls against humanoids, but may use social skills on animals while he is in wolf form. He can understand their speech, if crudely.

Silent Striders

There are subtle magics that only werewolves know, forging the art of their own shapechanging into a magical skill that only the Tribe known as the Silent Striders are privy to. Gain one rank of the Transmutation magical power. You may purchase this power as if it was part of any class you belong to. Get +1k1 on Focus Power tests to cast Transmutation spells.



Hindrances	
Ailin'	You're dying of something. And given what you are, that's strange.
All Thumbs	You don't like machines and they don't like you much either.
Bad Luck	You may not spend Hero points to reroll Tests.
Big Britches	It's good to be confident. You went past good and right into foolish.
Clueless	You're new to the Great Wheel. Everyone can tell.
Deathwish	You have a suicidal streak to you.
Enemy	You've wronged someone, and they are coming to collect.
Geezer	You're practically a fossil, old even compared to most Exalts.
Grim Servant O' Death	You're almost always at the wrong place at the wrong time.
High-Falutin'	You turn up your nose so high you're in danger of drowning when it rains.
Illiterate	You can't read a damn word. Better hope that Tattoo really says 'courage'.
Impulsive	You're a doer, not a thinker. There's a time for action and it's every time.
Intolerance	There's some folks you just can't stand.
Kid	Don't let that face fool you. A kid with a gun can blow your brains out.
Law O' The Stars	You've got a code of honor that you just can't break.
Loco	No one in their right mind would go off and be a hero.
Night Terrors	Each night, you suffer terrible nightmares that could stop a man's heart.
Slowpoke	You better learn to fight, 'cause you ain't gonna run.
Small	You're smaller than the average person of your race.
Ugly as Sin	There's orks with a prettier mug than yours.
Vengeful	The world needs to be taught a lesson and you're the person to do it.
Wanted	You are wanted by the law, dead or alive.

HINDRANCES

Ailin'

You are dying of something. And since you're an Exalt, that means something very unusual. At the beginning of each session, Test Constitution (TN 15). If you fail, you suffer -2k0 to all Tests this session.

All Thumbs

You don't like machines and they don't like you much either. Scientific and mechanical skills cost twice the normal points to learn or improve. All rolls made to use or repair machinery are made at -1k0.

Bad Luck

Bad luck is an often-fatal condition in the dangerous lifestyle of adventure. You may not

spend Hero points to reroll Tests.

Big Britches

It's good to be confident, but only a fool charges 600 Guardsmen into a horde of 5,000 Orks. You're severely overconfident. You believe you can do anything and you never turn down a challenge.

Clueless

Berks using two-Throne words are a copper a dozen in the Great Wheel now that so many new worlds have been opened up. The cutters that live and work in the dark places of the galaxy don't take kindly to these clueless sods talking big about their back end of nowhere. The Clueless are big talkers, usually from some underdeveloped Sphere. They don't get the big picture and tend to brag about things most take for granted.

Deathwish

Sometimes a berk just doesn't want to go on. Maybe his family has fallen victim to some terrible fate. Maybe he's got the Rot and wants to go out in a blaze of glory. Or maybe he's a young cutter who knows just enough to be dangerous. Regardless, your character wants to die for some reason (dark or otherwise), but only under certain circumstances. Most want to go out in a blaze of glory. Your cutter won't just throw his life away for any little thing (suicide is easy, after all).

Enemy

You've wronged someone, and they are coming to collect. This isn't the normal sort of person you've angered, either. By taking this hindrance, you're saying the enemy you have is the type who is not only insatiable, but is powerful enough to actually do something about it.

Geezer

You may not have teeth, but you've still got a bite. Not all older characters have this Hindrance - some folks are old at 50 and others are still young at 1,000. Reduce your character's Hit Points by 2 and he cannot take the run action.

Grim Servant O' Death

People die around you. A lot. Maybe you're not a bad berk, but you're still trouble looking for a place to happen. As long as it's self-defense, you usually don't get into too much trouble for it. If the SM is looking for someone's lap to drop trouble into, you are the designated target.

High-Falutin'

Your character has no tolerance for those of a lesser class. Those who notice your upturned nose don't like you much either. You get -1k0 to all social rolls you make towards those who know your hero thinks they're beneath him in social stature.

Illiterate

You can't read a damn word. It'd cost 200xp to learn how. This is more common than you'd think - there are quite a few Crystal Spheres and quite a few social situations where even an Exalt wouldn't learn to read.

Impulsive

Impulsive characters are doers, not thinkers. They tend to go off based on their own hunches even when the rest of the party makes elaborate plans and preparations. Of course, sometimes quick action saves the day, but this hindrance also gets your character into a lot of the trouble, which the rest of the party may not feel obligated to help her out of.

Intolerance

There's some sods you can't stand. Your character does not get along with certain kinds of people (Orks, sorcerers, politicians, and so on) and has nothing to do with them if possible. If forced to work with them, he insults and provokes them whenever he gets the chance.

Kid

Many Heroes are young, but you're even younger. He's not an adult in his culture (Something like 12-15 to put it in human terms), and most people don't take him seriously and call him "sawed-off," "runt," or "half pint." As your character grows up, you must buy this Hindrance off with XP (which takes 200 XP). Until you do, he doesn't age, which can be a real social issue for someone trapped in the middle of puberty for a hundred years. You might consider taking Small as well if your character is particularly young, though this is fine on its own for teenagers and such.

Law o' the Stars

A true gentleman of the Great Wheel won't draw down on an enemy until the foe draws first. Most honorable people end up being quickly put into honorable graves. Your hero must live by a code of honor that not everyone else subscribes to. He treats women with respect, won't draw his gun on unarmed men, and refuses to shoot someone in the back.

Loco

No one in their right mind would stand up to some of the monsters lurking in the Wheel. Maybe that's why there are so many kooks wandering the Galaxy. You begin play with one minor derangement.

Night Terrors

When you go out to face the greatest dangers in the Universe, sometimes they come back and stay with you. Each night, you must make a fear Test (TN 20). If you fail, you gain a level of fatigue. Even fearless characters must make this Test.

Slowpoke

You better learn to fight, because you ain't gonna get away from anything that's chasing you. You're faster than a dead turtle. Barely. Halve your dexterity for determining your Speed.

Small

You're smaller than the average for your race, more fragile and thinner. Your size is reduced by 1.

Ugly as Sin

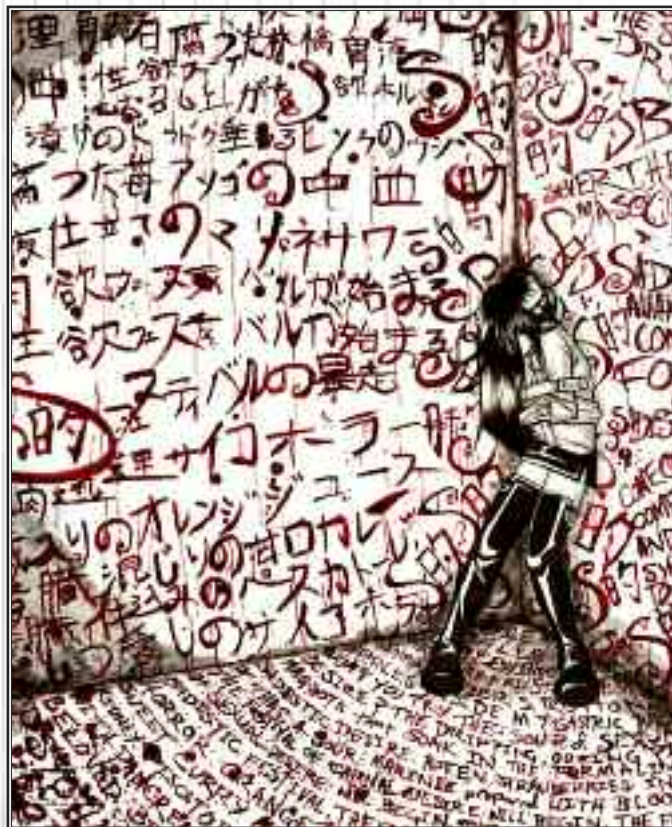
You're not the ugliest person in the universe. There's probably at least one or two people in the far reaches of the galaxy that look worse than you. I've never seen them myself. You take a -1k0 from social rolls whenever your character's bad looks might intervene. Intimidate probably won't suffer at all, but it's hard to attract the ladies when you look like hamburger.

Vengeful

The Great Wheel needs to be taught a lesson, and you aim to be the cutter to teach it. Your character must always attempt to right a wrong committed against her. Whether this revenge is violent or not depends on her nature.

Wanted

You are wanted by the law, dead or alive. This isn't for some small crime. This is for the kind of thing that's given you the death penalty in a dozen Crystal Spheres, gotten bounty hunters on your tail, and worse.



Lucien stepped forward, power sword in hand. He had no idea how his enemy could remain so quiet. The tyrant had so many augmetics that he was more machine than man, and his augmented lungs alone should have been enough to make it easy to find him with their wheezing.

Then the glow of a power sword appeared at the edge of his vision, and the young warrior stepped back to parry the blow. The dark lord stepped forward with his lunge, a massive metal form. Lucien was forced back as the Dark Mechanus Verturabo's greater strength overpowered his guard.

"You are beaten," Verturabo said. His mechendrites twitched as he spoke. "It is useless to resist. Don't let yourself be destroyed as Oberon did."

Lucien answered by rolling sideways and thrust his power sword at Verturabo, surprising him and tearing one of the Dark Mechanus' mechendrites free. The black metal sparked and smoked. Verturabo roared, a burst of static, pained at the feedback. He immediately recovered and swing again.

Lucien backed away along the narrow end of the gantry as Verturabo came at him, slashing at the young man with his sword. Lucien's vague Syrneth memories snapped into focus for a moment, and he blocked the deadly attack with a complex block that was somehow second nature to him. Verturabo's attack was deflected into an instrument complex attached to the gantry, cutting it loose.

Lucien glanced down as it fell in the station's artificial gravity, and in that instant of distraction, Verturabo's power sword came down on Lucien's right arm, cutting off his hand and sending his sword flying. Lucien screamed and fell back, across the narrow gantryway over the abyss. Verturabo couldn't follow him across the thin pipes to the extreme end of the gantry. The Dark Mechanus was too bulky and clumsy to manage the balancing. But there was nowhere for Lucien to run.

"There is no escape," Verturabo said. "Don't make me destroy you. You do not yet realize your importance. You have only begun to discover your power. Join me and I will complete your training. With our combined strength, we can rebuild the Syrneth Empire, and bring order to the galaxy!"

"I'll never join you!" Lucien gasped.

"If only you knew the power of the C'tan. Oberon never told you what happened to your father."

"He told me enough! He told me you killed him!" Lucien held on for his life as another gust of wind cycled through the cavernous space. Verturabo shook his head, servomotors whining.

"No. I am your father." Lucien stopped moving entirely, almost stopped breathing for a moment.

"No. No! That's not true! That's impossible!"

"Search your feelings. You know it to be true."

"No! No! No!"

"Lucien. You can overthrow the Factions. They have forseen this. It is your destiny. Join me, and we can rule the galaxy as father and son. Come with me. It's the only way." Verturabo put his sword away, a mechendrite taking it from his bionic hand and whisking it away under his black robes. The hand extended out to Lucien, offering salvation.

Lucien looked at the hand, and a calm came over him, lifetimes of experience in dealing with dark powers at the back of his mind. He stepped off the gantry and into freefall. Verturabo looked after him, the wind whipping at his robes. He had lost him again.



VIII

MAGIC

Within the Great Wheel, some people are born different. Some fickle turn of fate or chance twist of destiny has seen them join the growing ranks of sorcerers within the galaxy. These sorcerers labour under a blessing and a curse. They have the rare talent to draw power from the Warp, the hidden dimension of Chaos that lurks beneath the fabric of reality, and shape it into all manner of strange and supernatural effects.

Sorcerers are regarded in many different ways across the Wheel's countless Crystal Spheres. On the more primitive planets, they are thought of as shamans, witches, and warlocks. More sophisticated societies are usually aware of magical abilities and refer to psykers by other titles such as "gifted" or "the touched". But in almost all cases, and on all worlds, they are feared for the supernatural abilities they can bring down on those around them.

There are many that believe sorcerers represent a gross perversion of the natural order, and a constant reminder of the terrible powers of the warp. This idea has led to sorcerers often being kept tightly under control, with most races having a government-controlled organization in place to control and

train those with magical ability. Those who can master magical ability become a prized, if dangerous, commodity to their people.

TYPES OF SORCERER

There are many roles within the many societies of the Great Wheel that utilize sorcerers in some way or another. Some of these roles are revered and vital while others are reviled utterly. However people feel about sorcerers they are a vital part of the trade and war potential of all races within the Great Wheel, and are intrinsic to the societies on almost all worlds.

Astropaths

These sorcerers are capable of transmitting messages across the vast distances of space. Though often inexact, arriving too late, or lost all together in the turbulence of warp space, they represent the best means that has been found to communicate across the vastness of the Great Wheel at speeds greater than light. At times the availability of an Astropath has determined whether entire worlds have lived or died.

Astropaths spend years of training to be able to send messages to the correct recipient and to recognize from whence messages

they receive come from. They must learn to ignore the dangerous calls and temptations that whisper to them from the warp. Most are watched carefully, lest they become corrupted by the terrible things that lie beyond.

Sanctioned Sorcerers

These sorcerers are individuals deemed strong enough to serve their people without significant dangers to others. They serve most of the various and miscellaneous functions a sorcerer can, from serving in various militaries to within merchant houses or even for personal servants. Sanctioned Sorcerers have gone through whatever process their race uses to train Sorcerers to safely use their powers, almost always belonging to either an arcane academy or religious organization. Many races have somewhat extreme methods for assuring that the Sorcerers of their kind don't go rogue. There are entire organizations dedicated to hunting down spellcasters that have evaded official training and sanctioning.

Navigators

These powerful sorcerers have the ability to navigate the precarious tides of the Warp with the aid of their magical abilities. Most Navigators are blind, a side effect of their intense training and a symbol of their dedication. Men go mad or worse to stare into the face of the warp, and so only those already made blind can safely find their way through it. In most cases, their abilities more than make up for this deficiency, and others might never know, but for their disturbing whited-out eyes or in some cases, empty, shrunken eye sockets.

Apostates

There are sorcerers who manage to exist, unsanctioned and in many cases untrained. Some simply evade the authorities and others are born either in outlaw or isolated communities or in Crystal Spheres as yet unopened. The majority of these die through the perils of their burgeoning condition, but some few manage to survive the full manifestation of their powers and gain some measure of control. Known by many names; warlock, rene-

gade, apostate, wyrd, darkspawn and worse, these psykers rarely can match the control or mental stability of those who have benefited from sanctioning, but some are frighteningly powerful, and their services are often highly sought after by those of nefarious purpose.

Untouchables

The Untouchables are strange people, individuals with no warp presence. They are not sorcerers - in fact, they are completely the opposite. Their presence frequently acts as a damper on magical activity, lessening or even completely halting its effects. Untouchables, like sorcerers, have different grades of 'ability', though few scholars have actually been able to study them closely thanks to their extreme rarity. Their strange aura makes most uncomfortable around them and for this reason they are often loners, outcasts, and pariahs.

MAGICAL ABILITY

Learning the secrets of sorcery is a process of initiation. The prospective sorcerer must overcome five trials - which is either considered part of the 'training time' or played out, as the SM and player feel appropriate. Most sorcerers in the modern age are carefully guided through these often harrowing trials as part of their Sanctioning. Sorcerers who develop their abilities away from the guidance of more experienced spellcasters must go through these trials on their own.

The first trial is humility. The initiate must learn to see beyond his own hubris, often in the course of challenges impossible to finish, deliberate humiliation by a mentor or contemplation of past failures. SMs might encourage players to take the lead in describing this initiation, as players can be (rightfully) resentful when their character is humiliated at the Story Master's hands.

The second trial is tutelage. The initiate must find a teacher - not necessarily a mentor as such, but as person or spirit able to give them a new insight. It is easy for an initiate to find tutelage in this age - nearly every military or church is more than willing to take them in and give them over to a more experienced spellcaster for training. Those who seek

more independence or who are on the wrong side of the law (such as most apostates) can find a teacher in many places. Other apostate sorcerers, spirits from the Warp, and even simple wisdoms from surprising sources.

The third trial is a journey. The initiate must wander and, through wandering, learn appreciation for the Wheel as it is. The power of magic may remake entire worlds and give almost impossible power, but the present matters as much as the future. The third trial is as much about understanding the importance of each moment of life as it is about expanding one's views.

The fourth trial is fear. The initiate must learn mastery over their darkest fear - whether a fear of losing her way, of causing others' deaths, of claiming her true power, of finding herself powerless or simply of "drowning". Many sanctioned sorcerers have been pushed through the third and fourth trials at once in a harrowing ritual that has become commonplace - sending the initiate into the Umbra alone and unprotected and having them find their own way out.

The fifth trial is sacrifice. To become a sorcerer, one must make a terrible sacrifice. A sorcerer might cut off a finger or abandon a brother to learn the basics of sorcery, and what a character has given up, what it matters to them, represents their ultimate ability to learn sorcery. The greatest spellcasters have made terrible sacrifices - giving up true love, casting away their ability to feel happiness, or even losing portions of their sanity.

CASTING SPELLS

Spells are one-time magical effects. Whenever a sorcerer casts a spell, he attunes his will to the warp to fuel his magical abilities. While the sorcerer draws out this energy, he has a chance of causing disturbances in the warp that can have undesired side effects, even up to opening an uncontrolled rift between reality and warp space with potentially fatal consequences. By minimizing the amount of power a sorcerer draws, he can all but eliminate the chance of these side effects - in some cases.

When a sorcerer casts a spell, he has a choice of using it at Fettered Magical

Strength (rolling fewer dice but not risking dangers), Unfettered Magical Strength (rolling their full array of dice), or he may try to Push it for greater effect but increased danger.

Each of these choices carries with it a set of consequences. If a sorcerer casts a spell at less than full power, it may not be enough to achieve the desired outcome, but if he exercises Unfettered Psychic Strength or greater, he risks potential calamitous attention from the warp. Depending on the strength used, consult the following chart and apply the appropriate result.

Note that Warp Phenomena and even Perils of the Warp don't necessarily mean the spell has failed - as long as you've beaten the spell's TN it still (probably) goes off. However, given how dangerous some of the results for Perils of the Warp can be, you might have more to worry about than just if you've managed to put a charm on someone.

Fettered Spells

When casting a spell at Fettered strength, the caster halves the number of rolled dice. This may also reduce the number of kept dice on the roll if the number of rolled dice drops below

Pushing Spells

Whenever a sorcerer successfully pushes a spell, he gains an enhancement to his effective Magic School rating of that spell for that use. Sanctioned sorcerers may add up to +3 to their Magic School rating when determining the final pushed strength of the power. Other sorcerers have a deeper connection to the wild surges of the warp and may add up to +4 to their final Magical School rating but at even greater risk. Any push can result in a school rating greater than 6, but if a sorcerer has more than one source increasing the final effective Magic School rating, only the highest is applied.

Focus Power

Any use of a spell starts with the Focus Power Action. This is a Test, using the spell's Magical School and a Characteristic, to make the power function or to generate suc-

Psychic Strength

	Fettered	Unfettered	Push
Sanctioned Sorcerer	No roll for psychic phenomena.	If the sorcerer keeps any exploded dice in his Focus Power Test, roll on the Psychic Phenomena table.	Make a check on the psychic phenomena table at +5 per die desired, up to a maximum of +3/+15
Unsanctioned Sorcerer	No roll for psychic phenomena.	If the sorcerer keeps any exploded dice in his Focus Power Test, roll on the Psychic Phenomena table at +5 per level of the spell.	Make a check on the psychic phenomena table at +10 per die desired, up to a maximum of +4/+40

cess. Focus Power is the catch-all phrase used to encompass the many Tests that may be required - varying by the action it takes to use, the characteristic required, and occasionally other factors. As with all other Tests, the characteristic determines the number of kept dice. Some spells require a Magic School and a Power Stat. Whenever you cast one of these spells, the Power Stat is what determines the number of kept dice.

Cumulative Effects

Modifiers, Characteristic Bonuses, and other effects generated by spells do not stack, only the highest applies.

Range and Line of Sight

Unless noted in their descriptions, spells that are targeted directly against other individuals require the sorcerer to either have line of sight or otherwise be 'aware' of the target of his powers, as well as the target to be inside of the power's stated range.

Detecting Magical Effects

Sorcerers are attuned to the warp around them and that includes the currents and eddies caused by other sorcerers dipping into the flow of the warp. All sorcerers can Test Arcana + Wisdom (TN 20) when spells are in effect in their presence in order to determine their source.

Magical Schools

There are many different spells that a sorcerer can possess, for the mutability of the warp is as limitless as imagination itself. Some

examples range from creating illusions, to firing bolts of energy, to seeing the future, to rarer arts like animating the dead, summoning daemons from the warp, and the transmutation of matter. These abilities usually begin as a basic, almost rudimentary form of the power - the first level of spells in each Magical School. Over time, a sorcerer can learn more ways to fine tune that power for a variety of effects.

This chapter represents nine Magical Schools in detail which are most prevalent among the Sanctioned Sorcerers through the Great Wheel.

***Abjuration:** Abjurations are protective spells. They create magical or physical barriers, negate magical or physical abilities, harm trespassers, or even create a point for your own magical effects to trigger off on later.

***Conjuration:** Conjuration is the art of moving objects, creatures, or some form of energy through the warp. A creature or object summoned with a conjuration effect cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it.

***Divination:** The art of reading the past, present, and future. In addition, this discipline also encompasses the art of influencing fate and destiny.

***Enchantment:** Enchantment spells affect the minds of others, influencing or controlling their behavior. Many attempt to charm or force an individual to do something, and can be resisted by those with enough willpower.

***Evocation:** Evocation spells manipulate energy or tap an unseen source of power

to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

***Healing:** Healing spells enhance a subject's abilities, often granting them super-human strengths and curing them of even the most deadly wounds.

***Illusion:** Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or otherwise experience things that are unreal.

***Necromancy:** Necromancy spells manipulate the power of death, unlife, and the life force. Spells that enhance the powers of vampires are obviously common, as Vampires developed and exclusively use the school of Necromancy.

***Transmutation:** Transmutation spells are about change, both in the caster and in the world around him. The school of transmutation relies on the caster's own ability to change shape, drawing on that mutable core to power its effects.

LEARNING SPELLS

Whenever a character gains a dot in a spell school, he learns one of the spells in that school of the appropriate level. Most of the time, this will mean making a choice as to which spells you want to learn and which you're willing to give up. Some feats might allow you to choose additional spells to learn. Once you've chosen which spells to learn, you may not change these spells later - each one isn't just a representation of effort, but of the magic becoming an intrinsic part of your character.

SPELLS

The spells available to characters are listed and described below. The description of each spell is presented in a standard format. Each category of information is explained and defined below.

Name

The first line of every spell description gives the name by which the spell is generally known.

School (Level)

Beneath the spell name is a line giving the school of magic that the spell belongs to and the level of that spell.

Focus Power Test

The type of Test the spell requires. This will typically be the spell school and a characteristic or a power stat. Remember that rolling doubles on the focus power Test invokes psychic phenomena unless the power is being used at fettered psychic strength.

Target Number

The TN is the threshold to activate the spell. Many powers gain in strength as you get raises above the spell's base TN.

Action

Most spells have a casting time of a half action. Others take a full action, and others take a reaction action or merely a free action.

Keywords

These rules use the following keywords to describe qualities of a spell.

Attack: This spell counts as an attack against the target.

Combo-OK: You can use this spell to build a Combo.

Focus: This spell requires a focus, a material object that, if destroyed, instantly ends the spell.

Language Dependent: In order for this spell to function, the caster and target must share a common language.

Material: When casting this spell you require some material components which are consumed in casting the spell.

Mind-Affecting: This spell affects the mind of the target, and so can only be used on targets that are sentient.

Ranged Touch: To affect a target with this spell requires hitting the target with a ranged attack (Dexterity + Ballistics).

Saving Throw: This spell allows the target to make a Test to resist its effects. If the target does resist its effects, they become aware of the spell, even if it has the Subtle keyword. Unless otherwise listed, the TN of the Saving Throw is 10+5 per level of the spell.

Social: This spell is often used in social situations and cannot be used during combat.

PSYCHIC PHENOMENA (1D100)

01-03	Dark Foreboding: A faint breeze blows past the sorcerer and those near him, and everyone gets the feeling that somewhere in the galaxy, something unfortunate just happened.
04-05	Warp Echo: For a few seconds, all noise causes echoes, regardless of the surroundings.
06-08	Unholy Stench: The air around the sorcerer becomes permeated with a bizarre and foul smell.
09-11	Warp Mind: The sorcerer suffers 1 Insanity Point as his own inherent phobias, suspicions, and hatreds surge to the surface of his mind in a wave of negative emotion.
12-14	Hoarfrost: The temperature plummets for an instant, and a thin coating of frost covers everything within 3d10 meters.
15-17	Aura of Taint: All animals within 1d100 meters become spooked and agitated.
18-20	Memory Worm: All people within line of sight to the sorcerer forget something trivial.
21-23	Spoilage: Food and drink go bad in a 5d10 meter radius.
24-26	Haunting Breeze: Wind whips up around the sorcerer for a few seconds, blowing light objects about and guttering fires within 3d10 meters.
27-29	Veil of Darkness: For a brief moment (the remainder of the round) the area within 3d10 meters is plunged into immediate darkness.
30-32	Distorted Reflections: Mirrors and other reflective surfaces within a radius of 5d10 meters distort or shatter.
33-35	Breath Leech: Everyone (including the sorcerer) becomes short of breath for one round and cannot make any Run or Charge actions.
36-38	Mask of Fear: For a fleeting moment, the sorcerer takes on a terrible appearance and gains a Fear rating of 1 for the rest of the round.
39-41	Unnatural Decay: All plant-life within 3d10 meters of the psyker withers and dies.
42-44	Spectral Gale: Howling winds erupt around the sorcerer, requiring him and anyone within 4d10 meters to make a TN 10 Dexterity or Strength Test to avoid being knocked to the ground.
45-47	Bloody Tears: Blood weeps from stone and wood within 3d10 meters of the sorcerer. If there are any pictures of statues of people inside this area, they appear to be crying blood.
48-50	The Earth Protests: The ground suddenly shakes, and everyone (including the sorcerer) within a 5d10 meter radius must make a TN 15 Dexterity Test or be knocked down.
51-53	Psy Discharge: Static electricity fills the air for 5d10 meters around the sorcerer causing hair to stand on end and unprotected electronics to short out.
54-56	Warp Ghosts: Ghostly apparitions fill the air for 3d10 meters around the sorcerer, flying about and howling in pain for a few brief moments. Everyone in the radius must Test against fear 1.
57-59	Falling Upwards: Everything within 2d10 meters of the sorcerer (including him) rises 1d10 meters into the air as gravity briefly disappears before falling to the ground after a second or two.
60-62	Banshee Howl: A deafening keening sounds out across the immediate area, shattering glass and forcing every creature in the area to make a Constitution Test (TN 15) or be deafened for 1d10 rounds.
63-65	The Furies: The sorcerer is assailed by unseen horrors. He is slammed to the ground and loses 1d5 hit points and must Test against Fear 2.
66-68	Shadow of the Warp: For a split second the world changes in appearance and everyone within 1d100 meters has a brief glimpse of the shadow of the warp. Everyone in the area (including the sorcerer) must make a TN 20 Willpower Test or gain 1d5 insanity points.
69-71	Tech Scorn: The electromagnetic discharge created by the spell causes all tech devices within 5d10 meters to malfunction momentarily and all ranged weapons jam. Characters with cybernetic implants (and prometheans) must pass a TN 15 Constitution Test or lose 1d5 hit points.
72-74	Warp Madness: A violent ripple of tainted discord causes all creatures within 2d10 meters (with the exception of the sorcerer) to become Frenzied for a round unless they pass a TN 20 Willpower Test.
75+	Perils of the Warp: The warp opens in a maelstrom of energy. Roll on the Perils of the Warp table instead.

PERILS OF THE WARP (1D100)

01-05	The Gibbering: The sorcerer screams in pain as uncontrolled warp energies surge through his unprotected mind. He must make a TN 20 Willpower Test or suffer 1d5+1 Insanity points and is stunned for 1d5 rounds.
06-09	Warp Burn: A violent burst of energy from the warp smashes into the sorcerer's mind, sending him reeling. He loses 1d5 Hit Points and is stunned for 1d5 rounds.
10-13	Psychic Concussion: With a crack of energy, the sorcerer is knocked unconscious for 1d5 rounds, and everyone within 3d10 meters must make a TN 15 Willpower Test or be stunned for one round.
14-18	Psy-Blast: There is an explosion of power, and the sorcerer is thrown 1d10 meters into the air, falling to the ground.
19-24	Soul Sear: Warp power courses through the Sorcerer's body, scorching his soul. The sorcerer cannot use any powers for one hour.
25-30	Locked In: The power cages the Sorcerer's mind in an ethereal prison. The Sorcerer falls to the ground in a catatonic state. Each round thereafter, he must spend a full action to Test Willpower (TN 15) On a success, his mind is freed and restored to his body.
31-38	Chronological Incontinence: Time warps around the sorcerer. He winks out of existence and reappears in 1d10 rounds and suffers 1d5 Insanity Points.
39-46	Psychic Mirror: The Sorcerer's power is turned back on him. Resolve the spell's effect as normal, but the spell targets the Sorcerer instead. If the spell is beneficial, it instead makes the sorcerer lose 1d5 Hit Points and the beneficial effect is cancelled.
47-55	Warp Whispers: The voices of daemons fill the air within 4d10 meters of the sorcerer, whispering terrible secrets and shocking truths. Everyone in the area must make a TN 25 Willpower Test or suffer 1d10 Insanity Points.
56-58	The Darkness: The area is cloaked in terrible screaming darkness, rendering everyone within 5d10 meters of the sorcerer blind and deaf for the next 1d10 rounds.
59-67	Teleport Storm: Mystical lightning strikes the ground in a terrible displacement storm. Everyone within 3d10 meters of the sorcerer switches places with someone else at random.
68-72	Rending the Veil: The air vibrates with images of cackling daemons and the kaleidoscopic taint of the warp is rendered visible. All sentient creatures within 1d100 meters must Test against Fear 3. This effect lasts for 1d5 rounds.
73-78	Blood Rain: A magical storm erupts, covering an area of 5d10 meters in which everyone must pass a TN 15 Strength check or be knocked to the ground. The skies rain blood and any Spells cast in the area automatically invoke a Perils of the Warp check for the next 1d5 rounds.
79-82	Cataclysmic Blast: The sorcerer's power overloads, arcing out in great bolts of energy. Anyone within 1d10 meters (including the sorcerer) loses 1d5+2 Hit Points. The sorcerer may not cast any spells for 1d5 hours.
83-86	Power Drain: The sorcerer's power glitches and tries to draw power from the spirits of others. Everyone within 3d10 meters of the sorcerer lose all unspent hero points.
87-90	Reality Quake: Reality buckles around the sorcerer, and an area radiating out 3d10 meters from him is sundered: everything rots, burns, and freezes, and everything in the area takes 3d10 Rending damage.
91-99	Lost to the Warp: The sorcerer must make a TN 30 Willpower Test or he is dragged into the warp by a daemon immediately for purposes unknown. He reappears 1d10 weeks later on an inhabited planet with only dim, horrific memories of what happened. He suffers 3d10 Insanity Points and all future Perils of the Warp Tests are made at +10.
00	Destruction: The sorcerer is sucked screaming into the Warp, never to be seen again. He is no more.

Somatic: This spell has Somatic components. It cannot be used if the caster is bound, grappled, or otherwise unable to move freely.

Subtle: The effects of this spell are not immediately obvious. Other spellcasters can Test Arcana + Wisdom (TN 20) to notice it.

Touch: A touch spell requires the caster to touch the target in order for the spell to take effect. Touching an unwilling target requires an unarmed attack Test (using Brawl.)

Verbal: The spell has verbal components. It cannot be used if the caster cannot speak, and the caster must speak in a clear, loud voice for the spell to take effect.

Duration

The length of time the spell lasts. Spells can measure their duration in real units, such as days, or game units, such as rounds or scenes. Indefinite spells have no fixed duration - they last until the caster cancels the effect. Instant spells happen in an instant, like the explosive burst of a fireball. When a spell's duration is listed as Concentration, it will include the action that the caster must spend each round in order to maintain its effect. An (E) after the spell duration means that the spell can be expended, and how it can be expended will be listed in the spell description.

Description

This portion of a spell description details what the spell does and how it works. If one of the previous entries in the description included "see text" this is where the explanation is found. If the spell you're reading about is based on another spell, you might have to refer to a different spell for the "see text" information.

SPELL COMBOS

With long practice and focus, it's possible for a spellcaster to combine spells together, becoming able to cast multiple spells at once. For example, A sorcerer who has mastered the combo of Stun and Energy Burst can blast a target for damage and reduce his actions. Combos represent a level of magical power above simple spells, and are more dangerous for the spellcaster to use, but far more effective.

EXAMPLE SPELL COMBO

Mistress Scarlet has saved up some XP and has decided to use some of her downtime to develop a new spell combo. Mistress Scarlet has Illusion 2 and Evocation 3, and looks over her spell list. She chooses to combine Invisibility and Energyball to create a spell that will let her blow someone up and vanish at the same time.

Mistress Scarlet has an Intelligence of 3 and a Charisma of 4. Since spell combos use the lowest of the magic school ratings and characteristics involved, this spell combo uses Illusion and Intelligence.

Invisibility doesn't have a minimum TN, but Energyball has a TN of 25. Since this combo includes 2 spells, the TN is increased by 5, so this combo has a total TN of 30 - Mistress Scarlet is going to have to push this spell pretty hard to have a good chance of success.

Developing Combos

Characters develop combos through long exercise of their powers, devoting hours of effort toward integrating their abilities and understanding their spells and how they interact. Because of the sheer amount of effort and danger required to make a Combo, a character cannot purchase spell combos during character creation.

During play, a character can develop combos through arduous practice. The experience point cost of Combos developed during play is equal to 50 xp per level of each spell in the combo. However, Story Masters don't have to let a character learn a Combo just because the player has enough XP saved up. Combos are hard - they're less a studied method of using the power of the warp and more trying to manipulate it on the fly.

General Guidelines

Using a combo allows a character to use two, three, or more spells with a single action. Don't worry if this seems like it could get confusing. This section will go over the rules for using combos in detail.

The Test for using a combo uses the lowest of the characteristics and magical

schools that apply to the spells in the combo.

The TN of the combo is that of the highest TN spell in the combo, plus five for every spell beyond the first.

A Combo cannot be used with a Fettered focus power Test. Most of the time, a combo will need to be Pushed to have much chance of success. If psychic phenomena occur, add +5 to the roll for every spell in the combo, in addition to any additions to the roll from Pushing the power or being Unsanc-tioned.

A Combo takes an action equal to the longest action of spells in the combo.

Duration and range of the spells in the combo are handled separately.

If one spell requires a Focus, Verbal, Somatic, or Material components, then the entire combo will fail if the caster can't provide those components. Language Dependency, Mind-Affecting, and being an Attack are handled per effect rather than on the combo as a whole, and if a Saving throw would negate one part of a combo, it doesn't negate the entire thing. Attacks are rolled separately for each part of a combo, and a miss doesn't cause the whole combo to collapse. Unless all spells in a combo are subtle, the combo is not subtle as a whole.

The same spell cannot be used twice in a combo - the spells chosen must be different spells. So no doubling a spell's effect just by making a combo.

List of Spells

ABJURATION SCHOOL

Shield

Abjuration 1

Focus Power Test: Abjuration + Willpower

Target Number: 10

Action: Reaction Action

Keywords: Somatic

Duration: Instant

You may use the result of this spell as a parry Test.

Armouring Aura

Abjuration 1

Focus Power Test: Abjuration + Willpower

Target Number: 10

Action: Half Action

Keywords: Somatic, Touch

Duration: One Scene

The touched creature gains Aura 1. For every raise you get on the Focus Power test, the value of the granted Aura goes up by 1 to a maximum of three times your Level.

Knock

Abjuration 2

Focus Power Test: Abjuration + Willpower

Target Number: 20

Action: Half Action

Keywords: Somatic, Touch

Duration: Instant

You unlock a touched door, disabling all non-magical locks on it.

Dispel

Abjuration 2

Focus Power Test: Abjuration + Willpower

Target Number: 15

Action: Reaction Action

Keywords: -

Duration: Instant

You may use this spell as a reaction to counter a spell being cast, with the target number of this spell equal to the Magic roll of the caster of the target spell.

Ward

Abjuration 3

Focus Power Test: Abjuration + Willpower

Target Number: 25

Action: Full Action

Keywords: Verbal, Social, Somatic

Duration: One day per caster level

This spell creates a protected area with a radius of 10m from the casting spot. Anything larger than a cat, and not named as 'safe' during the casting of this spell, sets off an alarm. This alarm can be loud, alerting everyone in the area, or silent, alerting only the caster. Once the ward is in place, the caster may 'load' it with a single spell that will effect the next person to set off the alarm.



Glyph

Abjuration 3

Focus Power Test: Abjuration + Willpower

Target Number: 25

Action: Full Action

Keywords: Focus, Somatic, Touch

Duration: One day

You touch an object or person and create a Glyph. You may cast spells at the glyph without having line of effect, though it must still be within range of the spell. For example, you could put a glyph on a rock, throw it over a wall, then cast fireball targeting the glyph, exploding anything behind the wall without poking your head over to look.

Focus: A small gem.

Exploding Runes

Abjuration 4

Focus Power Test: Abjuration + Willpower

Target Number: 30

Action: Full Action

Keywords: Social, Somatic, Touch

Duration: Indefinite (E)

You inscribe a series of runes on an object. If anyone except you and anyone else you name as safe during the casting of this spell reads these runes, they explode, dealing 4k4 damage to everyone within 3m.

Disjunction

Abjuration 4

Focus Power Test: Abjuration + Willpower

Target Number: 20

Action: Reaction Action

Keywords: -

Duration: Instant

This spell functions as Dispel, but if you succeed on the counter attempt, the target cannot cast spells until the end of your next turn.

Contingency

Abjuration 5

Focus Power Test: Abjuration + Willpower

Target Number: 30

Action: Full Action

Keywords: Social, Somatic, Touch

Duration: Indefinite (E)

On the completion of this spell, you must immediately cast another spell. That spell does not take immediate effect. Under a condition chosen at the time of casting, that spell takes immediate effect. Targets must be chosen when the spell is cast, though they may be left vague (for example, you might cast fireball and set the target at 'what I am pointing to').

CONJURATION SCHOOL

Invisible Servant

Conjuration 1

Focus Power Test: Conjuration + Willpower

Target Number: 15

Action: Full Action

Keywords: Social, Verbal

Duration: One hour

You summon an invisible roaming animating force. It can perform any task that doesn't require a skill check, and has effective rating of 1 in each characteristic. It lasts for one hour, and is often used for cleaning and simple tasks.

Blink

Conjuration 1

Focus Power Test: Conjuration + Willpower

Target Number: 15

Action: Half Action

Keywords: Combo-OK, Somatic

Duration: Instant

You teleport to a spot you can see within 40m.

Lesser Servant

Conjuration 2

Focus Power Test: Conjuration + Willpower

Target Number: 20

Action: Full Action

Keywords: Material, Somatic, Verbal

Duration: One minute per caster level

You summon a weak creature to aid you. It has a rating of 2 in all characteristics and 2 ranks in any relevant skills.

Material: A candle

Call Item

Conjuration 2

Focus Power Test: Conjuration + Willpower

Target Number: 20

Action: Full Action

Keywords: Touch, Social

Duration: Indefinite

You cast this spell on an item you can hold in one hand. You may teleport that item into your hand at any time, from any distance, as a free action. You may have only one item prepared in this way at a time.

Porte

Conjuration 3

Focus Power Test: Conjuration + Willpower

Target Number: 20

Action: Half Action or Reaction Action

Keywords: Somatic

Duration: One day per Caster level.

You create a portal large enough for a person to walk through in a place you can see within 100m. The portal must be placed on a relatively flat surface, but can otherwise be set at any angle. If the surface moves, the portal vanishes instantly. You must cast this spell twice for it to have much effect. The portals are like a doorway - there's no real space between them, entering one immediately puts you out the other. You can hang halfway through a portal, though if one is closed you're expelled through the open side. Momentum is conserved through the portals. You may have only two portals open at once. If you attempt to open a third, you must choose which of your existing portals closes.

Jaunt

Conjuration 3

Focus Power Test: Conjuration + Willpower

Target Number: 25

Action: Reaction Action

Keywords: Combo-OK

Duration: Instant

You instantly teleport up to 10m away. If used in reaction to an attack, you can use this as a dodge attempt.

Greater Servant

Conjuration 4

Focus Power Test: Conjuration + Willpower

Target Number: 30

Action: Full Action

Keywords: Material, Somatic, Verbal

Duration: One minute per caster level.

As Lesser Servant, except the summoned creature has 4 in all characteristics and 4 in all relevant skills.

Material: A candle

Teleport

Conjuration 4

Focus Power Test: Conjuration + Willpower

Target Number: 30

Action: Full Action

Keywords: Combo-OK, Somatic, Verbal

Duration: Instant

As Blink, but with no maximum distance, and you may teleport anywhere you have seen before. Unless you are extremely familiar with the destination, you must make a Wisdom + Perception check against TN 25 (The SM may raise the TN for locations you've only seen once or have seen only from a distance or through divination spells). Teleport cannot be used to teleport through Crystal Spheres or into shielded ships.

Gate

Conjuration 5

Focus Power Test: Conjuration + Willpower

Target Number: 35

Action: Full Action

Keywords: Social, Somatic

Duration: One day per Caster Level.

As Porte, save you don't need to have line of effect to the target for the portal opening. This

portal counts as one of the two open portals you may have and otherwise follows all the rules of *Porte*. Unless you are extremely familiar with the destination, you must make a Wisdom + Perception check against TN 25 (The SM may raise the TN for locations you've only seen once or have seen only from a distance or through divination spells).

DIVINATION SCHOOL

Augury

Divination 1

Focus Power Test: Divination + Wisdom

Target Number: 20

Action: Full Action

Keywords: Material, Social

Duration: Instant

You get a general idea of if your current course of action is likely to have positive or negative results for you. A failure on this spell still appears to function, but gives a false result.

Material: Dice, cards, runes, or some other means of telling a fortune.

Whisper

Divination 1

Focus Power Test: Divination + Wisdom

Target Number: 15

Action: Free Action

Keywords: Combo-OK, Subtle

Duration: Instant

You send a short message (a sentence or so) to a target you can see. No one but the target can hear the message.

Forsee

Divination 2

Focus Power Test: Divination + Wisdom

Target Number: 15

Action: Reaction Action

Keywords: Somatic

Duration: Instant

You may use this spell in place of a dodge test.

Luck

Divination 2

Focus Power Test: Divination + Wisdom

Target Number: 20

Action: Half Action

Keywords: Combo-OK, Subtle

Duration: One scene (E)

Until the end of the scene, you gain 1 extra 'floating' rolled die that you may apply to one roll per turn. For every raise you get, you gain one additional floating die. You may use a number of these floating die up to your level on any one roll.

Scry

Divination 3

Focus Power Test: Divination + Wisdom

Target Number: 25

Action: Full Action

Keywords: Focus, Social, Somatic, Verbal

Duration: Concentration (Half)

To cast this spell, you must have an object that belongs to the target you wish to scry, or a part of their body (like a lock of hair). The target may roll Arcana + Willpower to resist. If this spell is successful, you can see and hear the target and their surroundings out to about 10 meters. You must spend a half action every round to maintain this effect.

Focus: A mirror, crystal ball or scrying pool

Precognition

Divination 3

Focus Power Test: Divination + Wisdom

Target Number: 25

Action: Half Action

Keywords: Combo-OK, Subtle

Duration: One scene (E)

You may reroll one failed roll. For every raise you get on this spell's magic Test, you get one additional reroll. You may use these in addition to any other rerolling ability and may use as many of these as you like on a given Test.

Mind Net

Divination 4

Focus Power Test: Divination + Wisdom

Target Number: 30

Action: Full Action

Keywords: Mind-Affecting, Subtle

Duration: One scene

You create a telepathic network between your allies. Until the end of the scene, you and any allies you name on casting this spell can speak through this network silently and instantly.

Unluck

Divination 4

Focus Power Test: Divination + Wisdom

Target Number: 30

Action: Half Action

Keywords: Attack, Combo-OK, Saving Throw, Subtle

Duration: One scene

Choose a target within 10m. He loses one rolled die from all rolls, plus one for every raise on the magic Test. The target may resist with Arcana + Willpower.

Commune

Divination 5

Focus Power Test: Divination + Wisdom

Target Number: 30

Action: Full Action

Keywords: Focus, Language Dependent, Material, Mind-Affecting, Social, Verbal

Duration: One minute per level.

You begin a conversation with anyone you name, regardless of distance or barriers between you. The target may end this conversation at any time. It lasts for up to five minutes. Focus: A scrying pool, crystal ball or mirror. Material: Incense.

ENCHANTMENT SCHOOL

Charm Person

Enchantment 1

Test: Enchantment + Charisma

Target Number: 15

Action: Half Action

Keywords: Mind-Affecting, Social, Subtle

Duration: One scene.

The target likes you for no reason at all, treating you like an old friend and granting +2k0 to all social rolls. The target may resist with Arcana + Willpower. If you treat a charmed target well, they might just continue to think of you as a friend.

Command

Enchantment 1

Test: Enchantment + Charisma

Target Number: 15

Action: Half Action

Keywords: Attack, Combo-OK, Language

Dependent, Mind-Affecting, Saving Throw, Verbal

Duration: Instant

Deliver a one-word command to the target, which they must attempt to obey with their next action if they fail an Arcana + Willpower roll. Targets will automatically resist obviously self-destructive commands like 'Suicide' or a command to jump from a bridge. If they cannot complete the action with their next action in combat, they will attempt to do their best given the time they have.

Stun

Enchantment 2

Test: Enchantment + Charisma

Target Number: 20

Action: Half Action

Keywords: Attack, Combo-OK, Saving Throw, Somatic

Duration: Instant

The target, a creature within 10m, may only take a half action on his next turn. He may resist this effect with Arcana + Willpower. If he fails by 5 or more, he loses his entire action instead.

Attraction

Enchantment 2

Test: Enchantment + Charisma

Target Number: 20

Action: Full Action

Keywords: Mind-Affecting, Saving Throw, Social, Subtle, Touch

Duration: One hour.

The touched object or creature generates an aura that just draws attention from everyone around. Creatures passing within 30m can't help but stop and look. If it's a person, they hang on his every word, giving +1k1 to all social rolls. People will attempt to interact with this object - opening doors, reading signs, and so forth. This effect lasts up to one hour, and may be resisted with Arcana + Willpower.

Dominate

Enchantment 3

Test: Enchantment + Charisma

Target Number: 25

Action: Full Action

Keywords: Attack, Combo-OK, Language Dependent, Mind-Affecting, Saving Throw
Duration: Concentration (Half)

You control the actions of target creature within 10m. You must spend a half action every round to maintain this effect. The creature may Test Arcana + Willpower to resist. If you ask the creature to do something outside of its nature, it gets a free raise to that roll. If you force it to do something self-destructive or violent towards an ally, it gets three free raises.

Awe

Enchantment 3

Test: Enchantment + Charisma

Target Number: 25

Action: Full Action

Keywords: Attack, Combo-OK, Saving Throw, Somatic

Duration: Instant

This works as Stun, except on all creatures within a 10m radius.

Encore

Enchantment 4

Test: Enchantment + Charisma

Target Number: 30

Action: Half Action

Keywords: Mind-Affecting, Verbal

Duration: One round per level. (E)

The target must Test Arcana + Willpower every turn, or else he must repeat the same actions he took in his last turn if possible.

Blindness

Enchantment 4

Test: Enchantment + Charisma

Target Number: 30

Action: Half Action

Keywords: Attack, Combo-OK, Saving Throw, Somatic

Duration: One day.

The target touched becomes blinded if they fail to resist with Arcana + Willpower. This effect lasts for one day.

Geas

Enchantment 5

Test: Enchantment + Charisma

Target Number: 20

Action: Half Action

Keywords: Attack, Combo-OK, Language Dependent, Mind-Affecting, Saving Throw, Subtle, Verbal

Duration: One Scene. (E)

This works as Command, save the target will follow suicidal commands if they fail their Test to resist and the target may undertake extended actions rather than just using their next action, up to the duration of the scene.

EVOCATION SCHOOL

Magic Missile

Evocation 1

Test: Evocation + Charisma

Target Number: 15

Action: Half Action

Keywords: Attack, Combo-OK, Somatic

Duration: Instant

One target within 30m takes 2k1 damage. For every raise you gain on this roll, you may copy this spell and attack the same or a different target. The target may not dodge this attack. The maximum number of copies of this spell you may make is equal to your level.

Energy Burst

Evocation 1

Test: Evocation + Charisma

Target Number: 15

Action: Half Action

Keywords: Attack, Combo-OK, Ranged Touch, Somatic

Duration: Instant

Make an attack with Blast 2 that deals 3k2 damage, plus 2 damage per level, at a range of up to 30m.

Energy Grasp

Evocation 2

Test: Evocation + Charisma

Target Number: 20

Action: Half Action

Keywords: Attack, Combo-OK, Touch, Somatic, Verbal

Duration: Instant

Your hand glows with an awesome power. You may make an unarmed melee attack. Roll Evocation + Charisma as damage.

Energy Ray

Evocation 2

Test: Evocation + Charisma

Target Number: 20

Action: Full Action

Keywords: Attack, Combo-OK, Ranged Touch, Somatic

Duration: Instant

Make a ranged attack with a maximum range of 50m per level. This attack deals 5k3 damage.

Energyball

Evocation 3

Test: Evocation + Charisma

Target Number: 25

Action: Half Action

Keywords: Attack, Combo-OK, Material, Ranged Touch, Somatic

Duration: Instant

Make an attack with Blast 10 that deals 2k1 damage per level, at a range of 30m.

Material: A pinch of gunpowder.

Energy Aura

Evocation 3

Test: Evocation + Charisma

Target Number: 15

Action: Reaction Action

Keywords: Attack, Combo-OK, Focus, Somatic, Verbal

Duration: One scene.

Create an aura that deals 1k1 +3 damage/level to everyone in melee range of you at the end of your turn or who you hit in melee which lasts until the end of the scene.

Energy Wall

Evocation 4

Test: Evocation + Charisma

Target Number: 25

Action: Full Action

Keywords: Attack, Material, Somatic

Duration: One scene

Create a wall that is 10 meters long, plus five meters for every raise you get on this roll. People can see and target through this wall. Anyone who passes through this wall takes 4k2 damage. This wall lasts until the end of the scene.

Material: A vial of oil.

Energy Bits

Evocation 4

Test: Evocation + Charisma

Target Number: 5

Action: Full Action

Keywords: Attack, Combo-OK, Ranged Attack, Somatic, Verbal

Duration: One Scene (E)

Create one sphere of energy plus one for every raise you get on this roll. These spheres last



until the end of the scene. You may expend any number of these spheres at the beginning of your turn as a free action. For each sphere you expend, make a ranged attack with a range of 50m that deals 4k2 damage. You may not attack the same target with more than 2 spheres per turn.

Energy Meteors

Evocation 5

Test: Evocation + Charisma

Target Number: 30

Action: Full Action

Keywords: Attack, Combo-OK, Ranged Touch, Somatic, Verbal

Duration: Instant

Make an attack with Burst 10 that deals 6k4 damage at a range of up to 120m. Copy this spell for each dot you have in Evocation.

HEALING SCHOOL

Cure Light Wounds

Healing 1

Test: Healing + Wisdom

Target Number: 15

Action: Half Action

Keywords: Combo-OK, Somatic, Touch, Verbal

Duration: Instant

If the caster spends a resource point while casting this spell, the target is healed for one hit point.

Boon

Healing 1

Test: Healing + Wisdom

Target Number: 15

Action: Half Action

Keywords: Combo-OK, Verbal

Duration: One Minute (E)

All allies within 10m get +1k0 on their next attack roll. This bonus is lost if it isn't used within one minute.

Regeneration

Healing 2

Test: Healing + Wisdom

Target Number: 20

Action: Full Action

Keywords: Social, Somatic, Touch

Duration: Instant

You touch a target. If used on a target that is missing a limb, and they spend a week getting bed rest, they may regrow one missing limb during that time.

Boost

Healing 2

Test: Healing + Wisdom

Target Number: 20

Action: Half Action

Keywords: Verbal

Duration: Instant

Choose an Ally within 10m. That ally may immediately take a half action. This does not change that ally's place in the initiative order.

Cure Moderate Wounds

Healing 3

Test: Healing + Wisdom

Target Number: 25

Action: Full Action

Keywords: Combo-OK, Somatic, Touch, Verbal

Duration: Instant

The caster may spend any number of resource points while casting this spell. If they do, the touched target is healed for that many hit points.

Rebuke

Healing 3

Test: Healing + Wisdom

Target Number: 25

Action: Half Action

Keywords: Attack, Combo-OK, Verbal

Duration: Instant

Choose a target within 10m. If that target worships the same god as you, this spell has no effect. Otherwise, the target loses one hit point and loses one unspent hero point.

Consecrate

Healing 4

Test: Healing + Wisdom

Target Number: 30

Action: Full Action

Keywords: Material, Somatic, Verbal

Duration: See text.

You create an area 50m in radius. Those within this area who worship the same god as the caster gain +1k0 on all rolls. The caster may spend a half action every round to merely maintain this area. This area's size degrades by 5m every minute after the caster stops.
Material: Holy water or incense.

Holy Weapon

Healing 4
Test: Healing + Wisdom
Target Number: 30
Action: Half Action
Keywords: Material, Somatic, Touch, Verbal
Duration: One day.
The touched weapon deals +1k1 damage to enemies of your god. This effect lasts for one day. The caster may only have one of these weapons at a time.
Material: A sharpening stone.

Resurrection

Healing 5
Test: Healing + Wisdom
Target Number: 35
Action: Full Action
Keywords: Social, Somatic, Touch, Verbal
Duration: Instant
The caster spends five resource points. If he does, the touched corpse is returned to life at 0 hit points. The subject loses one dot of Constitution. If they had only one dot of Constitution to begin with, the spell fails and they cannot be returned to life.

ILLUSION SCHOOL

Image

Illusion 1
Test: Illusion + Intelligence
Target Number: 15
Action: Full Action
Keywords: Combo-OK, Somatic
Duration: Concentration (Half)
You create an image up to 3m cubed within 10m. You must spend a half action on each of your turns after the first to maintain it. If you spend a full action, you may make the image move, though it cannot leave the 3m cube it was created in - an illusion of a man could be

made to blink and shift his weight, for example, instead of being static. A Wisdom + Perception Test allows viewers to tell it is unreal.

Disguise

Illusion 1
Test: Illusion + Intelligence
Target Number: -
Action: Half Action
Keywords: Material, Social, Somatic
Duration: Concentration (reaction)
You may use this spell instead of the Disguise Skill in order to disguise yourself, the result of the Magic Test being the quality of your disguise. You must spend one reaction action per turn to maintain this disguise.
Material: A pinch of rouge.

Invisibility

Illusion 2
Test: Illusion + Intelligence
Target Number: -
Action: Full Action
Keywords: Combo-OK, Subtle
Duration: One minute per level.
You become invisible, and may use the result from this magic Test in place of stealth rolls involving sight. This effect lasts up to one minute per level, but ends immediately if you make an attack.



Ghost Sound

Illusion 2

Test: Illusion + Intelligence

Target Number: 20

Action: Half Action

Keywords: Combo-OK, Subtle

Duration: Instant

You create a sound from a source up to 20m away and in your line of sight. If you get at least one raise on this roll, you can create intelligible speech. If you get two raises, you may mimic a specific person's voice. This sound can be from as quiet as a whisper to loud as a shout.

Silence

Illusion 3

Test: Illusion + Intelligence

Target Number: 25

Action: Half Action

Keywords: Combo-OK, Somatic.

Duration: One minute per level.

A touched object or person radiates an aura of silence out to 5m. Stealth Tests involving sound within this area automatically succeed, and sounds from outside the area simply stop at the border. This effect lasts for up to 1 minute per level.

Mirror Image

Illusion 3

Test: Illusion + Intelligence

Target Number: 25

Action: Full Action

Keywords: Combo-OK, Somatic, Verbal

Duration: One scene (E)

You create duplicate images of yourself that distract enemies. These images remain close to you. You create one image on a success at casting this spell, plus one for every raise gained, to a maximum of your level. Whenever you are attacked, the attacker must roll randomly between you and your images to see what he hits. An image struck by an attack is destroyed.

Improved Invisibility

Illusion 4

Test: Illusion + Intelligence

Target Number: -

Action: Full Action

Keywords: Subtle

Duration: One minute.

This functions as Invisibility, save its maximum duration is only one minute and making an attack does not immediately end the spell.

Programmed Image

Illusion 4

Test: Illusion + Intelligence

Target Number: 30

Action: Full Action

Keywords: Social, Somatic, Verbal

Duration: One hour per level.

This works as Image, but it lasts for up to one hour per level, and you may program it to react to a number of stimuli up to your Intelligence. This spell may also produce sounds, including intelligible speech.

Permanent Image

Illusion 5

Test: Illusion + Intelligence

Target Number: 35

Action: Full Action

Keywords: Somatic, Verbal

Duration: Indefinite

This works as Image, but you do not need to maintain it. It lasts until dispelled.

NECROMANCY SCHOOL

Flush of Life

Necromancy 1

Test: Necromancy + Intelligence

Target Number: 15

Action: Half Action

Keywords: Social, Subtle, Touch

Duration: One Scene

Until the end of the scene, the touched corpse breathes, look less pale, and otherwise seems to be alive (but in a coma) to even detailed examination. If you are a vampire, you may use this spell on yourself.

Rot

Necromancy 1

Test: Necromancy + Intelligence

Target Number: 15

Action: Half Action

Keywords: Attack, Combo-OK, Somatic

Duration: Instant

This causes items to age and rot. You may target a 1m cube within 20m. Items within that cube are subjected to terrible powers. Food spoils, water becomes stagnant. If you get one raise, wood crumbles and rots. Another raise, and even metal rusts and flakes away.

Speak with Dead

Necromancy 2

Test: Necromancy + Intelligence

Target Number: 20

Action: Full Action

Keywords: Focus, Language Dependent, Social, Somatic, Touch, Verbal

Duration: Instant

The touched corpse answers one question. It can only answer one question per day in this manner. While the answer must be truthful, it can be vague or obfuscated.

Focus: A metal disk inscribed with runes.

Draining Touch

Necromancy 2

Test: Necromancy + Intelligence

Target Number: 20

Action: Half Action

Keywords: Attack, Combo-OK, Somatic, Touch

Duration: Instant

Make an unarmed melee attack that deals 2k2 damage. If you are a vampire, you gain one Vitae for each Wound this attack causes.

Torment

Necromancy 3

Test: Necromancy + Intelligence

Target Number: 25

Action: Half Action

Keywords: Attack, Combo-OK, Saving Throw, Somatic, Verbal

Duration: Instant

All creatures within 10m lose half of their remaining Hit Points. This includes the caster and his allies. Creatures may roll Arcana + Constitution to resist. Undead creatures (Vampires, skeletons, zombies, etc) get a free raise on their rolls to resist.

Raise Dead

Necromancy 3

Test: Necromancy + Intelligence

Target Number: 25

Action: Full Action

Keywords: Material, Social, Somatic, Touch, Verbal

Duration: Indefinite

Spend a Resource Point. The touched humanoid corpse becomes a terrible undead creature, a mockery of life. If it is in good condition, it can pass for a (sick) living creature for a short time. Regardless of the creature that it comes from, it uses the statblock for one of the Walkin' Dead in Chapter 17.

Material: A black gem.

Corrupted Earth

Necromancy 4

Test: Necromancy + Intelligence

Target Number: 30

Action: Full Action

Keywords: Material, Somatic, Verbal

Duration: See text.

You create an area 5m in radius. Those within this area who don't worship the same god as the caster suffer -1k0 on all rolls. By spending an additional full action in his next round, the caster increases the radius of this area by 5m, to a maximum of 50m. The caster may instead spend a half action every round to merely maintain this area. This area's size degrades by 5m every minute after the caster stops maintaining it.

Material: Holy water or incense.

Consume Soul

Necromancer 4

Test: Necromancy + Intelligence

Target Number: 30

Action: Full Action

Keywords: Attack, Combo-OK, Somatic, Touch

Duration: Instant

When this spell is cast on a recently (less than one minute) deceased creature, you consume its soul, making it impossible for that creature to be brought back with resurrection spells for as long as you're alive (or, well, an undead mockery of life).

Necromutation

Necromancer 5

Test: Necromancy + Intelligence

Target Number: 35

Action: Full Action

Keywords: Focus, Somatic, Verbal

Duration: See text.

When the Caster casts this spell, his hit points are reduced to 0 and he cannot benefit from healing effects for the rest of the scene. The caster becomes immune to hit point loss for 1d10 rounds +1 for each raise he gets on the spell.

Focus: A medallion inscribed with a symbol of a solar eclipse.

TRANSMUTATION SCHOOL

Swift Change

Transmutation 1

Test: Transmutation + Wisdom

Target Number: 15

Action: Free Action

Keywords: Combo-OK, Somatic

Duration: Instant

You may change into any clothing or armor you're carrying in an instant. If you have a natural shapechanging ability (such as a werewolf's shifting) you may use that as well.

Treesong

Transmutation 1

Test: Transmutation + Wisdom

Target Number: 15

Action: Half Action

Keywords: Somatic, Touch, Verbal

Duration: Instant

You shape living wood into a simple shape, such as what you could form out of clay. You may effect up to 1 cubic meter of wood, and it remains in the shape you form it into permanently.

Dedication

Transmutation 2

Test: Transmutation + Wisdom

Target Number: 20

Action: Full Action

Keywords: Material, Somatic, Touch, Verbal

Duration: Indefinite

The caster touches an item and a character with an ability to change shape. While normally items are dropped or shredded when the character changes shape, the dedicated item instead transforms with them.

Material: A pinch of Silver dust.

Animal Power

Transmutation 2

Test: Transmutation + Wisdom

Target Number: 20

Action: Half Action

Keywords: Combo-OK, Somatic, Touch, Verbal

Duration: One scene.

The target creature gets +1 to one physical characteristic (Strength, Dexterity, or Constitution). For every two raises on this roll, the creature gets an additional +1 to the statistic.

Magic Fang

Transmutation 3

Test: Transmutation + Wisdom

Target Number: 25

Action: Half Action

Keywords: Combo-OK, Somatic, Touch, Verbal

Duration: One scene.

The touched creature's natural weapons and unarmed attacks deal an additional die of damage and count as magic weapons.

Polymorph

Transmutation 3

Test: Transmutation + Wisdom

Target Number: 25

Action: Full Action

Keywords: Material, Somatic, Touch, Verbal

Duration: One scene.

The touched creature may assume wolf form. Obviously, in wolf form the character cannot speak, manipulate all but the simplest objects, or do other things most humans take for granted. However, they gain +1k1 to all perception checks involving scent. +2 to Dexter-

ity, -1 to Size, and a bite attack for 1k1 damage.

Material: A lock of your hair.

Primal Power

Transmutation 4

Test: Transmutation + Wisdom

Target Number: 30

Action: Half Action

Keywords: Material, Somatic, Touch, Verbal

Duration: One scene.

This works as Animal Power, except instead of choosing a characteristic, the bonus applies to all three physical characteristics.

Material: A tooth from a predatory animal.

Earth Song

Transmutation 4

Test: Transmutation + Wisdom

Target Number: 20

Action: Half Action

Keywords: Somatic, Touch, Verbal

Duration: Instant

You shape stone into a simple shape, such as

what you could form out of clay. You may effect up to 1 cubic meter of stone, plus one additional meter per raise on this spell and it remains in the new shape permanently.

Dragon Form

Transmutation 5

Test: Transmutation + Wisdom

Target Number: 35

Action: Half Action

Keywords: Focus, Somatic, Verbal

Duration: One Scene

This spell temporarily transforms the caster into a dragon. While he's a dragon, gains +3 to size, -1 to Dexterity, +2 to Strength, a bite attack that deals 2k2 damage, Flyer (2x Speed), and a breath attack that uses the attack profile as a Flamer that they may use once per round. While in dragon form the caster may cast spells normally, speak, and be very tall and lizardy.

Focus: A jade circlet.



Lance stepped out of the elevator, checking left and right with his laspistols. Glass shattered as another volley of fire came at him from below. Lance took cover behind a support beam and threw a grenade blindly towards the gunner. The blast shattered the rest of the windows on that floor. He spotted movement out of the corner of his eye and fired, arrows of light streaking towards the guard as both men fired on each other.

The guard dropped, a pool of bright red blood spilling under him. Lance dropped one of his laspistols as the pain hit him. Blood trickled down his left arm. The wound staggered him, the pain almost making him black out. The elevator behind him pinged. He turned, bringing his gun up. A plasma pistol was already aimed at him. And holding it was...

"Jim!" Lance said, surprised. The dragonborn gunman stepped around him and fired a bolt of white-hot plasma at another guard as he appeared behind Lance. The bolts blasted through the man's light armor and sent him to the ground in a cloud of fire and smoke.

"Where's Kharne?" Lance asked.

"Top floor. This way!" Jim led the way, Lance nursing his injury and watching the massive dragonborn's back. He tossed another grenade back the way they had come, collapsing the corridor on two unfortunate men who had been following.

Jim unlocked the express elevator with his multitool. As Lance caught up to him, a dark shape appeared at the end of the hallway, hefting a heavy weapon.

"Jim!" Lance screamed. The dragonborn turned just as the heavy bolter opened up, filling the air with screaming steel. Lance threw himself to the ground and fired wildly. The bolter fell silent as Lance's shots struck true. Lance ran over to Jim as the dragonborn collapsed, split open by the explosive shells of the heavy bolter.

"Kharne... he's got to be stopped..." Lance gasped. He smiled through the pain. "I was waiting... for you to come back and take over." The dragonborn went limp as he finally bled out.

Lance took the express elevator up. There were no guards on the top floor. He could feel Kharne waiting for him. A blast rocked the station. The entire penthouse roof disintegrated. Force fields snapped into place, just barely holding back the vacuum.

"So," Kharne said. "You're finally awake." Lance stepped through the smoke and rubble. The Mark of Bahamut on his chest burned. He could make out the crimson light shining from the Mark of Khorne that Kharne bore. "I told you before, Lance. I'm the only one who can kill you and set you free."

"Those words apply to you as well, Kharne." Lance smiled grimly. "Either way, it's going to end here." He raised his laspistol, his vision blurry with fatigue. Kharne's chainaxe rumbled. It would all be over soon, one way or the other.



SWORD SCHOOLS

The Sublime Way. The Nine Disciplines. Blade Magic. All of these are terms that have been used to describe the almost superhuman fighting abilities that are the hallmark of heroic combat. The uncanny power of the Sublime Way springs from a blend of physical skill, mental self-discipline, and adherence to distinct martial philosophies. Many of the Advantages of the various martial disciplines aren't magic at all - they are simply demonstrations of superhuman skill and training. Although many of the Advantages and methods taught by the Sublime Way are mundane in execution and effect, their results can sometimes rival spells.

The warriors who study the Nine Disciplines are Martial Adepts, capable of battlefield feats beyond those that a traditionally schooled and trained warrior can hope to accomplish. The typical fighter might display great skill in a weapon's basic cuts, thrusts, and parries, but a student of the Sublime Way believes that mastering a weapon requires self-discipline and spiritual austerity in addition to learning the correct postures and movements.

MARTIAL ADEPT LEVEL

Some effects of Advantages and Restrictions will reference a character's Martial Adept level. A character's martial adept level is equal to the number of dots he has in his highest level Sword School. Where Magic Schools have little overlap (as represented by the way that each magical school is rolled as its own skill), the sword schools can be used together, and so a character's full Martial Adept level is always used regardless of from whence a particular advantage came from.

Special Attacks

Special Attacks are the core of the Sublime Way. Unlike spells, which are codified and separate effects that can be combined by a skilled spellcaster, the skills of swordsmanship flow into one another, build on one another, with Martial Adepts adapting elements of each Sword School they know into their own personal fighting style.

The maneuvers of the Sublime Way are not given as simple combat actions. Each school teaches special Advantages and Restrictions that can be used to create your own special attacks.

Advantages are special bonuses that are applied to an attack action. It might give an enemy a Condition, apply a property to the attack, or just increase the damage dealt by the blow. Advantages from different schools can be used together to build attacks that transcend the nine schools and are truly a 'style without style'.

Restrictions are flaws in an attack - this may represent overextending yourself to strike deeply at an opponent's most vulnerable location or striking lightly with extra precision. No matter how skilled a martial adept becomes, the more specialized they make their attacks, the more flaws they're forced to accept.

HOW TO BUILD A SPECIAL ATTACK

Special Attacks start with choosing an action to base it on. You add Advantages and Restrictions to increase the power and utility of said attack, buying it with XP. There are some Universal Advantages and Restrictions that can be used by any Martial Adept, but the majority of Advantages and Restrictions come from the Nine Disciplines.

Each attack is built on a specific action using a specific weapon. As a base, for example, you might select making a normal attack with a fencing weapon. The types of weapon you may select to use are restricted by the Sword Schools you have learned. Which actions you can use are similarly restricted by the Sword Schools you know.

At the first level of any sword school,

a martial adept gains access to the Universal Advantages and Restrictions, and may use Standard Attack actions to build Special Attacks. These represent the basic training and universal abilities that all adepts can access.

Every Advantage on an attack costs a certain number of Style Points. While a Martial Adept has Style Points equal to their Martial Adept level to use on attacks he buys, going beyond that requires him to gain style points by adding Restrictions to his attack. Where an Advantage gives an attack additional ability or utility, a Restriction imposes a penalty on the attack - this might be less damage, less accuracy, or a number of other things. You can gain extra style points equal to your Martial Adept Level with restrictions - if the restrictions you've chosen are worth more than that, the 'extra' points are lost.

It's possible to both buy and improve attacks. Buying an attack is fairly inexpensive, costing fifty XP per Style Point of the attack with a minimum cost of fifty XP. Improving an attack you already have costs, naturally, fifty XP per style point you're adding to it.

Some weapon types (such as Ordinary and Synchrony) have proficiencies that apply to both ranged and melee weapons. Special Attacks can only be used when making melee attacks with these weapons.

You cannot add Advantages or Restrictions to an attack that would have no effect - reduced damage to an action that causes no damage, modifiers to accuracy for an attack that has no attack roll, and so on.

EXAMPLE SPECIAL ATTACK

Rocky is a Martial Adept with Setting Sun 2 and Iron Heart 3. His Adept level is 3, so he has 3 Style points to spend on special attacks. He's decided to build a new special attack.

First, he decides what weapon and action to use as a base. Rocky fights mostly with his bare hands, so he'll use Unarmed as his weapon choice. He wants to keep it simple this time, so his action choice will be a simple Standard Attack, something all Adepts have access too.

Now he chooses advantages. He decides to go with Hammer of the Emperor from Iron Heart, Knockout Blow from Setting sun, and +2k0 damage from the First Damage Improvement universal advantage list. This comes to six points of advantages, which means he'll need to choose three points of restrictions.

The first restriction he chooses is Opening the Path. That's worth two points, so he only needs to choose one more. He decides to go with the Difficult restriction for one point, so he can only use it every other turn.

Lastly, he names the attack. He's decided to call it Exploding Burst Fist. He spends 300xp (6 Style Points)

Sword Schools

There are nine Sword Schools in the Sublime Way. These same schools and techniques have been discovered and rediscovered in different places and times throughout history. Some have even unlocked their secrets through intense personal meditation and study, with no teacher to guide them save their own desire to be the very best, like no other warrior ever was.

There are five levels of mastery to each school, represented by the number of dots you have in the school. The five levels of mastery are, in order, Apprentice, Initiate, Journeyman, Master, and Grandmaster. At each level of mastery, the Martial Adept unlocks new secrets of the Sword School.

At the first stage of mastery, the Apprentice learns the use of the school's chosen weapon type and combat action. A martial adept can only use the weapons and actions he has unlocked in this way in order to build special attacks - without this level of training, he simply doesn't have the true zen of it.

At the second stage of mastery, the Initiate begins learning the true secrets of the school. He learns the school flaw, a Restriction that is exclusive to that particular sword school, and the first school Advantage, which tends to be a core part of the school's style and teachings.

In the third stage of mastery, the Journeyman learns to incorporate the school's favored skill into his techniques, allowing him to use a skill Test with that skill as a restriction on his attacks. He also learns the second school Advantage, which further solidifies the style of the school.

In the fourth stage of mastery, the Master is just that, as master. They learn a special Mastery ability that they can always use, even if they're not making a Special Attack, that represents the sheer amount of training they've put into the Sword School. They also learn a new Advantage for their school, a powerful ability that even most martial adepts never see.

Finally, if a Martial Adept manages to get to the fifth stage of mastery, they gain the

school's ultimate secret technique, the most powerful Advantage that the school can give. There are almost no Grandmasters to learn this secret technique from, and nearly every person who has achieved this level of mastery has done so through their own training and personal perfection of the school's teachings.

Universal Advantages

Name	Cost	Effect
First Damage Improvement	1*	Add +1k0 to damage.
Second Damage Mastery	3*	Add +0k1 to damage.
First Accuracy Improvement	1*	Add +1k0 to the attack roll.
Second Accuracy Mastery	2*	Add +0k1 to the attack roll.
Penetration Mastery	1*	For every style point you spend, add 2 to the attack's Penetration.

Universal Restrictions

Name	Cost	Effect
Difficult Strike	(-1)	You may not use this attack if you used it in the last round.
Last Resort	(-2)	You may only use the attack once per scene.
Restrained Force	(-1)*	This attack deals -1k0 damage.
Unbroken Skin	(-2)*	This attack deals -0k1 damage.
Inaccurate	(-1)*	The attack roll is made at -1k0.
Overextended	(-2)*	The attack roll is made at -0k1.
Non-Penetrating	(-1)	This attack has 0 penetration.

Desert Wind

Speed and mobility are the hallmarks of the Desert Wind discipline. Desert Wind maneuvers often involve blinding displays of sword skill, quick charges, and agile footwork. Some maneuvers from this school, however, draw power from the supernatural essence of the desert and allow an adept practitioner to scour his foes with fire.

The key skill for Desert Wind is Athletics. The odd weapons of the Syrneath are the traditional weapons used in Desert Wind special attacks. It's thought that the Syrneath were the first to use this fighting style, which isn't unlikely given the supernatural effects of the school.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Syrneath)	-	Use Syrneath weapons with your martial maneuvers.
Action (Called Shot)	-	Use Called Shot actions in martial maneuvers.
Level 2: Initiate		
Empty Hand	(-2)	Do not add your weapon's damage to this attack. It deals no damage. You may only apply this to actions that include an attack with a weapon - you cannot apply this to an Aim action, for example.
Blistering Flourish	1	If this attack hits, the target is dazzled for one round for every raise you get on the attack roll.
Level 3: Journeyman		
Skill (Athletics)	(-1)	As part of this attack, make an Athletics check against the static defense of the target. If it fails, the attack fails.
Burning Blade	1	Your attack deals E type damage instead of the weapon's damage type.
Level 4: Master		
Mastery (Zephyr Dance)	-	When making a charge attack, you do not need to move in a straight line.
Leaping Flame	1	You may teleport 5m either right before or right after making this attack.
Level 5: Grandmaster		
Holocaust Cloak	4	As part of this attack, everyone within 2m of you takes 2k2 E damage. If you move during this attack, this affects everyone that you come within 2 meters of. A target can only be affected by this effect once per round.

Devoted Spirit

Faith, piety, and purity of body and mind are the wellsprings of a warrior's true power. Devoted Spirit attacks harness a practitioner's spiritual strength and her zealous devotion to a cause. This Sword School includes energies baneful to a creature opposed to the Martial Adept's cause, abilities that can keep an adept fighting long after a mundane warrior would fall to his enemies, and strikes infused with vengeful, fanatical power.

Medicae is the key skill for Devoted Spirit. Devoted Spirit adepts are trained in the use of the Flail, an difficult and awkward weapon for most to use. It has been suggested that the original masters of the Devoted Spirit school were taught by their gods themselves.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Flails)	-	Use Flail weapons with your martial maneuvers.
Action (Aid Another)	-	Use Aid Another actions in martial maneuvers. If you use this to aid another character's attack, any attack-related benefits from the special attack apply to the aided attack.
Level 2: Initiate		
Devotion	(-2)	Make an alignment check with a +2 bonus as part of this attack.
Revitalizing Strike	1/3	For 1 point, heal an adjacent ally for 1 Hit Point. For 3 points, heal the ally for 2 Hit Points.
Level 3: Journeyman		
Skill (Medicae)	(-1)	As part of this attack, make a Medicae check against the static defense of the target. If it fails, the attack fails.
Foehammer	2	If you roll a 10 on damage with this attack, roll an additional 2 dice for the exploding die instead of just one.
Level 4: Master		
Mastery (Ox Body Technique)	-	Your maximum Hit Points increases by 2.
Covering The Phalanx	1*	For every time you take this advantage, an adjacent ally gains +2 to their static defense until your next turn. This bonus can be applied to one ally or divided among as many as can fit in melee range with you.
Level 5: Grandmaster		
Castigating Blow	4	If this attack hits the head or gizzards it deals additional damage equal to your devotion.

Diamond Mind

True quickness lies in the mind, not the body. A student of the Diamond Mind discipline seeks to hone his perceptions and discipline his thoughts so that he can act even in slivers of time so narrow that others cannot even perceive them. A corollary of this speed of thought and action is the concept of the mind as the battleground. An enemy defeated in his mind must inevitably be defeated in the realm of the physical as well.

Scrutiny, the ability to read another person, is the key skill for Diamond Mind. Martial Adepts focused in Diamond mind use Fencing weapons, light and fast enough to move as fast as their user. It's said that this Sword School was developed by a Mortal as a means to defend himself from and even defeat the Exalted.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Fencing)	-	Use Fencing weapons with your martial maneuvers.
Action (Feint)	-	Use Feint actions in martial maneuvers. Any attack-related advantages you apply to the special attack apply to the normal attack made after a feint. That attack may not be a Special Attack of its own.
Level 2: Initiate		
Backhanded Blade	(-2)	This technique can only be used either as an opportunity attack or a delayed action.
Dipping Swallow	2	Gain a free raise on all parry attempts made until your next turn.
Level 3: Journeyman		
Skill (Scrutiny)	(-1)	As part of this attack, make a Scrutiny check against the static defense of the target. If it fails, the attack fails.
Flurry of Blows	3*	Make an additional attack with your weapon as part of this attack.
Level 4: Master		
Mastery (Open Form Motion)	-	You may use any sort of attack after a successful feint, not just a standard attack action.
Weakening Grip Technique	4	If this attack hits, the opponent must make a Dex check (TN 20) or drop whatever they're holding.
Level 5: Grandmaster		
Essence Draining Strike	2*	You may take advantage up to five times on one attack. An opponent hit by this attack loses 1 resource point for every level you have of this advantage.

Iron heart

Absolute mastery of the sword is the goal of the Iron Heart discipline. Through unending practice and study, the Iron Heart adept achieves superhuman skill with her weapons. Iron Heart Special Attacks are demonstrations of uncanny martial skill - weaving patterns of steel that dizzy, confuse, and ultimately kill with no recourse.

The key skill for Iron Heart is Perception, the ability to see the flaws in your own stance and the defenses of others. Iron Heart weapons are Ordinary weapons, and like the school itself, what seem like ordinary attacks are polished and brought to supernatural levels.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Ordinary)	-	Use Ordinary weapons with your martial maneuvers.
Action (Aim)	-	Use Aim actions in martial maneuvers. Any attack-related advantages applied to this special attack are applied to the attack that benefits from the aim bonus. That attack may not be a Special Attack.
Level 2: Initiate		
Opening the Path	(-2)	After making this attack, your static defense is lowered by 10 until your next turn.
Steel Wind	2	Your attack gains the Tearing property.
Level 3: Journeyman		
Skill (Perception)	(-1)	As part of this attack, make a Perception check against the static defense of the target. If it fails, the attack fails.
Hammer of the Emperor	2	This attack deals X damage instead of the weapon's normal damage type.
Level 4: Master		
Mastery (Mithril Blade)	-	Opponents get -1k0 on all of their responses to your attacks.
Exorcism of Steel	4	This attack gains the Power Field property.
Level 5: Grandmaster		
Strike of Perfect Clarity	5	This attack cannot be dodged or parried.

Setting Sun

Strength is an illusion. Adherents of the Setting Sun philosophy understand that no warrior can hope to be stronger, quicker, and more skillful than every one of her enemies. Therefore, this discipline includes Advantages that use an adversary's power and speed against him. Setting Sun maneuvers include weakening blows and the ability to stun and distract an opponent. The highest forms of the Setting Sun allow you to turn an opponent's weapon against him, turning the strongest opponent into the most vulnerable.

Deceive is the key skill for the Setting Sun discipline, the ability to trick and outmaneuver an opponent with fast hands. The weapons of the Setting Sun school are no weapons at all, using unarmed strikes to damage an opponent. It's said that the Setting Sun school was founded by halflings who were facing extermination and oppression.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Brawl)	-	Use Unarmed attacks with your martial maneuvers.
Action (Fight Defensively)	-	Use Fight Defensively actions in martial maneuvers.
Level 2: Initiate		
Eagle's Claw	(-2)	You may only use this attack as part of a grapple.
Knockout Blow	2*	Anyone hit by your attack takes a level of fatigue, even if they lose no hit points.
Level 3: Journeyman		
Skill (Deceive)	(-1)	As part of this attack, make a Deceive check against the static defense of the target. If it fails, the attack fails.
Distraction Method	2	Anyone damaged by this attack takes -1k0 to all rolls until your next turn.
Level 4: Master		
Mastery (Wind Step)	-	Gain a free raise to all initiative checks.
Shocking Bullet Fist	4	This attack gains the Shocking property.
Level 5: Grandmaster		
Fool's Strike	2	You may use your opponent's weapon as the base damage of this attack.

Shadow hand

Never show an adversary what he expects to see. The Shadow Hand discipline emphasizes deception, misdirection, and surprise. The most effective blow is one struck against an enemy who does not even know he is in danger. Because the study of the deceit as a philosophy often leads into darker practices, some Shadow Hand maneuvers employ supernatural effects such as the manipulation of shadows.

The key skill of the Shadow Hand school is Stealth, hiding your own attacks and surprising your enemy. Shadow Hand weapons are parrying weapons, small and easily-concealed weapons that can be carried almost anywhere. The original practitioners of the Shadow Hand school were assassins, using the attacks of the school to disable and kill their enemies before they even knew they were in danger.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Parrying)	-	Use Parrying weapons with your martial maneuvers.
Action (Ready)	-	Use Ready actions in martial maneuvers. Any attack-related advantages applied to this special attack instead are applied to your next standard attack if you use this action to ready a weapon and use that weapon in your attack. That attack may not be a Special Attack.
Level 2: Initiate		
Death Blow	(-2)	This attack may only be used on someone unaware of you or helpless.
Mosquito's Bite	1	Delay this attack's effect for up to one minute. The target is unaware of the attack until it effects him.
Level 3: Journeyman		
Skill (Stealth)	(-1)	As part of this attack, make a Stealth check against the static defense of the target. If it fails, the attack fails.
Ring The Temple Bell	1*	This attack's range increases by 5m for every time you take this Advantage.
Level 4: Master		
Mastery (Sheathed Blade)	-	Attacks made with a weapon you drew this turn are made at +2k1.
Curving Shadows Attack	3	This attack gains the Flexible property.
Level 5: Grandmaster		
Cobra's Venom Technique	3	This attack gains the Toxic property.

Stone Dragon

The strength and endurance of the mountains epitomize the Stone Dragon discipline. The methodical and relentless application of force allows a student of this philosophy to defeat any foe. Strikes of superhuman power and manifestations of perfect, idealized force make up the Stone Dragon's Advantages.

Intimidate is the key skill for the Stone Dragon, overwhelming others with the force of your personality as well as the strength of your blows. Two Handed weapons are the most common in use among Stone Dragon adepts, as they're extremely efficient at the hurting of people. Squats, with their strong ties to the earth, were the first to develop the Stone Dragon school.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Two Handed)	-	Use Two Handed weapons with your Special Attacks.
Action (Bull Rush)	-	Use Bull Rush actions in martial maneuvers.
Level 2: Initiate		
Weight of the Mountain	(-2)	When you use this attack, you gain one level of fatigue.
Foot-Trapping Blow	3	This attack gains the Snare property.
Level 3: Journeyman		
Skill (Intimidate)	(-1)	As part of this attack, make an Intimidate check against the static defense of the target. If it fails, the attack fails.
Stone Skin Concentration	1*	Gain 1 armor until your next turn for every point of this advantage.
Level 4: Master		
Mastery (Strength of Granite)	-	You are considered one size larger while your feet are firmly planted on solid earth or rock.
Felling Giants Blow	6	Treat your opponent as two sizes smaller than he is for the purpose of determining hit points lost from this attack, to a minimum size of 1.
Level 5: Grandmaster		
Earth Shattering Attack	1*	This attack gains Blast (X), where X is twice the number of times you take this Advantage.

Tiger Claw

Consciousness is the enemy of instinct. The Tiger Claw discipline teaches that martial superiority can be achieved by discarding the veneer of civilization, along with the higher thoughts that fetter a warrior's actions. Tiger Claw maneuvers emulate the strikes, leaps, and pounces of animals. Tiger Claw strikes are explosively powerful and variable, as wild and energetic as the adepts of the style.

The key skill of the Tiger Claw style is Acrobatics, required for the intensely physical and always-moving style. Chain weapons, with their rows of sharp teeth, are the favored weapons of the style. Tiger Claw is one of the most wide-spread styles, as many of its practitioners learn the movements from watching animals in the wild.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Chain)	-	Use Chain weapons with your martial maneuvers.
Action (All Out Attack)	-	Use All Out Attack actions in martial maneuvers.
Level 2: Initiate		
Death From Above	(-2)	If this attack misses, or it is dodged or parried, you fall prone.
Razor Sharp	2	If you hit with two or more raises, double this attack's Penetration.
Level 3: Journeyman		
Skill (Acrobatics)	(-1)	As part of this attack, make an Acrobatics check against the static defense of the target. If it fails, the attack fails.
Unstable Sword Skill	2	After you roll damage for this attack, roll 1d10. On a 1, this attack deals half damage. On a 10, this attack deals double damage.
Level 4: Master		
Mastery (Brutal Reserve)	-	After making an All Out Attack you may still use reactions, but at a -2k2 penalty.
Demonic Weapon Attack	5	You may spend a hero point when making this attack. If you do, ignore any effects (such as armor) that would reduce damage from it and halve the target's size, rounding up, for the purpose of determining Hit Points lost from the attack's damage.
Level 5: Grandmaster		
Blood In The Water	4	The dice from this attack's damage explode on 9s and 10s.

White Raven

No warrior fights in isolation. Cooperation, teamwork, and leadership can give two warriors the strength of five, and five warriors the strength of twenty. The student of the White Raven masters techniques that combine the strengths of two or more allies against a common foe. Shouts and battlecries to draw the attention of enemies and get them into the perfect spot to finish them off.

Command is the key skill of the White Raven school, giving orders to others and knowing which orders are the right ones to give. The White raven school focuses on Cavalry weapons, which are good for those on the move or charging. The White Raven school originally developed among the commanders of infantry groups on the battlefield.

Name	Cost	Effect
Level 1: Apprentice		
Weapon (Cavalry)	-	Use Cavalry weapons with your martial maneuvers.
Action (Charge)	-	Use Charge actions in martial maneuvers.
Level 2: Initiate		
Perfect Positioning	(-2)	You may not use this attack unless your target moved since your last turn.
Road-Clearing Technique	2*	Allies who attack this enemy gain +1k0 to their attacks until your next turn for every time you take this advantage.
Level 3: Journeyman		
Skill (Command)	(-1)	As part of this attack, make a Command check against the static defense of the target. If it fails, the attack fails.
Knight's Movement Concentration	2	If you move as part of this attack or after it, you do not provoke opportunity attacks.
Level 4: Master		
Mastery (Marked Target)	-	Opponents within melee range of you get -1k0 on attacks made against allies.
Attention Drawing Strike	3	Opponents hit by this attack cannot make parry or dodge actions until their next turn.
Level 5: Grandmaster		
Wolf Pack Technique	5	Opponents hit by this attack provoke an opportunity attack.



BACKGROUNDS

Backgrounds tell a lot about a character. They tie him to the world and describe advantages of birth, circumstance, and opportunity. Material possessions, social networks and the like. Backgrounds are external to your character. You should always rationalize how your character came to have the backgrounds they possess and what they represent.

You can't improve backgrounds with XP (except at character creation). If they go up or down is up to the SM and what your character does to earn them through play.

ALLIES

Allies are close friends and trusted companions. Unlike Followers, allies are never mere faceless NPCs. Most are Exalted (of any type), Daemons, or other magical beings that are at least as powerful as a starting character. They may alternatively be exotic beings like intelligent animals, rogue AIs, or exceptionally skilled or powerful mortals. Characters don't have to buy Allies to represent the rest of the party - allies are always NPCs. Also, allies are independent people with their own lives and goals. If your character constantly asks for help and gives nothing in return, they will abandon her. Allies do what they can to help, but they

won't risk their lives. And they'll almost always want something in return.

Background Effects: Each dot in this background typically represents one ally approximately equal to a starting character in power. More powerful allies require higher ratings.

ARTIFACT

In both the distant past and the modern day, sorcerers created all manner of items of power, ranging from magical weapons and armor to flying vehicles or enchanted disguises. A character with the Artifact background possesses one or more such items. Most Surneth artifacts were lost or destroyed millenia ago, and much of the knowledge of how to make such items has also been lost. Today, all artifacts are rare and precious.

Consider carefully how your character acquired her artifacts. She may have been rich or powerful enough before hearing the call of a hero to have some trappings of the glory of the old empires. Or perhaps she followed prophetic dreams after rising to power and found the artifacts in some lost fortress-tomb. Perhaps she stole it or took the artifact from the body of one of her foes.

Background Effects: Your character

can purchase this Background multiple times, once for each artifact she owns. Each artifact has a rating between 1 and 5, and this is the background cost of that particular artifact. Artifacts with ratings of 4 and 5 are now exceptionally rare and will be coveted greatly by the Hero's foes. A character may only have up to five total dots of Artifacts at character creation.

BACKING

Your character is an important member of an organization, such as a government, an army, the Harmonium or a powerful underground Syndicate such as the Doomguard. The higher your character's Backing, the higher her rank is in this organization. At your SM's discretion, you may take Backing multiple times for rank in different organizations. Neglecting duties can easily result in demotion or worse.

Background Effects:

Backing 1: Your character is a lower officer or a minor functionary.

Backing 2: Your character is a mid-level officer, the head of a small department or some similarly intermediate position.

Backing 3: Your character is moderately powerful and has many people working under her.

Backing 4: Your character is extremely powerful, often directly reporting to the highest ranking of power in her organization.

Backing 5: Your character is one of the leaders of her organization, a general or admiral, a Factor of one of Sigil's 15 factions, or a similarly powerful position.

CONTACTS

In addition to friends and Allies, many characters know people in various sectors of society. Contacts use their talents, information, or resources to help your character, but they'll always expect a similar favor in return. Where an Ally will help you out of friendship as long as it doesn't put their lives on the line, a Contact won't work for free.

Each dot in this background represents both minor and major contacts. Major contacts are individuals you are on a first-

name basis with, people in positions where they are useful. High-ranking military officers, powerful courtiers, faction members in positions of influence, and so forth. Minor contacts simply represent overall connectedness. They aren't as useful, but you can use Contacts + (Charisma or Fellowship) to gather information and find minor help.

Background Effects: Each dot of this Background provides one major contact and one dice for finding minor ones.

FAME

You enjoy widespread recognition in society, for better or worse. People know your name and face and they may enjoy just being seen with you. This will open a lot of doors in some places, but also means that it can be difficult to avoid attracting attention. It's definitely a mixed blessing in some ways, especially if you've made enemies.

Background Effects:

Fame 1: You're known to a select subculture or city.

Fame 2: You have nationwide renown. Perhaps you're a politician or a minor star.

Fame 3: Nationally famous, everybody knows something about you.

Fame 4: You're an internationally famous media icon.

Fame 5: You're so famous that even other crystal spheres buzz with news about you.

FOLLOWERS

Your character has one or more loyal assistants, oathbound warriors, devoted acolytes, or similar companions. These people are exceptionally devoted to her. They might worship her, might regard her as their best hope to achieve some lofty goal, or they might simply be willing to follow her to have some fun. Followers are almost always merely mortals.

Regardless of exactly what they do for a living, they're always exceptionally loyal. Poor treatment or neglect will strain and break that loyalty quickly, and will end in abandonment or revolt. However, with care and re-

spect, most will gladly lay down their lives for you. Part of treating them well is caring for their needs. Your character needs Wealth, Backing, or Holdings equal to her dots in Followers in order to support them all.

Background Effects:

Followers 1: Provides up to 5 followers.

Followers 2: Provides 20 followers.

Followers 3: Provides a loyal band of 100 followers.

Followers 4: Provides a small army of 1000 followers.

Followers 5: Provides a mighty force of 10000 followers.

HOLDINGS

You own property or a spelljamming ship. This might be a family or business holding, but it is both a potential base of operations and a resource by itself. A holding is always a safe place to rest, a home that many of the Exalted simply don't have. To support a Holding, you'll need to hire staff or crew, requiring Followers, Backing, or Wealth equal to the Holdings in order to support it.

Background Effects:

Holdings 1: Your character owns a very small spelljammer (as large as a shuttlecraft, for example) or an average house or a small local business (a repair shop or restaurant, for example)

Holdings 2: Your character owns a small spelljammer (a smuggling ship, perhaps?) or a small manor home or a successful local business (a major local construction firm, a repair dock for ships, or so forth)

Holdings 3: Your character owns a medium ship (like, say, a Bird of Prey) or a small castle or a large business with some off-world contacts (an importing company or mining operation for example)

Holdings 4: Your character owns a large ship (think the Enterprise or a Whitestar ship) or a huge castle or a corporation with operations on several worlds.

Holdings 5: Your character owns a powerful and ancient ship (think a kilometer-long battleship) or a massive castle or a megacorporation with ties on many worlds (like ExoGeni Corporation or Weyland-Yutani)

INHERITANCE

You begin play with something beyond your means to normally acquire. There are many things that are almost impossible for a normal person to get their hands on - Syrne artifacts, power armor, deadly weapons - and you've somehow gotten one of these rare and precious items.

Consider carefully how your character acquired her Inheritance. Perhaps an ancestor passed it down to her, or she looted it from a forgotten ruin on some lost world floating around a dead star, or maybe she stole it, or took it from the body of a foe.

Background Effects:

Inheritance 1: You begin play with one Common-Quality Rare item.

Inheritance 2: You begin play with one Good-Quality Rare item, or two common-quality Rare items.

Inheritance 3: You begin play with one Best-Quality Rare item, or two choices from level 2.

Inheritance 4: You begin play with one Common-Quality Very Rare item, or two choices from level 3

Inheritance 5: You begin play with one Good-Quality Very Rare item, or two choices from level 4

MENTOR

Although most Exalted meet their new life without a guide, you found one. The mentor is a patron, a teacher, a defender, and a friend. However, the mentor expects your character to obey her, though they will always act in what they see as your character's best interests. Your character is the mentor's student, ward, or apprentice, not her equal.

Background Effects:

Mentor 1: Your character's mentor is just a bit more worldly and wise than her.

Mentor 2: Your character's mentor is someone of minor note or an exceedingly important individual who has little time for your character.

Mentor 3: Your character's mentor is wise, influential, and considerably more powerful than your character.

Mentor 4: Your character's mentor is an exceedingly important individual whose words and deeds shape the course of history.

Mentor 5: Your character's mentor is exceedingly powerful and he takes great interest in your welfare. However, he expects much from you and his enemies will likely see you as a way to get to him.

STATUS

You have something of a reputation and a standing (earned or not) within the community of Exalts. This may be for great deeds, prophesy, or simply because you've made yourself well-known at gatherings. This doesn't cover rank in an organization or fame among the wider population.

Background Effects:

Status 1: Known by some, even if they haven't met her before.

Status 2: Respected, her words carry weight in serious discussion.

Status 3: Influential, the character is often asked to consult.

Status 4: Powerful, other Exalts may flock to you and follow your lead.

Status 5: Luminary, there are few who can match the respect that goes with your name.

WEALTH

Your personal financial resources, or your access to such. A high Wealth reflects your liquid assets, how much cash flow you generate. This background also describes your standard of living, your possessions, and your

buying power. No dots in wealth means that you have the clothes on your back and not much more, and probably rarely eats well.

Where your wealth comes from is something you should detail. It may be a trust fund, income from a job, or income from holdings. Depending on events, it may be increased, reduced, or cut off entirely. Like fame, few Exalted have problems acquiring wealth, through one means or another.

Background Effects:

Wealth 1: Middle class, your character lives comfortably if not particularly well. He rarely has spending money in any significant amount.

Wealth 2: A larger savings means that you have quite a bit more leeway in your lifestyle. You likely have a domestic servant of some kind and can afford to eat what you like.

Wealth 3: Being actually wealthy is even better. You probably have several servants and live a life of luxury, dining in fine restaurants if you don't have a private chef and having more than enough left over for any sort of entertainment.

Wealth 4: This is where you become fabulously wealthy - a merchant prince, a bandit king, a mercenary lord, you have vast riches and if you don't have an army at hand you can rent one at need.

Wealth 5: You have so much money that there are no longer little things like limits. You have only your imagination and a nearly endless supply of wealth to support your desires.



ALIGNMENT

When you choose an alignment, you're indicating your character's dedication to a set of moral principles. In a cosmic sense, it's the team you believe in and fight for most strongly. There are three main forces in the Great Wheel: The Ruinous Powers, The Blessed Pantheon, and The Gray Council.

Alignments are tied to universal forces bigger than deities or any other allegiance you might have. They are an intrinsic part of the universe, as real as gravity, time, or magic. Most of the people in the Great Wheel don't worship any one deity in particular, but they do devote themselves to one of the broad ideals. In a galaxy at war, there is no place for those who believe in nothing.

When you choose an alignment for your character, you'll want to make sure that you read over the description for that alignment. Every alignment has a set of guidelines to help guide roleplaying and let you know when you're pleasing your god or properly holding your ideals.

Check with the other players while you're deciding on an alignment for your character. While a good group can make nearly any combination of alignments work in a party, having a character of wildly different align-

ment than the others can disrupt a party of heroes and, frankly, make the game less fun for everyone involved.

DEVOTION

How dedicated you are to your ideals is determined by your Devotion score. Every character starts with a Devotion of 6 before spending starting experience. The higher your devotion, the more is expected of you in keeping up your ideals and standing for them. Whenever you go against the commandments of your alignment, the DM can call for an Alignment Check.

An Alignment Check is made by rolling one die and comparing it to your Devotion score, adding any bonuses you have from class feats or assets. If you match or exceed your Devotion score, you pass the Alignment Check and nothing bad happens. If you fail, however, you permanently lose one point of Devotion. This can be bought again with XP, but as you can imagine, the greater a character's devotion the more is expected of them and the harder it is to maintain it.

Given that it's difficult for most to keep their Devotion high unless they walk the line carefully, it may be tempting to just let your Devotion slip. However, that is a danger-

ous prospect. As your Devotion falls you risk Degeneration, a type of terrible corruption.

DEGENERATION

Whenever you fail an Alignment Check, you risk something even worse, Degeneration. Degeneration represents the way that going against their moral code can break and eventually destroy someone. When you lose that Devotion point, if it brings you to 6 Devotion or less, make a second alignment check against your new score. If you pass, you don't suffer Degeneration. You got off lightly. If you fail this second check, you don't lose another point of Devotion. That would be too easy. Instead, you suffer Degeneration.

When you suffer Degeneration, roll on the Degeneration chart to determine its effects, then write the result down next to your new Devotion score. For example, if your character manifests a Palsy when she drops from 6 to 5 Devotion, write 'Palsy' on the line associated with 5 Devotion. This will help you keep track of what Degenerations you have and, more importantly, let you know when you've overcome them.

Repeated Degeneration and Alignment rolls that fail cause your character to incur more and more or worse and worse conditions. If you roll the same Degeneration twice, reroll that degeneration until you get a degeneration you don't already have. Whenever a degeneration indicates a reduction in one of your characters Characteristics, this doesn't simply reduce the character's dots in that characteristic. It represents a more serious affliction. While a character has a characteristic reduced by Degeneration, it's impossible for the character to improve that characteristic with experience points until he rids himself of that degeneration.

If your character descends so far that her Devotion drops to zero, she is immediately removed from play. The curses of the gods have fallen too heavily on her, either killing her irrevocably or else driving her irrevocably insane or even mutating her into some terrible chimaeric horror.

RAISING DEVOTION

It's possible to reverse your character's slide into damnation and insanity through concerted effort and contrition. A character's Devotion can be increased primarily by spending XP, but Devotion can only be increased by a maximum of one point at any given time. SMs are encouraged to require that characters demonstrate the desire to redeem themselves with concrete acts of contrition before a Devotion increase is warranted.

When a Degeneration is assigned to a Devotion point, that ailment is overcome when the next, higher point is gained. The experience spent to gain a Devotion dot represents your character's efforts to come to terms with her sin and thus free herself of her condition. She might also undergo a ritual of cleansing or simply forgive herself.

CHANGING ALIGNMENT

It may come to pass that a character wants or needs to change their alignment. This isn't something that should be taken lightly - a character's alignment says a lot about their worldview and the way that the world sees them, not to mention the patronage of a powerful warp entity that probably won't take well to a character going and playing for another team.

If a character switches from one deity to another in the same pantheon, they lose two points of devotion, to a minimum of Devotion 1. Thankfully, though, the fact that the gods are at least vaguely on the same side and have bigger things to worry about means that their new patron can shield them from the wrath of their old deity. They're on shaky ground for a while, but it's not too difficult to recover.

On the other hand, if the character's alignment switches so drastically that the new deity isn't even in the same pantheon, well, that's when the character starts to have some real issues. First, his devotion is set to 4. No matter how well or poorly he served his last patron, he's starting from square one (and as a former heretic) with this new god. Secondly, they cannot escape the wrath of their old deity. Roll on the Degeneration Chart and write in that Degeneration next to Devotion 7. To be

DEGENERATION CHART

Roll (1d100)	Effect
01-07	Palsy: The character suffers from numerous minor tics, shakes, and tremors with no medical cause. Reduce his Dexterity by 1.
08-11	Dark-Hearted: The character grows increasingly cruel, callous, and vindictive. Reduce his Fellowship by 1.
12-21	Ill-fortuned: The SM may force you to reroll any one roll per session that isn't an Alignment Check.
22-28	Skin Afflictions: The character is plagued by boils, scabs, weeping sores, and the like. He takes a -2k0 to all social Tests.
29-32	Morbid: The character finds it hard to concentrate as his mind is filled with macabre visions and tortured, gloom-filled trains of thought. The character's Intelligence is reduced by 1.
33-41	Witch-mark: The character develops some minor physical deformity or easily concealable mutation. It is small, but enough to mark him as cursed.
42-45	Wasted Frame: The character's pallor becomes corpse-like and his muscles waste away. The character's Strength is reduced by 1.
46-54	Horrific Nightmares: The character is plagued by visions in his sleep. He gains the Night Terrors hindrance. If he already has it, reroll this result.
55-58	Poor Health: The character constantly suffers petty illnesses and phantom pains, and his wounds never seem to heal fully. The character's Constitution is reduced by 1.
59-62	Malign Sight: The world seems to darken, Tarnish, and rot if the character looks too long at anything. The character's Wisdom is reduced by 1.
63-69	Ashen Taste: Food and drink hold disgusting tastes and offer little sustenance for the character, and he can barely stomach eating. The character doubles the effects for levels of Fatigue.
70-76	Blackouts: The character suffers from inexplicable blackouts. When they occur and what happens during them is up to the ST.
77-80	Distrustful: The character cannot conceal the distrust and antipathy he has for others. The character's Charisma is reduced by 1.
81-85	Fell Obsession: The character is obsessed by a strange or malign focus that occupies his mind at all times. The character's Willpower is reduced by 1.
86-90	Mood Swings: The character's mood rapidly and unpredictably swings from one extreme to another. The character's Composure is reduced by 1.
91-00	Blighted Mind: The character's mind snaps under the weight of his sins. He gains a new minor derangement.

cured of this affliction, a character will have to prove themselves worthy of their new god's personal attention.

Regardless of how drastically a character switches alignment, a character can only do so once. The gods do not take well to

someone betraying their own again and again. A ST should only allow a character to change alignments for strong In Character reasons. A quest for their new patron is appropriate, with the theme based on how much the character must change to serve their new deity.

DEITIES

Deities are the most powerful immortal creatures, powerful entities of the Warp. They are created and sustained by the emotions and souls of every living creature of the material universe. Of course, they also claim to have created those same living creatures, leading to something of a paradox. They appear in dreams and visions to their followers and wear countless different faces, and artwork depicting them shows them in a variety of forms. Their true nature is beyond any physical form. Corellon is often depicted as an Eldarin, but he is no more an Eldarin than he is a fey grox - he is a god, and he transcends the physical laws that bind even Daemons to their concrete forms.

The Deities can be divided into three groups (pantheons) depending on their general views, though it should be noted that simply being in the same pantheon doesn't mean that the gods necessarily work towards the same ends or even get along. Many deities have contradictory versions of how the Wheel should turn, and even worshippers of the same deity can come to blows over different interpretations of their god's will.

Most people revere more than one deity, praying to different gods at different times and generally follow the teachings of whatever pantheon goes along with their culture or basic morality. Adventurers, on the other hand, are more likely to worship a specific god, enjoying the greater benefits of that personal attention along with the greater risk.

THE RUINOUS POWERS

The Ruinous Powers of Chaos are powerful and divisive. By the standards of most societies, the anarchic and random behavior of Chaos worshippers is seen as dangerous at best and a crime in some places. While the powers of Chaos don't necessarily encourage their followers to go out and hurt people, they do encourage their followers to do what they want, and not worry about how it effects others. The gods of Chaos are almost constantly at war with one another within the Warp, vying for power amid the immaterial planes.



Khorne - The god of battle. The blood god. He enjoys killing dudes. Khorne is a god of honorable combat and slaughter. Of battles fought for glory alone and for dirty, drawn out fights for life and country. Khorne loves every type of warfare found in this world. Worship of Khorne is purely through bloodshed, either from one's enemies in victory or one's own through earnest struggle. Khorne has only a few simple commandments for his followers:

- * Spill blood in his name. It can be your blood or the blood of your enemies, but do not shy from violence.

- * Do not trust in sorcery, and do not seek to learn its secrets - magic is the way of the weak.

- * Fight in honorable combat, not against the weak or helpless.

Slaanesh - The god of excess. Sex, drugs and rock and roll. Slaanesh is all about doing what you enjoy, and not holding back for anyone. The drive to be perfect, the love of doing something just to do it. The excitement of the novel. The joy of art. That's what Slaanesh is about. Worship of Slaanesh is extremely varied, ranging from simple hedonism to elaborate and exacting rituals that take days to complete. Slaanesh orders its followers thus:

- * Turn away from no new experience,

unless it would kill you - try everything once.

- * Stand out from those around you. To blend in with the crowd is to lose who you are.

- * Tempt others with what you enjoy - share drink, invite them to lavish meals, and turn them to hedonism.

Tzeentch - The god of change. Change we can believe in. Tzeentch is also the god of hope, because hope is nothing more than wishing for the future to change. In his mind Tzeentch listens to the hopes and plans of every mortal and every nation; and through his own complex plots and manipulation he alters the course of history to achieve some great plan beyond mortal knowledge. Tzeentch asks for his followers to do the following:

- * Be flexible with your plans. You must always be open to change as it is needed.

- * Change what you don't like in yourself. Use sorcery! All the sorcery!

- * Follow your own goals. Take command of your destiny.

Nurgle - The god of despair. He cares about you and all your diseases. Seriously. He loves you. He's like the lazy, smelly grandpa who is always there with a smile, who makes you laugh, and is there to hold you when you need a shoulder to cry on. He also dabbles a bit with death, rot, disease, and so forth. Nurgle doesn't interfere with his followers too much, but he does have a few simple things he asks of his worshippers:

- * Don't bother seeking help. Fail or succeed through your own perseverance.

- * You can only escape suffering through faith.

- * Be kind to those who are facing death. They cannot be saved, but there's no reason not to make them more comfortable.

Malal - The only sane thing to do is to BLOW IT ALL UP! Malal is a renegade god, the embodiment of Chaos' indiscriminate destructive urge, even of itself and its own agents. He is hated by the other gods, and spits in their faces, feeding off their own power and turning it against them. Malal has a few commandments for his followers, which they

are generally expected to follow until they self-destruct:

- * Hate gives you strength. Learn to truly hate those that oppose you. No mercy.

- * Destruction is the fate of all that exists. Destroy all that is.

- * Betrayal can get you what you want. If people can't defend themselves, that's their own problem.



THE BLESSED PANTHEON

Where the Ruinous Powers represent Chaos, the Blessed Pantheon represents the force of Law and Order. They are a stabilizing force that promotes civilization and community where chaos is more about self. The Blessed Pantheon could roughly be called 'good', if you want, but some consider their teachings to be stifling and oppressive. The Blessed Pantheon are the most tied to the physical realm. Where the Chaos gods seek to bring the change and power of the Warp into the real space of the Wheel, the Blessed Pantheon oppose this and would prefer to seal the Warp off for all time.

Sigmar - A wrathful and vengeful god, protector of his followers. He is a warrior king and a great unifier, the god of stable civiliza-

tions and of putting the common good ahead of yourself. He is the most commonly worshipped god among humans, and has a large number of dwarf followers as well. He commands his worshipers to:

- * Work with others to achieve your goals. Community and order are always stronger than the disjointed efforts of lone individuals.

- * Tame the wilderness to make it fit for habitation, and defend the light of civilization against the encroaching darkness.

- * Seek out new ideas, new inventions, new lands to inhabit, new wilderness to conquer. Build machines, build cities, build empires.

Bahamut - God of nobility and the just use of power. He is known as the platinum dragon and worshipped by those in power. Once, Bahamut sought to unite the stars in his name, but now his ambitions are cooled to merely guiding civilizations. Monarchs are crowned in his name, and his worship is most popular among the Dragonborn. He commands his followers to seek out power, and to use it for the right reasons:

- * Uphold the highest ideals of honor and justice.

- * Be constantly vigilant against evil and oppose it on all fronts.

- * Protect the weak, liberate the oppressed, and defend just order.

Pelor - God of mercy and kindness and turning the other cheek. Associated with the sun, and bringing light into dark places. Pelor encourages people to make the world a better place with acts of kindness, and generally to not be a dick. That is actually more radical an idea than you think. Pelor directs his followers thus:

- * Alleviate suffering wherever you find it.

- * Bring Pelor's light into places of darkness, showing kindness, mercy, and compassion.

- * Be watchful against evil.

Moradin - Stoic, loyal, big on family and bigger on hard work. Moradin is a creative god, and his followers are encouraged to make a mark on the world by making something lasting. He expects loyalty to family, friends, and leaders, in that order. He's stoic and tenacious, like the very rock itself. Dwarves from all walks of life follow him. He demands these behaviors of his followers:

- * Meet adversity with stoicism and tenacity.

- * Demonstrate loyalty to your family, your clan, your leaders, and your people.

- * Strive to make a mark on the world, a lasting legacy. To make something that lasts is the highest good, whether you are a smith working at a forge or a ruler building a dynasty.

Cuthbert - He will track you down himself if you break a promise. That's not a threat, that's a fact. Cuthbert is a god of eternal bonds and trust, of promises and the way that entire cultures are built upon the trust between people. Common superstition holds that if his name is invoked in a contract, he will personally curse anyone who breaks from the contract. He is strict with his followers, and orders them to do the following:

- * Your word is your bond. Never break it for any reason.

- * Never allow your fear to gain mastery over you, but drive it into the hearts of your foes.

- * Repay betrayal with the sword. Trust others until they break that trust, and only give them that trust again when it is repaid.

THE GRAY COUNCIL

The Gray Council is something of a catchall for the gods that don't align themselves with the Ruinous Powers or the Blessed Pantheon, remaining mostly neutral from the conflict of law and chaos. Most ultimately serve only their own goals, like any other god. The powers of the Gray Council are some of the most worshipped gods in the Great Wheel, as they don't urge their followers to action against the other gods, and so can be found in

nearly every corner of the Great Wheel and not face opposition.

Acererak - A God of Magic itself. Legend says he gave away his body piece by piece to learn all the secrets of the world, leaving him only a skull. He knew the secret to immortality and godhood at that point, of course, so it didn't really inconvenience him as much as you'd expect. His commandments are also teachings:

- * Seek the perfection of your mind by bringing reason, perception, and emotion into balance with one another.

- * Accumulate, preserve, and keep secret knowledge in all forms. Pursue education, build libraries, and seek out lost and ancient lore.

- * Never reveal all that you know.

The Raven Queen - Things die all the time. When they die, the Raven Queen is there to handle it. She pulls souls into the Warp when it's their time, and lets them out when it's time for them to be born again. She isn't too fond of letting them out, but it's still part of her job. And she's very serious about it. Deadly serious. She expects her followers to abide by these commandments:

- * Hold no pity for those who suffer and die, for death is the natural end of life.

- * Bring down the proud who try to cast off the chains of fate. As the instrument of the Raven Queen, you must punish hubris where you find it.

- * Keep to the shadows, avoiding the blazing light of zealous good and the utter darkness of evil.

Luna - Luna is a fickle and everchanging deity. It can be impossible to tell just what she'll do. She can be savage, loving, violent, all the true faces of people behind the masks they wear for society. Luna commands people to follow their own paths and not to let others rule them, no matter where that path takes them, and especially no matter what social conventions would demand. Her strictures are these:

- * Change is inevitable, but it takes the

work of the faithful to ensure that change is for the better.

- * Strike back against those who would rob you of your freedom and urge others to fight for their own liberty.

- * Do not fear or condemn the savagery of nature. Live in harmony with the wild.

Corellon - He is essentially the god of excellence, and one of the very few living Eldarin gods. He cannot abide failure in any form - but constantly reminds his followers that they haven't failed until they refuse to try again. He asks those who worship him to always be willing to try no matter the odds, and to never quit. He urges his followers thus:

- * Cultivate beauty in all that you do, whether you're casting a spell, composing a saga, strumming a lute, or practicing the arts of war.

- * Seek out lost magic items, forgotten rituals, and ancient works of art. Corellon might have inspired them in the world's first days.

- * Show neither pity nor mercy to those who are caught underfoot as you climb your way to power. Failures do not deserve compassion.

Vectron - By his golden wings, praise him! Vectron is a very real and not completely made up god who has worship going back fifty- no, a THOUSAND years! Yeah! And and... he's really awesome. What is he the god of? Well, conveniently, he is the god of whatever seems like you need help with right now, so get in there and yell some praises! Vectron's commandments are vague and often change, but are generally agreed to be something like this:

- * Do not question the validity of Vectron as a god. He's the biggest, best god, and that's all there is to it.

- * There is no problem that cannot be solved by praising Vectron loudly enough and giving it another go.

- * Make sure to let people know Vectron helped you. Try and convert others into the flock.

"So bear with me here," Armstrong said, adjusting his grip on his staff. "That archdaemon over there-" He nodded behind the group, indicating the giant draconic thing overflowing with the powers of the Warp that was leading the army of incarnate daemons flooding the Crystal Sphere they had become trapped in.

"Can I wolf with you instead?" Traya asked, holding back a giggle. Iniga's eye twitched.

"That was a bad pun and you should feel bad for making it," Iniga said. "Can we maybe finish this soon? It's almost dawn and I don't want to burn to death."

"Can I finish?" Armstrong asked. "Anyway, like I was saying, to banish the archdaemon we need to complete some ritual that involves human sacrifice, according to the old book I found."

"Pfft. Books. I don't trust books." Traya folded her arms. "Let's just go krump it." Jacov nodded.

"I have to agree," Jacov said. "We aren't going to sacrifice anyone. We'll find another way to deal with this thing." He adjusted his plate armor. They were all covered in muck and blood. Traya was the only one who didn't seem to mind. The tiefling was almost always covered in muck and blood anyway.

"We at least need some kind of plan," Iniga said. "If we just go at that thing screaming we'll end up splattered across six dimensions. Or worse! You have no idea what a greater daemon could do!"

"How about we throw a rock at it?" Traya said, excited. Three pairs of eyes turned to give her blank looks. "A big rock?" She looked down. Traya was not exactly known for her great planning ability.

"The ship we hired doesn't have anything that will reach from orbit," Armstrong muttered. "I hope the captain hasn't just bugged off and left us here after the trouble started."

"Anyway, here's what I'm thinking," Iniga said. "I'll toss down a couple of fireballs to get its attention, then you can go all wolfy and- Jacov! You're thinking about sacrificing yourself!"

"Well I wasn't necessarily..." Jacov looked down. "If someone needs to die, I can't let any of you make that sacrifice." Iniga facepalmed.

"Idiot," Iniga said. "Now, like I was saying- Where the hell is Traya?"

"She went all wolfy and ran off," Armstrong said. He pointed. There was screaming as a very large and angry werewolf was busily and happily tearing apart dozens of lesser daemons.

"Raven Queen help me... doesn't anyone respect my plans?!"



XII

EQUIPMENT

The darkened era of the 41st Millennium can be the stuff of nightmares as hellish war, predatory xenos, insurrection, and conflict threaten those who live in the Great wheel on all sides. These and other threats can be even more dangerous for those who seek out adventure, as explorers face not only the known and cataloged dangers of the various crystal spheres but also a host of new threats unimagined save for the ravings of deranged seers and other madmen.

The better armed and equipped a party, the better their chances of survival in dread voids - and the better their prospects for achieving the quests they set for themselves. This chapter outlines some of the many types of weapons, armor, and gear existing in the Great Wheel, ranging from standard munitions to rare and magical weapons.

AVAILABILITY

Desired goods or services are not always immediately at hand. Squalid medieval worlds are a lot less likely to offer rare goods and services than the sophisticated markets of an industrialized city-world. Moreover, finding a high-quality weapon on a backwater planet is far more difficult than locating such

a weapon in a teeming metropolis. Each piece of equipment or service has an associated Availability, ranging from Very Common to Very Rare. SMs can use the following guidelines as a starting point for determining whether a world's traders possess a particular item or not. If the present location does not offer an item or service, then a Hero must either arrange passage to a world whose markets do offer it or else go on a quest in search of it - and either option turns a simple purchase at market into an adventure.

Some things are not just hard to find on certain worlds, but impossible. For instance, while a lasgun might be a common piece of equipment in most parts of the Wheel, you are unlikely to find one anywhere on a feral world. The SM can decide to either make an item harder to find or even impossible to acquire because it uses technology not readily available at the present location.

Characters searching for a particular item must make a Wealth Test. A Wealth Test is made by rolling dice equal to your wealth - and yes, if you have zero dots in wealth it means that you can't afford anything beyond the bare necessities. The TN of the Wealth Test is determined by the rarity of the item:

AVAILABILITY

Rarity	TN	Examples
Ubiquitous	2	Food, common tools, rough clothing
Very Common	5	A simple gun, a knife, a low-quality chrono
Common	10	A laspistol, a basic sword, a microbead
Uncommon	15	An autogun, a flak jacket, a multikey
Rare	20	A meltagun, plate armor, a good camera
Very Rare	25	A bolter, powered armor, a best-quality auspex
Mythic Rare	30	A good-quality plasma weapon, best-quality Daiklave, love.

It's possible to retry a failed wealth Test. However, looking again can mean that you end up dealing with people who know you're desperate or are only willing to part with the item in question dearly. It may be a family heirloom, something passed down through the centuries, or just something with sentimental value. It could also be in a museum or otherwise difficult to get except through unsavory means. Regardless of the why, every time you retry a wealth Test the TN to find the item increases by 5.

Of course, just because the markets of a community offer an item or service doesn't mean that the goods are easy to locate, or easy to arrange purchase. Larger communities have better and more accessible markets, but they are also a challenge to search well, and local laws impede rapid transactions. Mercantile negotiations become more drawn-out in civilized surroundings, where merchant guilders puff themselves up with self-importance, and where the goods offered grow in value. It may take more time than desired to both locate a seller and complete a deal, or to determine that a community really has no sellers for the desired item or service.

The following table shows the time it takes to search a market, and the maximum TN of the items that that market supports, sorted by the population. The times listed on the table are under the assumption that the Hero is looking for an item at the market's maximum TN. If he's looking for something a bit easier to find, with a lower TN, use the time listed next to that TN. It certainly doesn't take months to find a flashlight in a metropolis!

Acquisitions by Population and Time

Size	Population	TN	Time
Village	< 1000	5	One Hour
Small Town	1000-10.000	10	1d10 Hours
Large Town	10.000-100.000	15	One Day
Small City	100.000-One Million	20	1d10 Days
City	One to Ten Million	25	1d5 Weeks
Metropolis	> Ten Million	30	1d10 Weeks

This table further assumes that the Hero is taking an active hand in searching for the item in question. If he employs servants, negotiators, or factors who are skilled in such matters rather than putting forth the effort himself, increase the time taken by one step - from weeks to months and from days to weeks.

Acquisitions of new services and equipment are probably best made in the downtime between game sessions for most groups rather than allowing time spent at the market to take time away from plot, battle, and excitement. Mercantile dealings can certainly take centre stage when the plot demands it, but for the most part purchases are one of the many chores that a Hero's trusted servants organize in his stead.

Note that once a service or purchase of equipment is agreed upon, signed, and sealed, it may still require further time to complete! Much toil lies between signing the parchment that seals the contract for the con-

struction of a new spelljamming ship and that ship first taking flight, for example. The SM is encouraged to use common sense when determining additional time taken for a new acquisition.

When you pass a Wealth Test, it might have a lasting effect on your wealth score, depending on how badly you strained your wealth. If the item's TN is more than your Wealth x 5, buying it strains your resources. Consult the following chart to see what happens:

WEALTH STRAIN	
Difference*	Effect
5	You suffer -1 to your Wealth for one week.
10	You permanently lose 1 Wealth
15	You permanently lose 2 Wealth
20+	You are beggared by your item, losing ALL of your Wealth.

(*Between the item's TN and your Wealth x 5)

For every raise you get on the Wealth check, reduce the penalties by one level. These raises represent finding a great deal on the expensive item - which may well mean that you've found yourself with stolen goods.

CRAFTSMANSHIP

Not all goods and services are of the same quality. In the vastness of the Wheel and myriad crystal spheres within it, the Craftsmanship of items can vary widely - everything from crude mass-produced materials of Poor craftsmanship to handcrafted masterpieces of Best craftsmanship can be found for sale. Unless specifically stated, the Craftsmanship of an object or retainer providing a service is considered Common.

Items of Poor craftsmanship are generally more prone to failure and breakage, while items of Good and Best Craftsmanship are more durable, though it is up to the SM how and when these effects might enter play.

In the case of weaponry and armor, effects on an item's performance or weight are detailed later in this chapter, but for other goods differences of quality are merely descriptive. This isn't just build quality, either - a poor quality torch might be a literal torch, oil-soaked cloth on a stick, were a better quality one would be a flashlight. The SM may reduce the Difficulty of some Tests involving items of better Craftsmanship but that is entirely at his discretion.

Services are more affected than goods by the craftsmanship of the retainers who provide them. The quality of the service can determine skill levels, willingness to toil, and loyalty of the retainers, as well as other aspects at the choice of the SM.

Craftsmanship also affects the difficulty of finding goods or services. It's a lot easier to find someone offering a badly-made knife than one hand-forged by a master. The TN to find the item is adjusted according to the following table.

Craftsmanship	
Quality	TN Modifier
Poor	-5
Common	+0
Good	+5
Best	+10

Weapons

Weapons are divided into several groups covering a plethora of ranged weapons, dealing with everything from crossbows to plasma cannons, and melee weapons covering all manner of close combat weaponry. Unless they are of Poor craftsmanship, all weapons come with the appropriate holster or carrying strap as part of their cost.

All weapons have a profile that is presented using the following statistics, providing players and SMs with all the relevant information needed to use them.

Name: What the weapon is called.

Type: Describes what type the weapon is, either Melee, Thrown, Pistol, Basic, or Heavy weapon.

* **Melee** weapons can be used in close combat. When using a melee weapon you add your Strength as rolled dice to the weapon's damage.

* **Thrown** weapons cover anything propelled by muscle power alone and covers throwing knives, spears, and the like. Unless they are also classed as melee, thrown weapons cannot be used in close combat (if they are, they count as improvised weapons). When using a thrown weapon you add your Strength as rolled dice to the damage you inflict (with the obvious exception of explosives such as grenades).

* **Pistol** weapons are fired one-handed and can be used in close combat. However, when a pistol is used in close combat, the firer gains no bonuses or penalties to hit for range or targeting equipment.

* **Basic** weapons normally require two hands, but can be used one-handed with -2k0 to hit.

* **Heavy** weapons always require two hands and must be braced in some way, usually either on a bipod or tripod but when needed a windowsill or sandbag will do (or the firer's shoulder in the case of missile launchers), to be fired without penalties. Firing a heavy weapon without bracing incurs a -3k1 penalty to hit and prohibits Full Auto fire.

Damage: The Damage the weapon does and the type of damage it inflicts for the purpose of Criticals: E (Energy), X (Explosive), R (Rending), I (Impact).

Pen (Penetration): Reflects how good the weapon is at cutting through armor. When a shot or blow from this weapon hits a target, reduce the target's Armor Points by the weapon's Penetration, with results of less than 0 counting as 0 (i.e. the armor provides no protection at all). Then work out Damage as normal. So, for example, if we weapon with a Penetration of 3 hits a target with 5 armor points, the target will only count as having 2 armor points against any damage that hit causes.

ROF (Rate of Fire): This tells you if

the weapon can be fired on Full Auto and how many rounds it expends when doing so. A weapon's RoF has two entries to indicate the modes a weapon can be fired in. The first entry indicates whether the weapon can be fired singly (with an S). The second entry describes if the weapon can be fired on full automatic, and how many shots are fired when this happens. If the weapon cannot be fired in either mode, it will be indicated by a "-". If a weapon can be fired in both modes, a character must choose which mode they are firing their weapon in before making their attack.

Range: This number is used to determine how far the weapon can be accurately fired in meters. A weapon's short range is half this number, while its long range is double this number. Weapons cannot be fired at targets more than four times their range distance away.

Clip: How many rounds the weapon holds when fully loaded.

Reload: How many actions the weapon takes to reload. This is generally Half (for a Half Action) or Full (for a Full Action). Some weapons can take a number of Actions over several Rounds. The number of Rounds is given as a number, for example 2 Full means that reloading takes 2 Full Rounds.

Avail (Availability): This identifies the weapon's availability.

Special: This tells you if the weapon has any special qualities, such as creating a blast when fired or needing to recharge between shots.

WEAPON SPECIAL QUALITIES

Some weapons possess special qualities to represent such things as special damage or unusual effects. The following is a list of the most widely used weapon qualities:

Accurate

Get an additional +1k0 bonus to hit when using an Aim action, and this is a basic weapon firing on single shot, it deals +1k1 damage for every two raises you get on the roll to hit with an Aimed attack.

Weapon Quality:

All of the weapons detailed here are of Common craftsmanship. For weapons of better or worse manufacture use the following modifiers:

Poor - These cheaply constructed ranged weapons are more prone to malfunction. Poor ranged weapons gain the Unreliable quality. If it has Reliable already, the two cancel each other out. Melee weapons of Poor craftsmanship incur -1k0 penalty on Tests made to attack and parry.

Good - More carefully constructed and finished, these weapons are consequently more reliable. Good quality ranged weapons gain the reliable quality. If it was already reliable, then it merely has obviously good craftsmanship. Melee weapons of good quality give +1k0 on Tests made to attack.

Best - These items are crafted by artisans and are often centuries old. Ranged weapons of best craftsmanship never jam or overheat, simply missing if these results shout occur. Melee weapons of best quality add +1k0 to Tests made to attack and +2 to damage they inflict.

Armoured

Armoured weapons grant a +2 armor bonus to the arm wielding them and the body. Bonuses from multiple shields do not stack

Balanced

+1k0 to Tests made to parry.

Blast (X)

When working out a hit from a Blast weapon anyone within the weapon's Blast radius in meters, indicated by the number in parenthesis, is also hit. Roll hit location and Damage individually for everyone affected from a blast.

Brawling

The damage from a Brawling weapon is added to the user's unarmed attacks. Brawling weapons use the Brawl skill rather than the Weaponry skill.

Defensive

+2k0 when used to parry, -1k0 when used to make attacks. If you aren't proficient with the

weapon, the -1k0 applies to all attacks you make, instead of just the ones with this weapon.

Flame

These weapons project a cone of flame out to the range of the weapon. They can't be fired out to long or extreme range. You don't need to roll to hit with a Flame weapon - you just fire the weapon. The path is a cone shaped area in a 30 degree arc. All characters in this area must make a Dexterity Test (TN 10 for a Poor quality weapon, 15 for Common quality, 20 for Good and Best quality) or else be struck by the flames and take damage normally. When fired by someone that isn't proficient, reduce the difficulty of the Test made to avoid damage by 10. Flame weapons Jam if the firer rolls a 9 on his damage dice.

Flexible

These weapons may not be parried.

Inaccurate

You get no bonus for using the Aim action with such weapons.

Overheats

Whenever you roll a 9 on a damage roll with an Overheating weapon, the weapon... overheats. The user takes E damage equal to the weapon's damage to one of his arms (the firing arm if the weapon is used one-handed, a random arm if fired two-handed). The wielder may choose to drop the weapon to avoid the damage. Dropping the weapon is a Free action. A weapon that has overheated must be reloaded.

Power Field

When such a weapon is used to parry, or is parried by, a weapon that lacks this quality, you may roll a d10. On a 4+, the parried weapon is destroyed. Natural and Artifact weapons are immune to this effect.

Recharge

The weapon needs time between shots to recharge. The weapon must spend the Round after firing building up a charge and cannot be

fired. In effect, you can only fire the weapon every other Round.

Reliable

Reliable weapons seldom fail. If it would Jam, the shot instead just misses.

Scatter

If fired at a foe within Point Blank Range, every two raises the character gets on the attack increases the damage dealt by +1k0. At long range, the spray reduces its effectiveness. All armor points are doubled against hits from scatter weapons at long or extreme ranges.

Shocking

Whenever someone takes a wound from a Shocking weapon, he must make a Toughness Test (TN 15) or be stunned for one round.

Smoke

These weapons throw up dense clouds of smoke to create cover. When a hit is scored from a weapon with the Smoke quality, it creates a smokescreen 3d10 meters in diameter from the point of impact. This screen lasts for 2d10 rounds, or less in adverse weather conditions.

Snare

On a successful hit, the target must make a Dexterity Test (TN of the roll that hit him) or be immobilized. He can attempt no actions on his turn other than trying to escape the bonds. He can attempt a Strength or Dexterity Test on his turn (TN 10 for a poor-quality weapon, 15 for common, 20 for good or best)

Tearing

Tearing weapons always deal at least one wound when they deal damage, regardless of the target's size.

Toxic

After taking damage from a Toxic weapon, the target must make a Constitution Test (TN 15) or else suffer 1 additional wound to the body.

Two Hands

This melee weapon requires both hands to use.

Unbalanced

-1k0 to all Tests made to parry.

Unreliable

Whenever you attack with this weapon, treat your level as being halved (rounding down) for the purpose of checking for Jams.

Unwieldy

This weapon may not be used to parry.

Guns

Ordinary

Ordinary projectile weapons are the ones you're probably most familiar with. They're exceedingly plentiful and can be found on all but the most primitive worlds. Every race has developed slug-throwers at one point or another and citizens of all types commonly carry one kind or another for their basic protection or livelihood.

Autopistol - Compact and rapid-firing, autopistols are favourites of gangers and outlaws.

Revolver - Based on an ancient and well-tested design, the stub revolver is an ideal backup weapon.

Hand Cannon - A variant of the Revolver, this huge hand cannon fires enormous rounds designed to not only take down a target but make a loud and intimidating noise while doing so. These weapons produce ferocious recoil, and impose a -1k0 penalty on Tests made to attack unless the firer uses both hands to brace the weapon.

Autogun - Cheap and easy to produce on even the lowest-tech planets, autoguns are a staple weapon. Durable, rugged and easily stocked



GUNS

Name	Type	Damage	Pen	ROF	Range	Clip	Reload	Avail	Special
Ordinary									
Autopistol	Pistol	2k2 I	0	S/6	30m	12	Full	Com	-
Revolver	Pistol	2k2 I	0	S/-	30m	6	2Full	Com	Reliable
Hand Cannon	Pistol	3k2 I	3	S/-	35m	6	2Full	UnCom	-
Autogun	Basic	2k2 I	0	S/10	90m	30	Full	UnCom	-
Hunting Rifle	Basic	2k2 I	0	S/-	150m	5	Full	Rare	Accurate
Shotgun	Basic	3k2 I	0	S/-	10m	2	2Full	Com	Scatter, Reliable
Pump Shotgun	Basic	3k2 I	0	S/-	30m	8	2Full	UnCom	Scatter
SAW	Heavy	3k2 I	5	-/10	120m	100	Full	Rare	-
Las									
Laspistol	Pistol	2k2 E	0	S/-	30m	30	Full	Com	Reliable
Pulse Rifle	Basic	2k2 E	2	S/4	100m	40	Full	UnCom	Reliable
Lasgun	Basic	3k2 E	0	S/3	60m	60	Full	Com	Reliable
Long Las	Basic	3k2 E	0	S/-	150m	20	Full	Rare	Reliable, Accurate
MP Lascannon	Heavy	5k5 E	10	S/-	300m	5	2Full	VRare	Recharge
Plasma									
Plasma Pistol	Pistol	3k3 E	8	S/-	30m	10	4Full	VRare	Recharge, Overheats
Plasma Gun	Basic	3k3 E	8	S/2	90m	20	8Full	VRare	Recharge, Overheats
Melta									
Inferno Pistol	Pistol	4k3 E	12	S/-	10m	3	Full	VRare	-
Meltagun	Basic	4k3 E	12	S/-	20m	5	2Full	Rare	-
Bolter									
Bolt Pistol	Pistol	4k2 X	6	S/-	30m	8	Full	Rare	Tearing
Boltgun	Basic	4k2 X	6	S/3	90m	24	Full	VRare	Tearing
Heavy Bolter	Heavy	4k2 X	8	-/10	120m	60	2Full	VRare	Tearing
Syneth									
Null Ray	Heavy	6k3 E	20	S/-	10m	4	2Full	VRare	Recharge
Lightning Gun	Basic	4k2 E	4	S/2	30m	6	2Full	VRare	Scatter, Shocking
Exotic									
Needle Pistol	Pistol	2k2 R	0	S/-	30m	6	Full	VRare	Accurate, Toxic
Needle Gun	Basic	2k2 R	0	S/-	180m	6	2Full	VRare	Accurate, Toxic
Web Pistol	Pistol	-	0	S/-	30m	1	Full	Rare	Snare
Heavy Webber	Basic	-	0	S/-	50m	1	Full	Rare	Blast (5), Snare
Flamer									
Hand Flamer	Pistol	3k2 E	4	S/-	10m	3	2Full	VRare	Flame
Flamer	Basic	3k2 E	6	S/-	20m	3	2Full	Rare	Flame

with readily available ammunition, these weapons are a common sight, especially in the rougher parts of the Great Wheel.

Hunting Rifle - Hunting rifles can be found in the hands of a former hunter or carried by a wealthy sportsman in the pursuit of prey. Highly accurate in the arms of a trained user, even at extreme long ranges, a hunting rifle can bring down its target be it man or beast.



Shotgun - Even the lowest-tech factories can produce these weapons, making them a common sight in the Wheel. Favoured for urban and shipboard combat, where their short range stopping power comes into play, shotguns have found their way into the arsenal of many organizations.

Pump Shotgun - Favoured by law enforcement, the pump-action shotgun has all the strengths of its double-barrelled cousin with the added benefits of increased clip capacity. There are few things as distinctive (and intimidating) as the sound of a pump-action shotgun chambering a shell.

SAW - A mainstay support weapon on lower-tech planets, and also popular with outlaws and hive gangers, the SAW (Squad Automatic Weapon) is ideal for fighting off large numbers of enemies or even lightly armored vehicles.

Las

Laser or 'Las' weapons are the most numerous weapons found in the Wheel. Based on reliable technology, they are cheap to manufacture and easy to maintain. Las weapons work by emitting short, sharp pulses of laser energy from high capacity fast-discharge capacitors, with a flash of light and a distinctive snap like the cracking of a whip as the trigger is pulled.

Laspistol - The laspistol is a light, compact and reliable weapon common throughout the

Wheel. Designs vary widely and can range from elaborate heirloom devices inscribed with ornate carvings and gold filigree, to simplistic but brutally robust weapons used by gangs and criminals.

Pulse Rifle - A light, cut down las weapon designed for longer range and more volume of fire than the standard Lasgun. Pulse rifles can be fired in one hand with only a -1k0 penalty rather than the normal penalty for basic weapons.



Lasgun - Produced in a multitude of different styles and patterns, the lasgun can be found in almost every Crystal Sphere, where its robust design and dependability make it a favored weapon of armies and adventurers alike.

Long Las - Favoured by snipers, the long las is a specially modified version of the lasgun constructed for added range and accuracy. As its name implies, a long las also has a much longer barrel than a lasgun, sometimes being up to twice the length, making it unwieldy in close quarters.

MP Lascannon - Built for war, lascannons use huge power packs that provide enough energy to punch holes in the thickest armor even at very long ranges. Lascannons also require separate power packs, which is why they are often crewed by two or more people.

Plasma

Plasma weapons work by using hydrogen fuel suspended in a photonic state in either fuel flasks or backpack containers. As the fuel is fed into the miniature fusion core inside the weapon the hydrogen energizes into a plasma state, held in the core by powerful magnetic containment fields. When fired, the fields dilate open and the plasma is ejected as a bolt of superheated matter.

Plasma Pistol - Few pistols are deadlier than the plasma pistol, and those willing to take the

risk of using one possess a weapon capable of taking down almost any foe at close range.



Plasma Gun - An uncommon weapon, even in the military, plasma weapons are as unstable as they are deadly, occasionally overheating and venting superheated air back on their wielder.

Melta

Melta weapons emit devastatingly intense but short-ranged blasts of heat which can melt through almost any material. Melta usage is accompanied by a distinctive hissing sound as the beam boils away the water in the air, then a roaring blast as the beam reduces the target to charred scraps or molten slag. Meltas are excellent anti-armor weapons and few things can withstand their power.

Inferno Pistol - The inferno pistol represents very specialized and ancient technology, hard to reproduce and making these weapons exceptionally rare and expensive. Owning an inferno pistol is a sign of status, but usually only powerful and influential individuals have the honour of owning one of these relics.

Meltagun - Meltaguns are the most common form of melta weapon, coveted by soldiers for their massive close-range destructive power. There are also few things as good at cutting through armor as a meltagun, and they are often pressed into service for breaching bulkheads.

Bolter

The bolter is an ancient and respected weapon, a sign of status and respect. Most are made for the Aasimar and Tieflings, though some are constructed with smaller grips and lighter construction for smaller people. Bolter weapons fire self-propelled mass-reactive shells called bolts, set to explode just after pen-

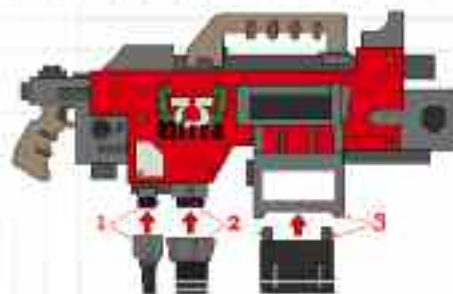
etration for maximum lethality. Overall they are superb if temperamental devices requiring skilled maintenance. Bolter ammunition is expensive and difficult to manufacture, and only the elite have ready access. The standard bolter round is .75 calibre with a super-dense metallic core and armored tip.



Bolt Pistol - Carrying a bolt pistol is a sign of high status, one that only a minority can afford due to the high cost of maintenance and ammunition. However, few can argue with their destructive power in combat and after experiencing their potent capabilities a man might beggar himself to own one.



Boltgun - Boltguns are known for the unique roar they make when fired, as the propellant in their shells ignite, followed shortly by the explosive detonation as they hit their target. It is an experience only slightly less satisfying than seeing the results of such a weapon in action.



Heavy Bolter - A larger support version of the boltgun, the heavy bolter is seldom seen outside military organizations. Jamming is often a problem due to their high rate of fire, and

OTHER RANGED WEAPONS

Name	Type	Dam	Pen	ROF	Range	Clip	Reload	Avil	Special
Primitive									
Bow	Basic	2k2 R	0	S/-	30m	1	Free	Com	Reliable
Crossbow	Basic	3k2 R	0	S/-	30m	1	2Full	Com	-
Hand Bow	Pistol	2k2 R	0	S/-	15m	1	Full	Rare	-
Musket	Basic	3k2 I	0	S/-	30m	1	5Full	Com	Unreliable, Inaccurate
Sling	Basic	1k1 I	0	S/-	15m	1	Full	VCom	-
Bolas	Thrown	-	0	S/-	20m	-	-	UnCom	Snare, Inaccurate
Launchers									
Grenade Launcher	Basic	**	**	S/-	60m	6	2Full	Rare	**
Missile Launcher	Heavy	**	**	S/-	200m	1	Full	Rare	**
Grenades and Missiles									
Smoke Grenade	Thrown	-	0	S/-	S*3	-	-	Com	Smoke
Frag Grenade	Thrown	4k2 X	0	S/-	S*3	-	-	Com	Blast (4)
Frag Missile	-	4k2 X	5	-	-	-	-	UnCom	Blast (6)
Krak Grenade	Thrown	4k2 X	10	S/-	S*3	-	-	Rare	-
Krak Missile	-	5k4 X	12	-	-	-	-	VRare	Blast (1)
Photon Flash	Thrown	-	0	S/-	S*3	-	-	Rare	-
Plasma Grenade	Thrown	3k3 E	10	S/-	S*3	-	-	VRare	-
Stun Grenade	Thrown	-	0	S/-	S*3	-	-	VRare	Blast (1)
Grav Bomb	Thrown	-	0	S/-	S*3	-	-	MRare	Blast (5)

** - Varies with ammunition

when used in two-man teams the loader can expect to be clearing shells as well as loading new ammunition packs or feed belts.

Syrneth

Weapons of the ancient Syrneth empire, they remain in as good condition today as when they were manufactured. While it's certainly possible to damage or even destroy them, it's thought that some element of their manufacture repairs itself over time, which is why even in ruins tens of thousands of years old, they seem as good as new.

Null Ray - The Null ray is a terrible and ancient weapon that uses complex enchantments and arcane science that cannot be replicated. These glossy black rifles emit a ray of crackling purple light that tears open solid mass. There

is almost no way to defend against these weapons, and in the very rare occasions when they appear on the market, they are traded for vast sums.

Lightning Gun - One of the simpler and more common Syrneth weapons, the Lightning gun fires a wide cone of electrical potential, almost like a shotgun firing crackling bolts of thunder.

Exotic

Some weapons are so rare that even a seasoned warrior might never have seen one, while other weapons are of such secret or specialized purpose that only one inducted into the correct secret society or with the proper training can ever expect to hold one. Such weapons require specialized training, and each

must be mastered separately with a different talent.

Needle Pistol - Needle pistols use a low-power laser beam to propel small slivers of crystal coated in viral toxins. Enemies wounded by them are almost instantly paralyzed or dead within moments. As they are virtually silent and have no muzzle flash, needle weapons are ideal for assassins.

Needle Gun - Prized by snipers, the needle rifle offers the perfect combination of range, stealth and deadliness. The only argument against these exquisite weapons is that they are next to useless against heavily armored targets.

Hand Webber - Hand webbers fire masses of filaments which expand in the air to form a web of sticky, near-unbreakable material. Targets are quickly entangled in a painful embrace; if they attempt to struggle the filaments constrict even more, further entrapping them. The webbing breaks down on its own and flakes away after 1d10 rounds.

Heavy Webber - The most commonly used web weapon, it is often called into play to subdue lawbreakers without killing them. They have a longer range and each shot can cover a small group of people, incapacitating entire crowds when used in large numbers. The webbing breaks down on its own and flakes away after 1d5 hours.

Flame

As the name suggests, these weapons operate by firing goutts of flame at the target, not only serving as an effective means of smiting the enemy but also making disposal of their corpses a much easier task. Flame weapons function by firing goutts of an ignited fuel that can be hard to extinguish, with some models even able to fire underwater or in vacuum.



Hand Flamer - Flame pistols or hand flammers are designed for personal combat at close range where their very short range and poor accuracy are not an issue.

Flamer - Flamers are terrifying and indiscriminate weapons ideal for attacking enemies in cover or confined spaces.

Primitive

Even in the 41st millennium there is a call for low-tech weapons, found on feral, undeveloped planets or post-apocalyptic environments where technology has collapsed, or on vicious worlds where even in the heart of cities combat rages. Though these weapons may be hopelessly outdated by more advanced firearms, in the hands of a skilled user they can be just as deadly.

Bow - Bows have changed little throughout their many countless centuries of usage, and can be found across the Wheel in a variety of designs of constructions. Even on high-tech worlds, these weapons, like hand bows, are a favorite amongst assassins and gangers for their silence and reliability.



Crossbow - Crossbows are less common than bows as they require more advanced mechanical fittings, but they are equally as deadly.

Hand Bow - This weapon offers the hitting power of a crossbow but in a pistol grip, suitable for one-handed operation but at shorter ranges. The ease at which they can be broken down and concealed, as well as their silent operation, makes them a favoured weapon of assassins.

Musket - These crude devices can only fire once before reloading, are prone to failure, and only the most low-tech savage or desper-

ate renegade would generally fight with one. When they do strike, however, they are deadly against unarmored foes.

Sling - Slings are a difficult weapon to master, but can be used to throw anything from rocks picked off the ground, to specialized metallic balls, to even grenades. When using a sling to throw grenades, replace the sling's damage with the effects of the grenade but retain the weapon's range.

Bolas - Bolas are normally non-lethal and as such can be seen employed by bounty hunters or local law enforcement, where the swirling balls (some styles have up to eight of these dense objects) can entangle a target with heavy cords or wire.

Launchers

The Great Wheel is raked by war and disorder, and there's a high demand for extremely destructive ordnance. To that end the forge worlds of the Imperium send out a steady stream of explosives, grenades and similar weaponry, some of which may find its way into the hands of Heroes and their foes.

Grenade Launcher - The standard grenade launcher uses compressed gas to launch a variety of grenade types at the enemy. These shots can be arced high into the air as suppressive fire at unseen targets as well as being used indirectly against foes.

Missile Launcher - Like the grenade launcher, missile launchers fire a variety of explosive rounds at long distances. A missile is fitted with stabilization and guidance systems to aid in their accuracy, which is excellent at long ranges. Most launchers are shoulder-mounted tube-like weapons that fire a single round at great accuracy.

Grenades and Missiles

Smoke Grenade - Smoke grenades explode with a dense black smoke which obscures basic eyesight and optical based systems. Depending on the quality of the grenades, they may also block heat or other spectral bands

outside of normal human eyesight.

Frag - Fragmentation or frag grenades and missiles are filled with shot, heavy wire, or metallic shards to create high velocity shrapnel fragments when they explode, making them deadly when used against infantry.

Krak - Krak grenades and missiles use concentrated explosives to punch holes in armored targets such as vehicles or bunkers. The powerful detonations do not produce a blast effect however, making them impractical for use against most infantry or other moving targets.

Photon Flash Grenade - Photon flash or simply flash grenades detonate like a small star, blinding anyone nearby and overloading most vision protection systems such as visors. Those caught without eye protection are usually left temporarily blinded and decenceless.

Plasma Grenade - These use a deliberate plasma containment failure, causing a blast of heat and light to burst forth like a miniature sun. They are highly lethal against almost all targets.

Stun Grenade - Stun grenades use a combination of a loud explosive and a flash of light to momentarily incapacitate targets before an assault is launched. They are designed for non-lethal uses and generally cause no lasting injury. Anyone caught in a stun grenade's blast must pass a TN 15 Constitution Test or become stunned for 1d5 rounds. Proper eye and ear protection reduce the TN to 10.

Grav Bomb - An extremely rare grenade type, the gravity bomb creates a burst of gravitons. All targets in the blast area of a Grav Bomb must Test Dex against a TN of 15. Those who fail are drawn to the center of the blast radius, taking damage as if they had fallen that distance.

MELEE WEAPONS

Name	Type	Damage	Pen	Avail	Special
Ordinary					
Daiklave	Melee	4k2 R	4	Rare	-
Hand Weapon	Melee	3k2 *	0	Com	-
Power Sword	Melee	4k2 R	4	VRare	Power Field
Club	Melee	1k2 I	0	Ubi	-
Parrying					
Knife	Melee, Thrown	1k2 R	0	VCom	-
Katar	Melee	0k2 R	3	Com	-
Main Gauche	Melee	1k2 R	0	UnCom	Balanced
Cavalry					
Lance	Melee	3k2 R	4	Rare	Two Hands, Unbalanced
Spear	Melee, Thrown	2k2 R	3	UnCom	Two Hands
Shortspear	Melee	2k2 R	3	UnCom	-
Flail					
Flail	Melee	3k2 I	0	Rare	Flexible
Dire Flail	Melee	2k3 I	3	VRare	Two Hands, Flexible
Electro-Flail	Melee	2k2 I	0	Rare	Flexible, Shocking
Fencing					
Fencing Sword	Melee	2k2 R	0	Com	Balanced
Officer's Cutlass	Melee	2k2 R	0	Rare	Balanced, Shocking
Phase Sword	Melee	3k2 R	7	VRare	Balanced, Power Field
Two Handed					
Great Weapon	Melee	3k3 *	4	UnCom	Two Hands, Unbalanced
Grand Daiklave	Melee	4k3 R	2	Rare	Two Hands, Unwieldy
Goremaul	Melee	4k3 I	2	Rare	Two Hands, Unwieldy
Syrneth					
Scythe	Melee	4k2 R	8	Rare	Power Field
Gyrspike	Melee	5k1 R	6	VRare	Flexible
Grimscythe	Melee	6k2 R	8	MRare	Power Field, Unbalanced. Two Hands
Chain					
Chainsword	Melee	3k2 R	4	Rare	Tearing
Chain Axe	Melee	2k3 R	4	Rare	Tearing
Shields					
Shield	Melee	0k1 I	0	Com	Armoured, Defensive
Unarmed					
Brass Knuckles	Melee	0k1 I	0	Com	Brawling
Caestus	Melee	1k1 R	2	UnCom	Brawling
Power Fist	Melee	2k2 I	4	VRare	Brawling, Power Field

* - This weapon can deal either R or I type damage, decided at the time of purchase.

Melee

Despite the wide range of ways available to kill the enemy at a distance, there is always a demand for weapons designed for close and personal combat. For some it is a matter of honor to look their foe in the eye, for others a way to prove their skill at superhuman sword ability. These kinds of weapons range from crude lengths of metal to exquisitely constructed artifacts from ages gone by, devices which could never be created again in this dark time.

Ordinary

Ordinary weapons are among the most widely used weapons. They range from common broadswords and axes to simple heavy sticks and the like.

Daiklave - Elaborately decorated and with a double-edge design, daiklaves are the signature weapon of Heroes. They are forged from steel alloyed with magical materials and are improperly balanced for mere mortals.

Hand Weapon - A hand weapon is kind of a catch-all category for the huge variety of weapons this can cover. A hand weapon can be a broadsword, an axe, a mace, a hammer, and so forth.



Power Sword - A much more modern and dangerous version of the standard hand weapon, the Power Sword uses a power field generator to create deadly arcs of energy across the blade. Many are centuries old and handed down from father to son.

Club - This can be pretty much anything that's got some weight to it and can be used to bash someone over the head. Most improvised weapons count as clubs, but there are specially made clubs as well.



Parrying

Parrying weapons are made specifically to be small and easy to use defensively. While they may not be powerful weapons on their own, they can be worn (or at least hidden) in polite society.

Knife - This is pretty much the most common weapon there is. Many are really more tools than weapons at all. Nearly all knives made for fighting are balanced so they can be thrown with a range of 5m.

Katar - Also known as the punch dagger, it's a single-bladed knife with a hilt assembly perpendicular to the blade. Held in a closed fist, the blade juts from the front of the character's fist so that his punches deliver deadly stabs.



Main Gauche - A special parrying dagger with a basket hilt that makes it excellent for blocking attacks but not quite as good as a normal knife for hurting people.

Cavalry

Cavalry weapons are called such because they are most often used either by or against cavalry. They're typically long weapons that can be braced against a charge or stabbed down from horseback.

Lance - The lance is a strong-shafted spear designed to be used from horseback, they're not typically used against other infantry but to ride down cavalry. When used from horseback, a Lance is at +0k1 damage.

Spear - One of the most versatile and simple weapons ever produced, the spear is a foot-long head attached to the end of a five to six foot long pole. Spears are inexpensive and effective, and as a result are one of the most common armaments of soldiers on primitive worlds.



Shortspear - A short-hafted weapon used primarily for stabbing, the short spear often has a long head so it can be used for slashing and chopping in a pinch.

Flail

Flails consist of one or more heavy spiked balls attached to the weapon's pole (with lengths of chain or metal rods), and while difficult to wield, they are capable of inflicting terrible wounds.



Flail - A typical flail is a single spiked ball attached to a bit of chain and a handle. Once someone actually becomes trained in its use, it becomes a deadly weapon for getting around an enemy's defenses.

Dire Flail - Much larger than the standard flail, the Dire flail can have a head as big as the person using it, swinging dangerously on a long chain. It's a dangerous weapon both to enemies and everyone around you.

Electro-Flail - Electro-flails are groups of ten-drill-like lashes, attached to a short staff or handle. These flails have a short reach but as they strike in deviating masses of hits they can be extraordinarily effective at incapacitating a foe.

Fencing

Fencing weapons come in many shapes and sizes, but almost all are light and fast weapons that are designed to be easy to use. However the light weight of the weapons can make them hard to master as killing tools.

Fencing Sword - A standard fencing sword can come in quite a few forms, from rapiers to sabres or even longer curved blades like katanas.



Officer's Cutlass - A version of a fencing sword enhanced with a shock generator, the batteries throw off the balance of the weapon, but its ability to disable an opponent without killing them can be worth the trade.

Phase Sword - One of the most deadly weapons a person can wield, forged from magical materials and dark magic that is kept a deadly secret, it's said the edge of this blade only half-exists, letting it slip through armor and cut the flesh inside without scarring the armor.

Two Handed

Two Handed weapons are, as you can guess, all weapons that can be used in two hands. Not all weapons that require both hands are part of this weapon category - other weapon types require more specialized training that is better represented in their own proficiency type.

Great Weapon - A standard great weapon can be anything from a two-handed axe to a large sword or glaive or even a huge iron club. They all do about the same amount of damage - which is a lot - and use the same stat line.



Grand Daiklave - Sometimes called a battle-blade or foecutter, the grand daiklave is the ultimate expression of the philosophy behind the daiklave - one needs no defense against a dead opponent. They can be two meters long with blades a foot wide, and only the enchantments within them allow them to be used at all.

Goremaul - Massive hammers that require two hands to wield, Goremauls require great strength to use but deliver crushing blows that can deal horrifying damage with every attack.

Syrneth

Syrneth weapons are of extremely strange design and manufacture, appearing to be overly ornate or badly thought out, as if not designed for fighting as much as display. However, they are among the most dangerous weapons available, their basic power eclipsing that of even some of the greatest weapons made in modern times.

Scythe - A Syrneth scythe resembles a farmer's sickle, a short, semicircular blade. Its appearance is deceiving - the curved blade isn't what does the cutting. There's an invisible line of force that runs from the curved tip of the blade towards the handle, forming a cutting edge that can slice even through steel.

Gyrspike - An awkward weapon, a Gyrspike is a combination of a sword and a flail, extraordinarily deadly. Especially to an untrained wielder. Once mastered, though, it's great at getting through an opponent's defenses. It's likely they've never even seen one before.



Grimscythe - A much larger version of the Syrneth scythe, the Grimscythe is designed to be used with both hands and, while even deadlier than the smaller version, is somewhat slower on the defense.

Chain

Chain weapons are popular amongst most warriors, as most races and planets have the basic technology to produce these brutal weapons. They all have fast-moving chains of serrated metallic teeth running across what would normally be the weapon's bladed edge. Even the slightest hit can rip open flesh, and solid strikes can cut through armor. Most are loud and all are visibly dangerous, and the sight of one can demoralize even the most fanatical opponent.

Chainsword - Chainswords are roughly sword-like in shape as the name suggests, with a large flat housing containing the chain. Generally only the forward curved section is open, and is thrust at the enemy where the spinning chain teeth can bite into flesh and bone.

Chainaxe - Chain axes are heavy, brutal weapons that can deliver hideous damage with each blow. Like a regular axe, these can have one edge or be two-sided. Each open edge contains its own chain loop, meaning that the double-sided version can still operate if one side is fouled.

Shields

Shields are tools used to block attacks. They vary in size and shape, but they all have the same functionality - they're strapped to a character's arm and interposed between the character's body and attacks. Shields make poor weapons, though all but the heaviest can be used to at least bash an enemy.

Shield - The basic shield, which can be made of a variety of materials, from improvised wood or plastic sheets to advanced metal or armorplating plates. Sizes range from light bucklers to full-body shields as large as a man.

Unarmed

Unarmed weapons are designed to enhance the user's own fighting abilities. A trained user can turn their normal punches into deadly strikes.

Brass Knuckles - Brass Knuckles, despite the name, are usually made of steel. They're a simple weapon that adds weight and rigidity to the user's hand. Good or Best quality brass knuckles are often disguised as gloves or elaborate rings.

Caestus - More elaborate than Brass Knuckles, the Caestus typically includes spikes or blades that tear into flesh. They're designed to intimidate as much as they are to hurt, and they do both well.

Power Fist - Sometimes you need to punch a goddamn tank. Unless you're wearing some-

thing like a Power Fist, the tank isn't likely to notice. Being hit with a Power Fist is a lot like being hit by a train. A fist train.

Armor

Given the numerous weapons available in the Great Wheel as well as their sheer lethality, it is no wonder that personal armor and protective energy fields are commonplace. Most important civilians always wear some sort of body armor when in public, and some of the more paranoid (or well prepared) also use them in private. Military personnel and Heroes are always equipped with some sort of armored protection, ranging from cheap layered padding to highly sophisticated armored shells built to withstand almost any attack.

Armor provides Armor Points to various locations on your body. In addition, some kinds of armor have special properties that are noted in their description.

Type: The type of armor.

Location(s) Covered: What locations the armor covers, a combination of arms, legs, body and head. Any armor that provides protection to the body also protects the gizzards. Some armor covers all these locations and is noted as covering "all".

AP (Armor Points): How many Armor Points the armor provides for the locations covered. It takes training to wear armor without it getting in the way. Without the appropriate feat, you apply the armor's AP as a penalty to your static defense.

Max Dex: The maximum dexterity score the character may apply when making Dodge tests, for determining Speed, and any other check that involves quick movement (as the SM determines).

Availability: How rare the armor is.

ARMOR

Name	AP	Max Dex	Avail	Loc. Covered
Light				
Leathers	2	-	UnCom	Arms, Body, Legs
Heavy Leathers	3	5	Com	Arms, Body, Legs
Quilted Vest	3	-	Com	Body
Mesh Vest	4	-	Rare	Body
Mesh Cowl	4	-	Rare	Head
Mesh Gloves	4	-	Rare	Arms
Medium				
Chain Coat	5	5	UnCom	Arms, Body, Legs
Chain Hood	4	-	UnCom	Head
Flak Vest	5	5	UnCom	Body
Flak Jacket	5	4	UnCom	Arms, Body, Legs
Flak Gauntlets	5	5	UnCom	Arms
Flak Helmet	4	-	UnCom	Head
Heavy				
Banded	6	3	UnCom	Arms, Body, Legs
Full Helm	6	-	UnCom	Head
Carapace Chest	7	3	Rare	Body
Carapace Helm	7	-	Rare	Head
Carapace Gloves	7	3	Rare	Arms
Carapace Legs	7	3	Rare	Legs
Extreme				
Plate	8	2	Rare	Arms, Body, Legs
Plate Helm	8	-	Rare	Head
Storm Carapace	8	3	VRare	All
Power*				
Light Power	10	3	VRare	All
Power Armor	12	2	VRare	All

*Power Armor provides a +1 bonus to Size and Strength.

MIXING ARMOR

You can mix pieces of armor. However, their protective qualities do not stack. In cases where an area which is covered by multiple pieces of armor is struck, the highest Armor Points is used. For example, if a character wearing Leathers and a Flak Vest is hit in the body, the lower armor points of the Leathers (AP 2) are ignored and the Armor Points of the Flak Vest (5) are used for the purposes of calculating damage.

Primitive Armor

It might be leather or classically-fitted metal plates, but primitive armor is still quite protective. Most of what's still in use today is enchanted and practically dripping with magic enough to deflect bullets.

Leathers and Heavy Leathers are just what you expect. Most heavy or thick clothing can be considered roughly the same as leathers in a pinch. Quilted Vests are much the same, thick padded clothing that really wouldn't look terribly out of place as normal clothing.

Chain armor is one of the most common types of armor on feral worlds, interlocking rings of metal that soften and deflect blows. A step up from chain armor is Banded armor, which is made of horizontal strips of steel allowing a lot of movement but not quite as full protection as the next step up, Plate armor, which is made of thick plates of metal articulated for movement.

Mesh Armor

Of advanced design, and sometimes ancient manufacture, mesh is formed from thousands of thermoplas cells linked together to create a fabric-like material. It is lightweight and can withstand most impacts or heat energy by becoming momentarily rigid, spreading and dissipating the attack.

Flak Armor

Comprised of layers of ablative and impact-absorbent material, flak armor is effective against small arms, shrapnel, and proximity blasts. Flak armor doubles its AP against weapons with the Blast quality, provided the wearer was not subjected to a direct hit by the weapon.

Carapace Armor

Carapace armor is made of densely layered plates of armaplas, ceramite or some other kind of highly durable material. It is heavy to wear and cannot easily cover flexible areas such as joints, but it offers significantly better protection than lighter kinds of armor.

Storm Carapace

Storm Carapace comes as a single

ARMOR QUALITY

All the types or armor detailed here are of Common craftsmanship. For armor of better or worse manufacture use the following modifiers.

Poor - Badly fitted, Poor quality armor is difficult to wear and imposes a -1 penalty to Dexterity.

Good - Well made, the armor is easy to wear. Against the first attack in any round, the armor increases its AP by 1.

Best - The very best there is, like donning a second skin, it gets a +1 bonus to AP. The armor's Max Dex is increased by 1.

sealed suit, and counts as a voidsuit as long as all parts are worn. The protection of Storm Carapace is slightly better than normal carapace armor thanks to its better, sealed joints and tough underlayer.

Power Armor

The heaviest and most sophisticated kinds of armor use their own power source increasing the user's strength. Power Armor adds 1 to the wearer's Strength Characteristic and increases his size by 1 (so while wearing power armor, a human, whose average size is 4 takes damage as if they were size 5, and opponents add 5 to their attack roll for his size).

Gear

Other gear is, of course, available. The SM should use her best judgement for the availability of other items. In general, most very basic gear, as people could expect to use in their daily lives, should be Very Common or Common. If you're unsure of how to price something, it's usually better to go too high than too low.

Note there is no listing for ammunition, basic food and water, and so forth. The characters are assumed to be able to take care of such things for themselves. The purchase of a gun is assumed to be accompanied by the purchase of a reliable source of ammunition. A character can take as much ammo as they want with them (within reason - a person can

only carry so much!), replenishing it whenever they get back to their base of operations. If they don't have a base of operations, well, then they just get it during any significant downtime. Let's be honest - the necessities are only removed when it's important for the plot ANYWAY, so it's one less thing to be kept track of.

Auspex

These devices are used to detect energy emissions, motion, and biological life signs. A character using an auspex may make Tech-Use Tests to use an auspex to spot things not normally detectable by human senses alone, such as invisible gases, nearby bio-signs, or ambient radiation. The standard range for an Auspex is 50m, though walls more than half a meter thick and certain shielding materials can block the scanner.

Backpack

A personal carrying device can take many forms, but is usually some kind of bag with attached straps for ease of carrying. A backpack can usually carry approximately 50 kilograms.

Charm

A charm is a keepsake, holy relic, or good luck token that is intended to draw the benevolent eye of the gods to the wearer. They take myriad forms including such things as saintly finger bones, fragments of blessed bolter casings, water from holy rivers, and even corpse hair woven into significant patterns. Throughout the Great Wheel, there is no shortage of folks who will sell such items, though discerning true relics from the false is an almost impossible task.

Charms have no tangible benefits. However, when the unfolding plot calls for something bad to happen to a random character, at the SM's discretion a character with a charm will be



GEAR

Name	Avail
Auspex	UnCom
Backpack	VCom
Charm	Com
Chrono	Com
Climbing Kit	Com
Clothing	VCom
Combi-Tool	UnCom
Data Slate	Com
Implement	UnCom
Magnoculars	UnCom
Medkit	UnCom
Micro-Bead	Com
Multikey	Rare
Pict Recorder	UnCom
Rebreather	UnCom
Torch	VCom
Void Suit	UnCom
Writing Kit	Com

exempt. If all the characters carry charms (as most wise adventurers do) then it is up to the SM to choose which charms are the most potent.

Chrono

Chronos are hand-held or wrist-worn timepieces, generally dependable and simple to use.

Climbing Kit

A compact spool-stored safety line, with a magnetic or hooked clasp. A character using a climbing kit to descend a vertical surface is in no danger of falling.

Clothing

It's a very simple matter to find clothing, and the forms clothing can take are nearly infinite, from literal rags to bodygloves, suits, practical work clothing, military uniforms, religious garb, and so forth. The SM is free to set any availability for a given item of clothing, and there's always a way to spend more and

find yet more exclusive fabrics, clothiers, and jewelers.

Combi-Tool

Commonly found in the hands of experienced engineers, combi-tools are versatile if somewhat bizarre mechanical devices. A character using a combi-tool is considered properly equipped for almost any Tech-Use Test.

Data Slate

Data Slates are commonplace in the great wheel as the primary means of storing and reading printed text and other media such as video or audio recordings. They are cheap and easy to make, and many only contain a single media recording, such as text, and can only play that single file. Others can re-record new information and transmit and receive data from other devices.

Implement

Commonly used by sorcerers and clerics to focus and enhance their magical power, Implements come in a huge variety of shapes and sizes - wands, rods, staffs, orbs, holy symbols, and so forth. A sorcerer does not need to have an implement to use most of his power, but depending on their training and taste, it may form an important part of their style.

Magnoculars

These are powerful vision aids, which magnify distant objects. More advanced, higher-quality magnoculars can also do such things as give range read-outs, detect heat sources, calculate target location positioning and take image snapshots for later analysis.

Medkit

This is a vital bit of equipment for any medic. A typical medkit contains various cataplasms, antiseptics and synth-skin. A character that has a medkit at hand when using the medicae skill gains a free raise on the Test.

Micro-Bead

A micro-bead or comm-bead is a short-range communication device worn in the ear, good out to about one kilometer. Such things as bad weather, dense terrain and intervening rock or plasteel can greatly reduce this range, however.

Multikey

As it can open most standard locks, the multikey is not a standard item for most honest citizens. For the same reason, though, they are widely sought after by criminals and other disreputable elements.

Pict Recorder

Pict recorders are relatively simple live-media recording devices and some have holographic capabilities. Most also allow for playback as well as recording, and some are even built into special robotic frames so they can capture important archaeological tech-quests, weapons Tests, interrogations and other possibly dangerous events.

Rebreather

Consisting of a mask or helmet, rebreathers contain their own air supply and are designed to preserve the user in even the most toxic atmospheres. A character wearing a rebreather is immune to the effects of gases and can even survive underwater. However, rebreathers typically have air canisters that last for about one hour and then must be replaced.

Torch

Depending on the quality of its manufacture, a Torch might be able to emit various levels of light, change the color of its beam of light, and so forth.

Void Suit

These sealed suits are intended to preserve the wearer in the most hostile environments. A void suit incorporates a rebreather and in addition allows the wearer to survive in a vacuum.

Writing Kit

A writing kit contains various papers, inks, and quills.

Services

Services indicate those things that are often essential to a Hero's life, such as finding a place to sleep, food to eat, and some fool with a ship willing to transport them to some tomb world, ash waste, drifting space hulk, or some other equally dangerous locale.

Heros are not expected to actually have to roleplay and struggle to find food or lodging - the character's wealth or backing gives a good idea of what kind of lifestyle they have. A character with one or two dots in Wealth has a far more modest lifestyle than someone with five dots. Most services - finding somewhere to sleep and eat - don't take nearly as long to arrange as an acquisition. However, finding transport, getting long-term medical care, and so forth can take some time.

Cybernetics

Bionic implants and cybernetic augmentation are a fact of life in the Great Wheel. They enable damaged or diseased parts of the body to be replaced, improving on the abilities and power of the body and, in certain cases, extending life. There is a price to be paid for such improvements, and this cost is measured not simply in flesh but, it can be argued, in humanity and even sanity.

Thanks to superstition and the uneven level of technology across the Wheel, the sophistication and use of bionics varies wildly. Each different kind of cybernetic grants the user different benefits (and sometimes penalties) depending on its craftsmanship. The exception to this is Best quality cybernetics that provide no additional benefits beyond those of Good quality, but are more impressive in their construction and design.

BIONIC REPLACEMENT LIMBS AND BODY PARTS

Bionic replacement limbs are assumed to operate at the same level of strength and dexterity as the body they are attached to (rather than risk ripping themselves out of their host through overpressure), though their

robust construction does add +2 to the owner's AP against hits scored to that particular location. Damage taken to these locations counts towards damage to the character and Critical Damage dealt to these locations function as normal. However, any result that causes bleeding or some other inappropriate result renders the bionic limb useless. Critical damage to a limb that results in death has the full effect as it can be assumed that the limb explodes into shrapnel, incinerates, or discharges stored energy through its owner with lethal effect.

Note that bonuses and penalties relate only to Tests made using the bionic limb and characters that have two bionic limbs do not gain double the bonus, but rather they may apply the bonus regardless of which bionic limb they are using.

CYBERNETICS

Name	Avail
Bionic Arm	UnCom
Bionic Heart	Rare
Bionic Locomotion	UnCom
Bionic Respiratory System	Rare
Cybernetic Senses	Rare
Mind Impulse Unit	Rare

ATTACHING BIONICS AND IMPLANTS

Implants and bionics are only available if the character has access to both the resources and skilled labour to have them installed: commonly this is only available in substantial medicae facilities and worlds with a very high technological base.

If a character can find a doctor willing to install a bionic or implant then the process takes 2d10 days, minus one day for each dot he has of Constitution (to a minimum of 1 day). How difficult it is to attach a bionic or implant is up to the SM. He may decide that

given enough time, and in an advanced enough facility, it is automatic, or he may call on the doctor to make a series of *Medicae* or even *Tech-Use Tests* that could lead to such things as permanent crippling or blood loss.

BIONICS AND MAGIC

If a character changes shape due to magic, their robot parts change to match the new shape and size, though they remain obviously artificial.

Bionic Arm

Common versions of these systems mirror the function of the owner's arm and hand exactly, retaining strength, dexterity, and sense of touch.

Poor versions halve the user's *Dexterity* score when matters of fine dexterity are involved and *Weaponry* and *Ballistics Tests* take a -2k0 penalty when using the limb.

Good bionic arms provide a +1k0 bonus on *Dexterity Tests* requiring delicate manipulation (such as *Sleight of Hand*) and add +1k0 to *Strength Tests* using that arm.

Bionic Heart

The paranoid (or prepared) are ever willing to replace crude flesh with more durable, armored materials. The light armor shielding of a bionic heart provides one last line of defense against attacks. Superior models can be triggered to pump more rapidly to increase physical capacity, though this risks stroke or other catastrophe as the rest of the circulatory system is put under pressure. A character with this implant gains +2 armor to the gizzards - which stacks with any armor worn - and gains the *Fleet of Foot* feat.

Bionic Locomotion

Common locomotion bionics must be fully integrated into the spine and nervous system to function properly; basic models accomplish this without any loss of function over the norm.

Poor versions halve the character's *Speed* (rounding up) and such characters that



attempt to run must succeed on a *Dexterity Test* (TN 10) or fall at the end of their movement.

Good versions of these systems grant the owner the *Fleet of Foot* talent. In addition they add a +2k0 bonus to *Athletics* and *Acrobatics* checks made to jump or leap.

Bionic Respiratory System

Common bionic lungs and implanted respiratory systems mimic the action of lungs and keep the body supplied with oxygen. Such characters gain a +2k0 bonus to *Tests* made to resist airborne toxins and gas weapons.

Poor bionic lungs offer the same benefits as the Common system. However, they are raucously loud affairs and characters take a -2k0 penalty to all *Stealth* checks involving sound. A generally poor oxygen supply to the body means all *Tests* involving strenuous physical activity require an extra raise to succeed.

Good bionic lungs count as a full life support system (thus if for any reason the user's own respiratory system fails, his bionic lungs will keep his blood oxygenated), and their presence may be unnoticeable if designed to be so.

Cybernetic Senses

Sight, hearing, and even touch and taste may be duplicated artificially, and more

esoteric senses may be added. Common systems, while usually very obviously artificial and often oversized, manage to more or less duplicate the approximate human range of senses adequately and have no further game effects.

Poor cybernetic senses are troublesome and poor imitations of the real thing (hearing may be troubled by static, vision glitches or is rendered in low-resolution monochrome, and so on). A character with this system takes a -2k0 penalty to Tests made that involve the sense.

Good cybernetic senses grant the Heightened Senses talent for that particular sense, and a +2k0 bonus to Tests made to resist attacks on the sense itself (deafening noises, blinding flashes and so on). Basic and advanced cyber-eyes may also incorporate telescopic sights, a full photo-visior, and/or a system allowing the ability to see in the dark. Likewise, basic or advanced cybernetic hearing may also include an internal micro-bead system. Each of these 'extra' upgrades counts as a separate implant for the purposes of cost.

Mind Impulse Unit

These devices, also known as sense-links, allow the owner to directly interface with a machine or technological device, seeing very widespread use among the military and engineers, who regard them as objects almost indispensable for troubleshooting and repairing damaged machines. A basic or crude MIU rig involves a simple universal serial port either in the spine or wrist.

Common models add a +1k0 bonus to Tech-Use, Pilot, or Drive Tests used in conjunction with devices capable of MIU linking.

Poor MIU systems require an Intelligence Test (TN 15) to use because of their crude interface, but otherwise work the same as a Common MIU.

Good models grant a +1k0 bonus to Tech-Use, Pilot, Drive, Logic, and Inquiry Tests when interfaced with MIU systems and often have wireless links that allow them to connect without need of direct plugs.

"So what are we going to do about Barbados and Lorgar?" Bethany asked. The tavern was nearly empty - it was too early for most people to drink yet. Only she and her companions were here for now.

"We have no choice but to try to kill them," Rufio said, with a shrug. Bethany gave him a look.

"But you said they couldn't be killed," she pointed out. Before Rufio could answer, someone spoke up from the other end of the bar.

"Correction: they won't be killed." The man smiled. He was a tiefling, taller than average, with a topknot. "And just to ensure that, we're all going to sit tight, right here, until the two idiots open up that portal relay."

"Hey...!" Junes said. Bethany sighed and looked at the elf and his stoic squat friend.

"He wasn't talking about you two," She muttered.

"There's only one idiot here, Abbadon," said a voice from the doorway. An Eldarin stepped into the room. "And that's you."

"The Farseer," Abbadon said "Just in time to join us for a drink." The bartender blinked and looked at him.

"Hey. Where'd you come from?" he asked.

"Formless chaos. And that's where I'm returning in approximately..." Abbadon looked at his wrist chrono. "One hour."

"Alright Plato - sounds like you've had enough drinks already. Let's go." Abbadon sighed.

"Come on, Barkeep - just one drink for the road. Then I'm gone." The Eldarin Farseer, Macha, walked over to join Bethany and Rufio.

"I was trying to find you - to tell you I'd figured out who was behind all this," she said. Rufio motioned slightly towards Abbadon

"Is that who I think it is?" He asked, quietly.

"None other than," Macha confirmed. The bartender, meanwhile, sighed and relented.

"Alright - one drink," the bartender said. "Then you're gone." Abbadon smiled.

"Gimme a Holy Bartender." The bartender blinked.

"Never heard of it," He said, with a shrug. Abbadon shook his head and smiled, turning to Macha and Bethany.

"He doesn't know how to make a Holy Bartender. You know - don't you, Farseer?"

"Abbadon... don't," Macha said. Abbadon ignored her.

"Anybody? Well - I know how to make a Holy Bartender." He pulled a Bolter from his coat and fired at the bartender, the bolts tearing through the man with wet splats. Three halflings with blades drawn burst through the doors. Everyone jumped to their feet, with the exception of the Bartender, who fell to the ground in a spreading pool of blood. Abbadon smiled.

"Get it?" the tiefling asked.



ARTIFACTS

Artifacts play many roles in DUNGEONS THE DRAGONING. You can approach Artifacts' roles from the character's perspective and the game's perspective. Several approaches are given below as extremes, but none of them are exclusive of any others.

Artifacts as equipment. They are magical tools, and that's about it. To a character, this makes an Orichalcum Sword just a better sword and a Rod of Might just a useful tool. This sort of Hero doesn't need to be buried with his equipment, and probably also won't respect the equipment of others, which might leave some unsettled spirits behind him.

When a player follows this standard, artifacts are things for players to pick out and give to their characters. There may be an excuse for that Darksteel Heart, but there is no real reason for it: players don't care much about their tools' origins or destinies. And that's okay. You can tell a thousand different stories in the Great Wheel without tying them to the character's artifacts.

Artifacts as legacies. Remnants of a greater past lure characters to greater heights and sadden them at what was lost. Every artifact tells a story. This motivates a character, driving her to seek out lost treasures not (just)

for power but for their legends. It colors the way she uses artifacts, because each has a special meaning to her and to history.

Games that use this role make artifacts' histories important to the story. Where it came from, who wielded it in what battle and when it was buried or lost are all relevant, perhaps clues in a grand mystery. The group can also use artifacts to play with themes on loss.

Artifacts as objectives. Acquiring them is a goal in itself, or an important means to another end. A character can have many reasons to make an artifact an objective. Seeking something that belonged to an ancestor or a famous hero is common. Artifacts can be mysteries to be discovered and solved. Characters can also seek an artifact that will help them defeat enemies or keep them safe. This applies equally to characters on a mission to create or repair an artifact.

This is one of the easiest roles for a Story Master to invoke, but it works better when the players are also interested. Artifacts can be classic, plot-driving MacGuffins - get enough of the ancient plot coupons and redeem them for one world saving! - and tied to Galaxy-spanning quests. Take care not to overuse this role, though; one treasure hunt

after another can get old.

Artifacts as companions. They have a character all their own that comes out in play. This doesn't refer to intelligent artifacts and magical automatons (though both are certainly possible), but to artifacts that color the way they are used and affect the nature of their wielders. A warrior might pull steel at the drop of a hat until she recovers a Necrodermis Daiklave that demands death every time it's drawn. A bard might go to great lengths to recover his stolen sitar because it is as dear to him as a sister. Many characters of legend had tools that became almost as famous as the characters themselves.

Most games need to apply a special level of importance to artifacts in order to give them character. Some players do this on their own, and some do not. It's not a problem unless you want to establish an overarching theme involving artifacts. Because the nature of an artifact is reflected in the character that bears it, players can easily make an artifact a special companion without assistance; they only need to make it a part of the character's attitude.

Most games mix and match these different roles for artifacts without a thought. Thinking about what you want artifacts to be about in your game allows you to fine-tune artifacts' involvement and themes until you're satisfied.

SCRIPT IMMUNITY

A Story Master is usually free to arrange the theft of a character's assets, kidnap his family and kill off friends and allies, all in the name of story. Many players feel more protective about their characters' artifacts. Maybe they like having "stuff" or maybe they resent the loss of something they paid points at character generation to have. So, what's a Story Master to do?

Figure out which artifacts mean something to their players and which don't before you start messing with them. Don't start a new campaign and yoink magical weapons from the players' hands - play a few sessions (at least) to see which players (characters also, but players especially) feel strongly about their artifacts. All you really need to do is make sure

that anything you do with an artifact is reversible. Create a story: hunt down the thief or find a Syrneth workshop to effect repairs.

This applies more to artifacts purchased at the start of the game with background points than to artifacts found during play, with exceptions. The weapons and armor taken from the bodies of some well-equipped but ultimately unimportant enemies are easy come, easy go (unless someone becomes really attached to one as a great trophy). After the infiltration of a planetary armory to 'liberate' the weapon of a legendary hero (in addition to any earlier buildup to the theft), though, a player may be less willing to lose her new acquisition.

GAME IMPACT

An artifact is only as useful as you allow it to be. A piece of paper that can change to look like any document is rather worthless if the entire campaign takes place in the wilderness. A magical sword is only useful in battle, and in a few additional circumstances (like intimidation or blowing your cover). Who needs a stone to repel animals when the game takes place entirely on a space station?

Players and Story Masters should both be aware of the game. Players should know better than to spend all their points on armor and weapons in a series about court intrigue. Story Masters should warn players against taking useless traits. On the other hand, Storytellers should also recognize that putting points into combat means the player wants to see her character kick butt.

A player might intend to take an artifact she never uses - like being the bearer of a mystical talisman or hearthstone but sworn not to use it, which is a story hook that the Story Master should seize like a pit bull. If there's no such intention, then something should change to bring unused artifacts into play.

Conversely, artifacts may be very, very useful. This can be a case of a man with a hammer seeing only nails, but it's also up to the storyteller to make sure that no single artifact dominates the game's conflicts. If a single artifact solves all the characters' problems, either it is too powerful or the characters are

meeting too limited a range of challenges. A soul-eating sword can't make the space pirate princess fall in love with you or repair a hull breach before the air runs out.

COMMON TRAITS OF ARTIFACTS

Unless noted otherwise, all artifacts share a number of general traits.

* **Artifacts register as magical.** They may be detected by the flow of warp-energy around them. Any effect that reveals magical flows. A character with the Arcana skill can make a Test (TN 20) to identify an object as an artifact.

* **Artifacts are eternal.** Wonders do not wear down, wear out or break accidentally. A very few artifacts are, of necessity, fragile enough to shatter or tear if they are not well treated. Even these artifacts never just wear out, assuming they are not ill-used. The power of an artifact is bound into it forever and does not need maintenance.

* **Artifacts are difficult to break.** Creation of a magical wonder solidifies magical flows in a harmonious manner, making artifacts difficult to break. Most require either a very specific ritual to break them or a truly extraordinary environment such as the heart of a star.

* **Artifacts cannot easily be bought and sold.** While they do occasionally go on the market - low-powered artifacts are often made to turn a profit rather than for personal use, and there's sometimes a successful tomb raider looking to retire - Artifacts are far beyond the reach of most. Even the most common artifact would take Wealth 4 or 5 just to consider as a purchase. Finding a broker to sell an item is difficult. Finding a buyer even more so.

Rating by Availability	
Item Availability	Rating
Very Common	Artifact 1
Common	Artifact 2
Uncommon	Artifact 3
Rare	Artifact 4
Very Rare	Artifact 5

Magical Weapons and Armor

Almost all weapons of better than common quality have at least some enchantment to them. Artifact weapons, though, are extremely powerful, typically ancient, and made of one of the five magical metals. The artifact level of magical weapons and armor depends on the base rarity of the weapon itself.

The bonuses listed for magical weapons and armor replace the normal bonuses for quality - each of these artifact weapons is already considered to be of best quality owing to the enchantments used to forge them. Only armor that is primarily made of metal can benefit from magical materials. While it's certainly possible to have, say, buckles or buttons made of one of the magical materials, this won't really give their intrinsic properties to the leather they're attached to.

Ranged weapons aren't really affected by the material they're constructed of. Giving them special ammunition, though, can have massive effects. Only weapons that use solid ammunition can benefit from special ammunition. The item availability, and thus the Artifact rating, is the same as the weapon it is designed for. Getting special ammunition as an artifact represents having enough of a supply that you can take one clip with you on missions. Pistol ammunition is a bit easier to get, and so you can have twice as much (two clips) if you get ammunition for a pistol. The effects of Special Ammunition are added to the base stats of the weapon, including its Quality.

It's similarly possible to create some bionics out of these magical materials. They follow the same general guidelines for pricing as weapons and armor, but only a few types of bionic are commonly made out of the magical materials: Bionic arms, locomotion and, very rarely, hearts. The bonuses they give, like weapons and armor, replace those normally given for quality.

All magical weapons and armor have one hearthstone slot in addition to their additional listed effects.

ORICHALCUM

A golden magical material, with a sheen that bears the warmth and light of the sun, even when lit by as little as a candle or a display screen. People mistake it for gold only when the light is dim or they cannot touch it to feel its inner fire. It is hard to mine and harder still to forge. Once incorporated into an artifact, orichalcum represents strength, superiority, order, glory and (to a degree) perfection or striving for the absolute.

Weapons and armor that are made of Orichalcum don't particularly excel in any one way. They're just generally better at everything they do.

Melee Weapon: +1k0 to all Tests made to attack or parry, +3 to damage they inflict. Once per scene, reroll a damage roll made with this weapon.

Special Ammunition: +1k0 to Tests made to attack, +10m range, will never jam or overheat.

Armor: +2 AP.

Bionic Arm: Provides a +1k1 bonus on Dexterity Tests requiring delicate manipulation (such as Sleight of Hand) and add +1k1 to Strength Tests using that arm.

Bionic Locomotion: Gives the user +2 to Speed, +2k1 to Athletics checks.

Bionic Heart: +2 Armor to the gizzards, and +2 Hit Points.

MITHRIL

This magical material forms only in the wild and undeveloped spaces, mostly on moons and in other areas with low gravity. Deposits of mithril look like normal silver, but they run through exposed surfaces in smooth, flowing patterns that veins of silver could never match unless melted and sculpted. Under the moonlight, mithril reflects things that aren't there, dreams and illusions subliminating from their owners.

Weapons and armor made of mithril are exceptionally light for their strength, emphasizing movement and fluidity over bulky strength.

Melee Weapon: +2 to your Static Defense, +2 to damage inflicted.

Special Ammunition: Double the

weapon's range, no penalties for firing heavy weapons without bracing or using a basic weapon in one hand.

Armor: Except for Power armor, Mithril armor counts as one armor category less for determining proficiencies. Mithril Plate would count as Heavy armor, Mithril Chain armor would count as light armor.

Bionic Arm: You may make one Ready action as a free action each round. Gain +1k1 bonus on dexterity checks and checks made to parry.

Bionic Locomotion: The user gains +2 to Speed, +1k0 to Athletics checks, and +2k0 to Acrobatics checks.

Bionic Heart: The user is immune to the Toxic weapon effect, gains +1 armor to his gizzards, and gains the Fleet of Foot feat.



DARKSTEEL

There is a substance so hard that it can only be shaped by the magic of the most powerful artificers. It is so durable that it never degrades, testing the patience of Time itself. Traditional weapons are useless against it; it is easier to put dents in the laws of physics than in its surface. It is the metal that is innocent of death. It is called darksteel. Darksteel is a magical, dark gray or black metal. Motes of magical energy orbit artifacts made from darksteel. The trajectories of the energy motes form golden-yellowish streaks around the artifact.

Weapons of Darksteel are heavy and often somewhat rough around the edges - you

cannot sand down imperfections or burrs in darksteel. All items made of darksteel, no matter how great or small, are absolutely indestructible.

Melee Weapon: +4 to this weapon's Pen value.

Special Ammunition: +4 to this weapon's Pen value.

Armor: Halve the Pen value of weapons striking you, except for Darksteel weapons.

Bionic Arm: This arm cannot be destroyed by critical damage. Ignore critical damage effects to this arm unless they would kill the user or destroy the arm, in which case the arm is merely severed instead. Gain a +2k0 bonus to strength Tests made using that arm.

Bionic Locomotion: Your legs cannot be destroyed by critical damage. Ignore critical damage effects to this arm unless they would kill the user or destroy the arm, in which case the arm is merely severed instead. Gain a +2k0 bonus to Tests made to stay on your feet.

Bionic Heart: Ignore the effects of critical damage to your Gizzards. +3 Armor to the Gizzards.

WRAITHBONE

Wraithbone is a form of crystallized magical energy that can exist as a solid in real-space brought forth from the Warp and shaped by sorcery. It can only be shaped using sorcery, but is extremely malleable and can be made into any shape the magic-user desires. It is also very tough and resilient - despite appearing like porcelain, and often created in the most delicate forms, it is stronger than steel and quickly repairs itself. It is a natural conductor of magical energy, spells flowing along the surface of wraithbone constructs like water over glass.

Weapons and armor of Wraithbone are typically made of curved, sloping single pieces, as it's easier to form wraithbone into curves than angles, and there's no need for multiple parts where one can flow into any form.

Melee Weapon: You can deliver melee-range spells using this weapon, Testing Dexterity and Weaponry rather than Dexterity and Brawl. If the spell has a casting time of

one half action or more, you may choose to add an attack with this weapon to the spell.

Special Ammunition: Wraithbone Ammunition is charged with magical power. It counts as a magical attack, ignoring Armor and having its damage reduced by Aura instead.

Armor: This armor provides +4 Aura.

Bionic Arm: A wraithbone bionic arm has a simple but powerful ability - it can be used to Parry any spell with Touch or Ranged Touch targeted at the bearer. If the parry is successful, the arm completely absorbs the spell, and the spell has no effect.

Bionic Locomotion: Once per scene, you may use the magical energies in the Wraithbone to walk on air for a single round. While using this ability, you can move at your full speed in all three dimensions.

Bionic Heart: A wraithbone heart protects the soul of its bearer. Whenever you suffer a Perils of the Warp roll, you may roll twice and choose between those results.

NECRODERMIS

Necrodermis is a grey, dull metal. Most people become uncomfortable when they're in the same room as the metal, often without quite knowing why, like there's a chill in the air or they're being watched. Necrodermis is a metal that can entrap souls, lending its terrible properties to various works of death and destruction. And yet, the most horrible thing about Necrodermis is that it isn't simply a metal. It lives. The Metal Lives.

Weapons and armor of Necrodermis are always cold to the touch, not dangerous but uncomfortable. They can seem to move or pulse, more like a worm or some kind of foul thing than a wholesome living creature.

Melee Weapon: Opponents take -2k0 to attempts to parry or dodge this weapon and it deals +1k0 damage.

Ranged Weapon: Opponents get -2k0 to attempts to parry or dodge this weapon and it deals +1k0 damage.

Armor: Opponents take -2k0 to hit.

Bionic Arm: At the beginning of each round, all critical damage on this arm is removed as the metal heals itself. The arm also grants +1k0 to all Strength Tests.

Bionic Locomotion: At the beginning of each round, all critical damage to your legs is removed as the metal heals itself. You may stand up from prone as a free action at the beginning of your turn without provoking Opportunity Attacks - the legs just stand you up, not taking effort or thought on your part.

Bionic Heart: A bionic heart made of necrodermis is among the rarest of all artifacts, and among the most dangerous. If you would burn a Hero Point to survive, roll 1d10. On a 5 or lower, the hero point is not burned and you lose 1 point of Wisdom as the horrid artifact forces your body back to life.

Wonders

There's a lot more to artifacts than just swords and platemail. Most artifacts in circulation and use, and by far the most commonly found in Syrneth ruins, are tools and clothing left behind that has long outlived its bearers. Not all of these artifacts are ancient, but the Syrne were a people more advanced than even the most modern technology - their work is generally smaller, more reliable, and of finer design.

Aetherscope (Artifact 3)

There are many variations of Aetherscope, the most common simply being a spyglass made of orichalcum, but with some variants using thin panes of precious stone as lenses in goggles or glasses. The Aetherscope allows the user to see magical auras as a glow in the air. This enhanced vision goes out to about 10m. If the user does nothing in a round but steady the Aetherscope and study what they see, they can determine the relative strength of the auras they're seeing and their source.

Black Prism (Artifact 1)

Made from an impossibly tough black stone in a tall prism shape, the Black Prism is studded with holes that twist and turn inside it, making them impossible to follow. These holes constantly emit a low-pitched growling sound that only animals can hear, discouraging and driving off normal animals. The prism

only emits this sound while it's standing, but the odd balance of the stone makes it difficult to knock over by accident.

Rod of Might (Artifact 2-4)

This small rod can be found in many variations of style, from extremely simple to extremely ornate. They're rare but useful tools. They typically have between two and four functions. The two most common being extending to several meters in length and growing rungs and growing a short blade (sometimes of force or magical energy) that allows it to be used as a fencing sword of Best quality. Other types can be fixed in space, becoming almost immovable until deactivated. A few rare ones can turn into spears or other weapons. This Artifact's cost depends on how many functions it has.

Silvery Box (Artifact 1)

One of the most simple and direct of all magical items, the silvery box is a small box (like a jewelry box or the like, only large enough for a few small objects) that can only be opened by its owner. When the box is without an owner, the first one to pick it up becomes the new owner. The current owner does not have to die to lose his connection to it, he can also willingly abandon it. All attempts to open or destroy the box automatically fail.

Collar of Dawn's Cleansing Light (Artifact 1)

A useful magical item, the Collar of Dawn's Cleansing Light keeps its wearer clean. As long as the Collar is worn, dirt and muck are almost instantly cleaned off, even the worst stains vanishing and mud simply sliding away. Different varieties of this collar create various pleasant scents.

Hearthstone Amulet (Artifact 1)

These simple amulets can be made in a large variety of shapes and sizes, from extremely ornate baubles and pendants to very simple wireframes just large enough to serve their purpose - to hold a hearthstone and enable the wearer to use its abilities.

Dragon Tear Tiara (Artifact 2)

These Tiaras are forged from magical materials and enhance the perceptions of the wearer. Each has a setting for a hearthstone directly on the forehead of the wearer. While worn, in addition to the normal benefits for the hearthstone, the wearer gains +1k0 to all Perception checks. On Arcana checks made to detect spells or determine magical effects, this bonus increases to +3k0.

Hearthstone Bracers (Artifact 2)

Hearthstone Bracers are another fairly common magical item, each set containing a slot for a single hearthstone and proving their wearer significant defensive bonuses, giving +2 Armor Points that stack with any worn armor.

Hat of Disguise (Artifact 2)

The Hat of Disguise is a simple magical device that enables the wearer to change his appearance as he wishes. This gives a free raise on all disguise checks and means the wearer never needs to find makeup or other aids to use for his disguise. The hat itself will also change, and can assume the form of a crown, hairpin, hat, or headwear of any sort. However, the hat only changes the appearance of the wearer, not his clothing, so he may need to find a change of clothes if he wants to look appropriate.

Perfected Boots (Artifact 2)

These boots are extremely comfortable, sizing to fit anyone that puts them on. They are always warm and dry, no matter the conditions, and the wearer finds that they don't tire as easily, never getting blisters. The wearer can move overland at surprising speed, averaging twenty kilometers an hour, and their Speed is increased by 2.

Fire Pearl (Artifact 1)

Fire pearls are small orange gems, about a centimeter across, that glow faintly like warm coals. They can be used to start small fires by holding it tightly in one's palm and concentrating on something flammable

within 3m. The Fire Pearl can be used in this way once per hour. If placed in a fire, it will cause that fire to burn for twice as long as it normally would. These are prized by those often in the wild as a way to start campfires and conserve fuel.

Resplendent Personal Assistant (Artifact 2)

A device much like a large wristwatch, the Resplendent Personal Assistant serves a variety of functions. Its simplest function is to accurately tell the time. Most are set to the current time in Sigil, though more purpose-built ones might be set to a particular planet or ship. The Resplendent Personal Assistant also serves as a compass and altimeter, both functions relying entirely on magic in order to function in the huge variety that exists in various Crystal Spheres.

Bag of Holding (Artifact 2)

One of the oldest and most widely-used magical items, a Bag of Holding is simply a bag that's larger on the inside than the outside. While they come in a huge variety of styles, shapes, and sizes - from simple sacks to elaborate backpacks or beltpouches - they're all extremely useful, especially since the extradimensional properties of the space inside the bag mean that anything placed inside does not add to the weight of the bag. Most look like they can hold about a quarter of a cubic meter but can actually hold two cubic meters.

Essence Union Dart (Artifact 1)

The Essence Union Dart is a small dart covered in runes. The primary function of the dart is to use it as a tracking device. Each dart comes with a matching ring. As long as one is within a short distance (typically a kilometer or two), the ring pulses and indicates the direction to the target. If used in combat to hit a target, unless the target spends a half action to tear out the dart (assuming they even know what the dart does), the wearer of the matching ring can ignore penalties from not being able to see his target, such as from darkness or smoke.

Jump Pack (Artifact 3)

A Jump Pack is a complex and arcane device that can be used to move at high speed over and around rough terrain. Anyone wearing a Jump Pack may, once per scene, use it to take a Run action as a half action instead of a full action. While making this special run action, the character gains the power of flight, allowing them to move that run distance in all three dimensions.

Psychic Paper (Artifact 2)

This paper is amazingly useful and, like all amazingly useful things, it is extremely dangerous if you aren't careful with it. This paper can assume the form of any document the user has seen or can imagine, taking the form of an official document of the correct type, already filled out and with the correct stamps and signatures. It will pass any cursory inspection, since it really becomes that document in every way. However, the change in the psychic paper only lasts for one scene, so if the document is taken away for processing or examination, its true properties become readily apparent.

hearthstones

Hearthstones are talismans of power, growing and forming naturally in wellsprings of great geomantic power. They are solid accumulations of pure magical power, usually about the size of a large chicken egg. Such crystals are of unearthly beauty, forming with their beautiful cuts already formed. Yet it is not for merely their luster that they are so prized.

Many magical items have sockets in them that permit the mounting of these crystals. When a hearthstone is placed within an open socket in a magical item, the hearthstone resonates along with the enchantment in the item. Such a resonant hearthstone has a beneficial effect on the person carrying it. This effect is determined by the type of stone that is inserted into the item. Some provide minor bonuses, while more powerful hearthstones grant great magical powers.

Gemstone of Aura Detection (Artifact 2)

This round, light-blue gem allows the bearer to read someone's aura. He just has to concentrate on his target, who must be within 20m, and the target's aura slowly comes into focus around them. The bearer rolls Wisdom + Perception against TN 10. The more raises he gets on the roll, the more detailed the information he gains. Just passing the roll will give vague impressions of the person's strongest emotion. Two or more raises will not only show the target's emotions but also reveal if they are of the Exalted. If the target suspects what is happening, they may resist with Willpower + Arcana, their result replacing the TN to use the stone.

Windhands Gemstone (Artifact 3)

This hearthstone is perfectly clear - so clear that it becomes invisible if submerged in clear water. A character bearing this hearthstone has his reflexes enhanced, allowing him to knock aside or dodge arrows and thrown at-



tacks with casual ease. When this character is subject to a ranged attack, they may use a stunt in order to parry that attack rather than dodge it.

Gem of Adamant Skin (Artifact 4)

This hearthstone is a glittering, flawless black ovoid. The character who bears it is difficult to cut, and her bones are virtually unbreakable. Whenever the bearer loses Hit Points, reduce the number of Hit Points he loses by one (to a minimum of zero) and the bearer gains a level of fatigue as the normally dangerous blows rattle him around.

Gem of Immortality (Artifact 4)

This hearthstone is a smooth, darkest black, with the faintest rainbow sheen playing across its surface. While he bears the stone, the character does not age, nor does he suffer from the infirmities and illnesses of old age, should he already be old when he gets the stone. He cannot die of old age or illness, but he can be harmed and killed through other means. If the stone is lost or given away, the bearer merely begins aging where he left off - the years don't suddenly catch up to him.

Gem of the Calm Heart (Artifact 1)

This hearthstone is teardrop-shaped, and the bright red of heart's blood. It serves to bank the fires of the character's heart, allowing him to act out of reason rather than anger. The character gains the Common Sense feat.

Jewel of the Hungry Fire (Artifact 2)

This gem is a bright orange-red around the edges, deepening to a glowing brick red at the center, like the coals of a banked fire. This hearthstone draws heat and flame into itself, protecting the character. The character can comfortably live in temperatures far above the norm, with deserts posing no

problem. The character reduces all damage he takes from fire by 5.

The Freedom Stone (Artifact 3)

This stone is a murky blue-black, full of shifting colors. A character who bears this hearthstone can never be physically restrained. Shackles and ropes will fall away, knots and nooses will come undone. All grapple maneuvers attempted against the bearer are automatically parried unless they are part of a Perfect Attack. Note that while the character cannot be restrained, he can still be confined - this hearthstone does nothing to counter locked doors and barred gates.

Seacalm Gemstone (Artifact 3)

In appearance, a fist-sized drop of brilliant azure seawater caught in perfect stasis, this hearthstone brings the character great protection against the dangers of the sea. The character may breathe water as though it were air, and so is never in danger of drowning. In addition, the character is protected against the other, less obvious ways the ocean can kill - unless he descends to truly stygian depths, the pressure of the sea will not harm him, and the cold will not chill his bones.

Stone of Healing (Artifact 1)

This hearthstone is a healthy earth-brown, mottled with spots of green. It is round in shape and could have come from the bottom of any common streambed, were the colors not so vibrant. The stone enhances the medical talents and knowledge of any character who bears it, making an unskilled character into a skilled surgeon and a gifted physician into a brilliant healer. A character bearing this stone gains +2k0 to all medicae rolls made by the player.

The Monkey Stone (Artifact 2)

This hearthstone is a rich reddish brown, with a surface that looks like bark. It gives the bearer the agility of an arboreal primate. Any character who possesses such a stone reduces the difficulty of all Athletics and Acrobatics rolls involving balance, jumping or

climbing by 5 (to a minimum difficulty of 5).

The Speech Gemstone (Artifact 1)

This common hearthstone is cobalt blue and perfectly egg-shaped. It constantly seems to whisper, and someone listening carefully to it can hear words in a language they don't understand. When worn, the stone enables the bearer to speak and understand one specific language. A Speech Gemstone has been found for every language save Synchrony - the curse of that ancient race seems to have even eradicated their tongue from the stars.

Gem of Sending (Artifact 2 for a pair)

This common hearthstone appears as half of a cloudy white sphere. It is always found in pairs, which remain mystically bonded to one another. The two halves of a Gem of Sending can be used to pass messages through any distance of space, but with some limitations - the gems can only send messages to the other half of their pair, both gems must be placed in settings in order to work at all, and the messages they pass on can be no longer than a sentence or two at a time.

Dream-Stone (Artifact 4)

This hearthstone is a smooth black stone with abstract white markings. When its bearer remembers her dreams, they will always be prophetic in some way. Once each session, the bearer's player may make a Wisdom + Scrutiny Test (TN 15) upon her character's waking. Any success at all causes her to remember a dream from the night before that gives some indication of events to come. The more raises on the Test, the clearer the dream.

Golden Marble (Artifact 1)

This hearthstone appears to be a simple overlarge golden marble. It has an ability to remember a location. If the bearer concentrates and taps the gem, it will memorize its current location. After that, the gem is subtly attracted back to that place. The bearer is led back along the path it has traveled since then at a slow walking rate.

Wilderness Gem (Artifact 3)

This hearthstone is pale purple and rough in texture. Regardless of the environment, this gem will allow its bearer to survive in the wilderness. This gem gives the bearer an instinctive knowledge of where safe shelter and campsites can be found, what plants and animals are safe to eat and how to recognize the signs of the onset of dangerous weather.

The Gem of Day's Light (Artifact 4)

This hearthstone is a yellow gem burning with an inner light that seems almost infinitely bright, as if the longer you stare at it the brighter it becomes. The bearer may concentrate on the gem in order to set it glowing brightly, illuminating everything within a kilometer with a light as bright as broad daylight. The effect lasts for as long as needed and can be ended in an instant.





XIV

PLAYING THE GAME

Dungeons the Dragoning provides a rich game experience where players use creative thinking, tactics, strategy, and total overwhelming force to overcome a huge breadth of challenges. Life in the Great Wheel can be exciting, but it is seldom easy. Innumerable dangers, from untimely mechanical failures and bloodthirsty aliens to teacherous warp storms and deadly trapped ruins, await those daring enough to explore the cold, uncharted Crystal Spheres in deep space. This chapter discusses the fundamental rules of how such situations (and many others) are resolved.

Tests

Tests are the basic way of determining success or failure in a game of DUNGEONS THE DRAGONING. When a hero performs any task that could have dramatic consequences - affecting the story, a character's health, a leader's reputation, the safety of the ship, and so on - a Test must be performed.

Exploding Dice

Ten-sided dice generate numbers from one to ten. Generally, the ten on a die is indicated with a zero. Whenever a die rolls 10,

you may roll that die again and add the result to the 10. This is called an exploding die. If the hero rolls again and gets an additional 10, he may add that 10 and continue rolling until he doesn't get an additional 10.

Rolling More Than Ten Dice

While most gamers like rolling lots of dice, ten is about as many as you can reasonably be expected to throw down at once and keep the game moving at any reasonable kind of speed. Therefore, whenever you are rolling more than ten dice at once, rolled dice over 10 are changed into kept dice at a 2 to 1 ratio. Thus, if you were rolling 12k6, you would drop the two extra rolled dice and Keep one extra die, for a roll of 10k7. Should you reach 10k10 and still have extra dice left over, each additional die (whether it's Kept or rolled) becomes a bonus of 5 to the roll. Thus, 15k10 becomes 10k10+25, and 11k11 becomes 10k10+10.

SKILL TESTS

The most common type of Test. Each of the three main branches of skills is governed by the appropriate stats. You simply roll a number of dice equal to the appropriate skill and characteristic and keep a number of dice

equal to the characteristic. The SM will set a Target Number for this Test. The base TN for an ordinary skill Test is 15.

Success is more likely to occur in a skill Test where the character has training in the skill. An explorer can attempt a Skill Test with an untrained Basic skill, but in such cases, it becomes a characteristic Test with a -1 penalty to the characteristic. If an untrained basic skill Test involves situational modifiers, they apply as normal after the penalty to the characteristic. A character cannot attempt a skill Test with an untrained advanced skill.

TARGET NUMBER	
5	Mundane
10	Easy
15	Average
20	Hard
25	Very Hard
30	Heroic
35	Never Done Before
40	Never to be Done Again

CHARACTERISTIC TESTS

If what you attempt isn't covered by a skill, the SM may ask you to make a characteristic Test. The SM determines the most appropriate characteristic for the Test, and the appropriate TN for the Test. Unlike a skill Test, you just roll dice equal to your characteristic and total them against the TN.

Intelligence : Solve puzzles, play games like chess, etc.

Strength : To move heavy objects, bend bars, smash doors open.

Charisma : Getting attention, beauty pageants, etc.

Wisdom : Understand a hidden message.

Dexterity: Maintain balance on a narrow surface, navigate treacherous terrain

Fellowship: Make a good impression, inspire confidence, seduce a target

Willpower: Resist torture or fear

Constitution: Resist poison or disease, tolerate temperature extremes, stave off hunger

Composure: Refrain from reacting to shock, resist seduction

Rank 0 Characteristics

It's possible, due to penalties or curses, to end up with zero dots in a Characteristic. This means that you're pretty much crippled in that aspect. A hero with a Rank 0 Dexterity may be literally crippled, while a hero with Rank 0 Strength might be sickly and weak.

A Hero who must make a roll based on a Characteristic in which he has a 0 always rolls one die for the characteristic, applying skills and specialities as normal, but if he rolls a 10 on any of his dice, they count as 0 and not as 10, and the die never explodes.

Raises and Checks

For most Tests, it's just enough to know if you succeeded, but sometimes it's good to know just how well you succeeded or failed. This is particularly important with social skills, such as Charm and Persuasion, as well as certain combat situations, such as firing a gun capable of automatic fire.

Measuring raises is straightforward. After the roll is made, compare the total against the Target Number of the Test. For each 5 points by which the TN was exceeded, one raise is achieved. Conversely, for each 5 points by which the Test failed, you have a Check.

If a feat or ability would give you a free raise to a Test, that free raise only applies if the Test is successful.

OPPOSED ROLLS

Sometimes you'll need to Test your skill against another's. This is known as an Opposed Test. For example, if an explorer needed to hide from a guard, he could Test his Stealth skill against the guard's Perception skill.

In an opposed skill Test, both participants make Tests normally. Whoever succeeds at his Test wins. If both participants

succeed, the participant with the highest total roll wins.

Should both parties fail, one of two things occurs. Either there is a stalemate and nothing happens or both parties should reroll until there is a clear winner.

For example to dodge you'd need to roll Dexterity + Acrobatics against the opponent's Dexterity + Weaponry. The process is simple - each participant rolls, and the highest roll wins. If there's a tie, the character with the highest applying Characteristic wins.

STUNTING

The rules of DUNGEONS THE DRAGONING reward players with drama dice, additional rolled dice granted for good roleplaying, for describing their characters' actions in an evocative manner. The out-of-game rationale for a stunt bonus is that well-described dramatic actions keep the game interesting for everyone and help the Story Master set the scene. In game, stunts represent the capacity of epic heroes to be truly spectacular when they take risks and act like heroes.



At the lowest level, one-drama die stunts require a good description of an action, adjudicated by the Story Master. In return, the player gains one drama die to use as an rolled die on that roll and the character may perform feats that border on impossible (such as running across the heads of people in a crowd, deflecting a blade barehanded and so on).

Example: Lyra snaps her switchblade open behind her back with a soft click, swiping it across the guard's throat in the same moment. She folds it back up as she watches him collapse in a gurgling heap at her feet.

Two-die stunts require that the character interact with the environment in some notable fashion, taking advantage of the scenery that the Story Master has provided. This can be physical environment or things the character knows about the world, like an enemy's phobias or a lover's favorite flower. The player gets two bonus dice and may perform limited dramatic editing. No detail of the scene may be contradicted, but minor details may be 'revealed' in the context of the character's actions. For instance, a character might leap off a parapet to escape a hail of arrows, and the player could use a two-die stunt to reveal a banner fortuitously hung on the wall, which the character grabs to save himself. The Story Master may veto any editing that he feels strains belief or is otherwise inappropriate (such as an edit that contradicts a major detail he has not yet revealed). Players cannot generally use a stunt to draw a "hidden" weapon from nowhere, though some assassins might well have knives or other small weapons hidden all over your person, leaving exact placement vague until a good stunt opportunity arises.

Example: Lyra watches the two guards charging her from each side, intending to flank her. At the last moment, she crouches and flips back against the wall. In the instant she stands horizontal, she aims and fires at their knees with her twin bolt pistols held out to either side. The bolts tear through their legs, and both men collide with each other on momentum alone as she lands catlike leaving the two collapsed behind her.

Three-die stunts are singular acts of greatness, stunning bravado and visual poetry,

defined by their capacity to leave the other players slack-jawed in astonishment. If any doubt exists as to whether a stunt merits three drama dice, it isn't a three-die stunt. In addition to providing three drama dice, these feats allow for the same measure of dramatic editing as two-die stunts.

Example: The daemon swings his burning fist at Lyra, and she leaps straight up in a somersault, balancing in a tentative handstand on his massive hand. Her feet connect with a lighting fixture above, breaking it away from the ceiling and causing it to swing into the daemon's head, the fluorescent lights shatter against the warp horror's head, not hurting it but distracting him long enough for her to release a hand and grab a bolt pistol from her belt. Still balanced on the monster's swinging arm, Lyra shoves her bolt pistol into the daemon's eye, firing directing into its skull.

Players should note that the preceding examples set the scene as well as providing the action. In the first, the stunt is the description of the attack as something more than "I hit him." In the second, the stunt is Lyra's use of the wall as a springboard and arranging for her opponents to crash together. In the final example, it's her audacity to perform acrobatic feats while perched on her enemy as she sets him up to expose a point of vulnerability. During play, the Story Master should have already set the scene by the time a character acts, so a stunt does not need to be a five-minute narrative. Without exception, short and flowing is always better than long and clunky. Merely stringing adjectives and adverbs together isn't good enough. The description must be interesting without interrupting the flow of play.

Important Story Master characters may also use stunts to benefit their actions but they should only do so sparingly since the Story Master is the final authority on all stunts. Unimportant characters should never gain the advantage of stunts, no matter how well the Story Master narrates their actions. In gritty games, Story Masters may limit the effect of stunts for all characters.



Hero Points

Heroes are unusual people, individuals with abilities, backgrounds, and experiences well beyond those of ordinary citizens of the Wheel. More than anything, it's the hero's tie to fate that separates him from the masses. All adventurers begin play with a number of Hero Points. For some, these Hero Points represent destiny, a sign that the gods have marked them for greatness. For others, they represent simple luck.

USING HERO POINTS

Hero Points allow an adventurer to manipulate situations by mitigating bad results or turning a mishap into fortune. Among other things, this allows players to take more risks, which makes the game faster and far more exciting. A hero has a limited pool of Hero Points, and when a Hero Point is spent, that pool is reduced by one. Spent Hero Points are

restored at the beginning of the next gaming session, or possibly under special circumstances in the middle of a game session that the SM deems appropriate. A Hero Point can be used at any time, either on the character's own turn or in reaction to the action of another character. Spending a Hero Point is a Free Action.

Spending a Hero Point allows for one of the following effects:

- * **Reroll a failed Test once. The results of the reroll are final.**
- * **Reduce the TN of a roll by 5. This must be chosen before dice are rolled.**
- * **Add an extra raise to an already successful Test.**
- * **Count as having rolled a 10 for initiative.**
- * **Instantly recover from being stunned.**

BURNING HERO POINTS

Burning Hero points is much more severe. When you absolutely need to, you can burn a Hero point, permanently reducing the pool by one. The result is that the character survives whatever would have killed him. Most of the time it's just that the attack wasn't fatal but leaves you out of the fight, more complicated situations (being trapped in a collapsing chamber) might require some working things out with the SM. The consequences of burning fate should largely be in the hands of the player - there might be no consequences, or the character might end up losing an arm or becoming heavily scarred or something of the sort. A Hero point may be burnt even if it has already been used for that gaming session.

Gaining Additional Hero Points

Characters are awarded additional fate (or are allowed to replenish burnt fate points) at the SM's discretion. Such awards should be given out only for reaching milestones, accomplishing major goals, etc.

Combat

The galaxy is a dangerous place, especially for those who choose to leave behind the relative safety of established Crystal Spheres and explore the unknown. Over the

course of a Hero's journey, they're bound to encounter all manner of people, aliens, and worse that would see them dead. Unless they plan to spend their lives running away from their enemies (and they aren't very good heroes if that's all they do), they will have to fight. As a result, combat can form a key component to a game.

Narrative Time vs Structured Time

The passage of time is flexible in a game of DUNGEONS THE DRAGONING and subject to the SM's discretion based on the needs of the story and the choices the players make. Sometimes the SM only needs to convey a very loose sense of time, which is known as narrative time. In other situations, especially combats, more precise time keeping is necessary, and the SM should adopt what is known as structured time.

Narrative Time

Most of the time, you don't need to worry about exact timing, and it just passes as needed for the story. It's usually enough to know if a certain action takes a few minutes, or about an hour, or several weeks, or anything in between. Narrative time is most often used outside of combat and other situations where the precise order of actions is unimportant.

Structured Time

In contrast to the abstract approach of narrative time, structured time is important for resolving complex encounters, such as combat, where every second counts and the order in which things happen is crucial. Structured time is divided into Rounds, Turns, and Actions.

*A Round consists of every character participating in the encounter taking one turn each. It is assumed that characters act more or less simultaneously in an encounter, so a round is approximately five seconds long, regardless of how many characters are involved.

*Each character in an encounter gets one Turn each round. During a character's turn, he can perform one or more actions. While character's turns overlap each other slightly, Turns are resolved in a specific order

known as Initiative order.

*Actions are what a character does. A character can preform one or more actions on his turn. A character can take one reaction action per round, any number of free actions, and one full action OR two half actions. **A character may not take the same half action twice in one turn** (a character couldn't use Standard Attack twice, for example, but could use a Standard Attack and a Bull Rush).

COMBAT OVERVIEW

Combat is usually resolved using structured time divided into Rounds, Turns, and Actions. Each character, including NPCs, takes one Turn each round. The order in which turns are resolved depends on initiative order. When a new combat begins, follow these steps to determine what happens.

Step 1: Surprise

At the beginning of a combat, the SM determines if any characters are Surprised. This can only happen once at the beginning of a combat, and there will be many combats where nobody is surprised. A surprised character loses his turn on the first round of combat because he has been caught unawares by his enemies.

Step 2: Roll Initiative

At the start of the first Round, participants roll initiative to determine turn order. Just roll 1d10 and add Dexterity and Composure. Highest result goes first. If two people are tied for result, the character with the higher die roll wins. If they're still tied, highest dex wins. If still tied, roll again, winner goes first. The results of this roll apply for all successive Rounds in this combat.

Step 3: Determine Initiative Order

The SM ranks all the Initiative rolls, including those of the NPCs, from highest to lowest. This is the order in which the characters take their turns during each round of combat.

Step 4: Combatants Take Turns

Starting with the character at the top

of the initiative order, each character takes a turn. The character currently taking his turn is known as the active character. During his turn, the active character can perform one or more actions. Once his actions have been resolved, the next character in the initiative order becomes the active character and takes his Turn, and so forth.

Step 5: Round Ends

The round ends when everyone has taken their turn, and any effects that last until the end of the round now end.

Step 6: Repeat Steps 4-5 as needed.

Continue to play through combat rounds until the combat is resolved.



SURPRISE

Surprise only affects the beginning of a new combat. It is up to the SM to decide if any of the combatants are Surprised. Ultimately, this comes down to a judgement call on the SM's part, based on the circumstances

and the actions of the various combatants leading up to the encounter. The SM should take the following into account when determining surprise:

- * Is anyone hiding? Successful stealth checks may mean that some combatants are hidden.

- * Are there any unusual circumstances that would mask the approach of attackers? This can cover nearly anything, from pouring rain to whining engines to nearby explosions.

- * Are there any distractions? It's possible that something quite distracting is going on. A cultist's attention may be so fixated on the sermon of his confessor that he doesn't notice his attackers approaching.

Bearing all of this in mind, the SM must decide which combatants are surprised. Whilst it's often the case that one entire side or the other is surprised, there can be individual exceptions.

If no one is surprised, proceed with the combat as normal.

A surprised character loses his Turn in the first Round. he can do nothing except stand dumbfounded. Furthermore, he grants combat advantage to all non-Surprised attackers. After the Surprise round completely resolves, all surprised characters recover their wits and can act normally.

Actions

During each normal round, every character gets a Turn to act. On his Turn, a character can take one or more action. There are five types of actions in DUNGEONS THE DRAGONING, and every action also has one or more subtypes.

TYPES OF ACTIONS

Every action is categorized into one of the following types: Full actions, half actions, reactions, free actions, and Extended actions.

Full Actions

A full action requires a character's complete attention to accomplish. A character can take one Full Action on his turn and can-

not take any Half Actions. Grappling an opponent is an example of a Full Action.

Half Actions

A half action is fairly simple; it requires some effort or concentration, but not so much that it consumes a character's entire turn. A character can take two different Half Actions on his turn instead of taking one full action. A character cannot take the same half action twice in the same turn. Readying a weapon or making a Standard Attack are both examples of Half Actions.

Reactions

A Reaction is a special Action made in response to some event, such as an attack. A character receives one Reaction each Round, which may only be used when it is not his turn. Examples include making a Dodge Test or parrying an attack.

Free Actions

A free action takes only a moment and requires no real effort by the character. Free actions may be performed in addition to any other Actions on a character's turn, and there is no formal limit to the number of Free Actions one character can take. The SM should use common sense to set reasonable limits on what can be done in a few seconds. Examples of Free Actions include dropping an item or speaking a few words.

Extended Actions

Some actions take more than a single round to complete. Once a character commits to an Extended Action, he is considered to be working towards completing it for as long as necessary. If the character abandons the Extended action, or is interrupted, all progress towards completing the Extended Action is lost.

Action Subtypes

In addition to its type, every action is also categorized into one or more subtypes. Action subtypes don't do anything in and of themselves, but they are used to clarify what a character is and is not allowed to do in a vari-

ACTIONS IN COMBAT

Name	Type	Description
Aid Another	H	Give another character +1k0 on their next Test.
Aim	H/F	+1k0 to hit on a half action aim or +2k0 to hit on a full action, applying to your next attack.
All-Out Attack	F	+2k0 to hit, cannot Dodge or Parry.
Brace	H	Brace a heavy weapon to fire it normally.
Bull Rush	H	Test opposed Strength, move target 2m, plus 2m for every raise.
Called Shot	F	Attack specific location on your target for -2k0 to hit.
Charge	F	Must move 4 meters before attack, +1k0 to attack.
Delay	H	Before your next turn take any half action.
Disarm	H	Test opposed Weaponry + Dex, disarm opponent on success.
Dodge	R	Test Dex + Acrobatics to negate a hit.
Feint	H	Opposed Weaponry + Dex Test, if you win your next attack cannot be dodged or parried.
Fight Defensively	F	-1k0 to hit, +1k0 to parry and dodge
Focus Power	V	Cast a spell.
Full Auto Burst	F	+2k1 to hit, additional hit for every raise.
Full Defense	F	Improve your Static defense, gain an additional reaction.
Grapple	H/F	Affect a grappled opponent or escape from a grapple.
Healing Surge	H	Spend resources to heal during battle.
Knock Down	H	Try and knock an opponent to the ground.
Move	H/F	Move up to your speed as a half action or double it as a full action.
Multiple Attacks	F	Attack more than once in the same round - requires two weapons, a talent, or both.
Opportunity Attack	Fr	Attack a target that has left itself open.
Overwatch	F	Shoot targets coming into a set kill zone, -2k0 to ballistics.
Parry	R	Test Weaponry + Dex to negate a hit.
Ready	H	Ready a weapon or item.
Reload	V	Reload a ranged weapon.
Run	F	Move a long distance, enemies attack you at -2k0 on ranged attacks and +2k0 on melee attacks.
Shift	H	Make a small movement that doesn't provoke attacks.
Stand	H	Stand up from being prone.
Standard Attack	H	Make one melee or ranged attack.
Suppressing Fire	F	Force opponents to take cover, -2k0 to Ballistics.
Tactical Advance	F	Move from cover to cover.
Use a Skill	V	You may use a skill.
Withdraw	F	Break off from melee and move.

ety of special circumstances. For example, a character that is Immobilized cannot perform any Actions with the movement subtype.

USING ACTIONS

During his turn, a character may perform one Full Action or two different half actions. A character could, for example, make a charge attack (Full action) or aim and shoot (two half actions). It's important to remember that a round is only a few seconds long, so the character's turn within that round is but a few moments.

Any action can be combined with talking, banter, battle cries, and other short verbal expressions - these are considered free actions. It is left to the SM to decide what a player might be able to say in that amount of time. A wry aside to a companion or a terse insult to an enemy is always reasonable, but recounting the intimate details of one's seven duels-to-the-death between swings of a daiklave should probably count as something more than just a Free Action.

Most actions are started and completed within the active character's same turn. For example, a character does not begin a charge one Turn and then finish it on a later turn; he performs the entire Charge (which is a full action) at once on his turn. But, there are two exceptions. Reactions are almost always performed when it is not the reacting character's turn, and Extended Actions take more than one Round to complete.

AID ANOTHER

Half Action

Subtype: Miscellaneous

The character creates an opportunity for another character. By working together with them, the active character gives them +1k0 to their next Test. If the Test is to be a skill, the character must have at least one dot in that skill or this Aid Another bonus does not apply. Supernatural template abilities and spells cannot get bonuses via this method. The active character must be adjacent to the character performing the Test. The Aid Another bonus cannot be used on Free Actions, and the bonus cannot be given on Tests made to resist

disease, poison, Fear, or anything else the SM deems inappropriate, and no more than two characters may attempt to assist another on a single Test.

AIM

Half or Full Action

Subtype: Concentration

The active character takes extra time to make a more precise attack. You may take a half action to get +1k0 on your next attack or a full action to get +2k0 on your next attack. The next action the aiming character performs must be an attack or the benefits of aiming are lost. Aiming benefits are also lost if the character performs a reaction before making his attack. Aiming can be used with both melee and ranged attacks.

ALL-OUT ATTACK

Full Action

Subtypes: Attack, Melee

The character attacks with everything they've got, making a melee attack with a +2k0 bonus. However, the active character loses the ability to use reactions until their next turn.

BRACE

Half Action

Subtype: Miscellaneous

Heavy weapons must be braced before firing. Bracing a heavy weapon can involve using a stand, propping it up on a windowsill, or simply assuming a wide stance or kneeling. The firer cannot move after bracing without losing the benefits, and depending on how it's braced, may be unable to traverse the weapon very far. If a heavy weapon is fired without bracing, the firer takes -3k0 to his attack roll.

BULL RUSH

Half Action

Subtypes: Attack, Melee, Movement

The character body slams into an opponent and attempts to move him. The character and a target in melee range make opposed strength Tests. If the active character succeeds, she moves the target 2m, plus 2m for every raise she gets on this opposed Test.

CALLED SHOT

Full Action

Subtypes: Attack, Concentration, Melee or Ranged

The active character attempts to attack a specific or vulnerable area on his target. The attacker declares a location on his target (Head, Body, Left Arm, Right Arm, Gizzards, Left Leg or Right Leg), then makes an attack at -2k0. However, instead of Testing randomly for a hit location, if the attack is successful he hits the desired location.

CHARGE

Full Action

Subtypes: Attack, Melee, Movement

The character rushes at his target and delivers a single melee attack. The target must be at least four meters away, and a character may charge up to twice their Speed in meters. The movement of the charge must be in a straight line so the attacker can build speed and line up with his target. The attacker gains a +1k0 bonus on the attack made at the end of the charge. If the charging character is unarmed, he can attempt to grapple his opponent instead of inflicting damage.

DELAY

Half Action

Subtype: Miscellaneous

Instead of acting immediately, the character saves an action for later. At any time before her next turn, she may take any half action. If the character uses this stored action in response to someone taking an action, this action occurs first.

DISARM

Half Action

Subtype: Attack, Melee

The character attempts to disarm an opponent. Both the active character and her target make opposed Dexterity + Weaponry checks. If the active character gets two or more raises on this opposed check, the opponent drops their weapon.

DODGE

Reaction Action

Subtype: Movement

Dodge is a Reaction that a character can perform when it is not her turn. After a character is hit, but before Damage is rolled, the character can attempt to avoid the attack by making a dodge Test (Dexterity + Acrobatics). A character must be aware of the attack in order to make the Test. The TN For this test is the attacker's roll to hit the character using Dodge. If the Test succeeds, the character gets out of the way at the last moment and the attack is considered to have missed (and thus no damage is rolled). If the Dodge Test fails, the attack connects and deals damage normally. Dodge can be used to avoid both melee and ranged attacks.

Dodging Auto-Fire and Area Effect Attacks

Some attacks, such as those made with grenades, flamers, or guns firing on automatic are especially difficult to avoid.

When dodging an area effect weapon (such as a flamer), a successful dodge Test moves the character to the edge of the area of effect, as long as it is no further away than the character's dexterity in meters. If the character would need to move further than this to avoid the attack then the Dodge Test automatically fails.

When dodging automatic fire, the TN for the dodge test is equal to your Static Defense. Each raise reduces the additional damage dealt by the Full Auto Burst by 1k0. If you beat the attacker's attack roll, you negate the entire attack instead

FEINT

Half Action

Subtype: Attack, Melee

The character attempts to use guile and combat training to trick her opponent into a mistake. The character and her target make an opposed Weaponry Test. If the active character wins, her next melee attack against that same target cannot be dodged or parried. If the active character's next action is anything other than a standard attack, the advantage of feinting is lost.

FIGHT DEFENSIVELY

Half Action

Subtype: Attack, Concentration, Melee

The character performs a careful attack, making sure she remains well poised to defend herself. The character suffers a -1k0 penalty to her Weaponry Test, but she gains a +1k0 bonus to all dodge and parry Tests until the start of her next turn.

FOCUS POWER

Variable Action

Subtype: Varies by power, Provokes

The character casts a spell. The spell will list the target difficulty and the skill Tested. If the character succeeds, the spell works. If not, the spell fails.

FULL AUTO BURST

Full Action

Subtype: Attack, Ranged, Provokes

The character hurls a roaring burst of fully automatic gunfire at her enemies. The attacker must be wielding a ranged weapon capable of fully automatic fire to take this action. If the character has a pistol in each hand, both capable of fully automatic fire, she may fire both with this action.

The attacker makes a Ballistics Test with a +2k1 bonus. If she succeeds, the attack scored a hit normally. Furthermore, each raise on the Ballistics Test means another shot has hit the target. Each additional hit adds +1k0 to the damage of the attack, up to a maximum of the weapon's Rate of Fire.

A character using this action with a pistol or basic class weapon may also move up to his Dexterity in meters. However, if he does so, he gains no bonus to his Ballistics Test and instead suffers a -1k0 penalty.

FULL DEFENSE

Full Action

Subtype: Concentration, Melee

The character makes no attacks and instead concentrates entirely on self-defense. Until the start of her next turn, the character can make one additional reaction and gains a +10 bonus to her static defense.



GRAPPLE

Half or Full Action

Subtype: Attack, Melee

If the character is not in a grapple, she may use the Grapple action to enter a grapple with target opponent. Make a Brawl Test. If it is successful, she begins grappling the target as the controller of the grapple.

The controller of a grapple must spend a full action every turn to maintain this grapple. If she doesn't, the grapple immediately ends. She may then make an opposed strength Test. If she succeeds, she may take one of the following actions:

Attack with Weapon: The controller of the grapple can attempt to damage the opponent with your fists or a held weapon. The opponent cannot make any reactions to this attack. Roll damage normally. You cannot use weapons that require both hands in a grapple.

Throw Down Opponent: The controller of the grapple can wrestle the Grappled opponent to the ground. The grappled opponent becomes prone.

Push Opponent: The controller of the grapple makes a bull rush attempt. The pushed distance cannot exceed the active character's half move distance. The active character must move with her grappled opponent in order to maintain the grapple or she can choose to let go of her opponent, which ends the grapple, but allows the active character to keep her ground.

Ready: The controller of the grapple can ready one of her own items. Or if the SM allows, she can use the Ready action to grab an item belonging to her grappled opponent.

Stand: If both grappling participants are on the ground, the controller of the grapple can regain her feet with this action. She can also attempt to drag her grappled opponent up with her. If she so desires, both participants stand.

Use item: The controller of the grapple can use a readied item.

If the active character is the target of the grapple the first thing she must do on her turn is declare Grapple as a half action - this is part of the penalty for being grappled. After that, she may choose one of the following options:

Break Free: The grappled target can attempt to break free of the grapple by making an Opposed Strength Test with the controller

of the grapple. If the active character wins, she breaks free and may perform any half action

Slip Free: The grappled target can attempt to wriggle out of the grapple by making a Dexterity check against TN 15. If she succeeds, she slips free and may perform any half action.

Take Control: The grappled target can attempt to take control of the Grapple by making an opposed strength Test with her grappling opponent. If the active character wins, she becomes the controller of the grapple and her opponent becomes the grappled target. The active character may then immediately perform one of the controller grapple options, but cannot take any other half action.

HEALING SURGE

Half Action

Subtype: Miscellaneous

While normally a character cannot spend resource points during combat to heal, they do have the option of using this action to heal their wounds. They take a half action and spend Resource points up to their level, healing that many hit points. A character gains +5 to their static defense until their next turn when they use Healing Surge.



KNOCK DOWN

Half Action

Subtype: Attack, Melee

The attacker smashes her opponent in the hopes of knocking him off his feet. Make an Opposed Strength Test. If the attacker wins, the target is knocked prone and must make a Stand action on his turn to regain his feet. If the target wins the opposed strength Test, he keeps his footing. If the target wins with two or more raises, the attacker is knocked prone instead.

MOVE

Half or Full Action

Subtype: Movement, Provokes

The active character can spend a Half Action to move a number of meters equal to their Speed. As a Full Action, she may move twice that distance. If the active character ends her movement adjacent to an opponent, she may engage that opponent in melee. If the active character moves away from an opponent with whom she is engaged, he provokes Opportunity Attacks.

MULTIPLE ATTACKS

Full Action

Subtype: Attack, Melee or Ranged

This action allows the character to make one or more attacks on his turn. If a character is wielding two weapons and has the Two Weapon Wielder talent, they may make an additional attack, but all attacks they make this round are made at -2k0.

OPPORTUNITY ATTACK

Free Action

Subtype: Attack, Melee

Whenever an character uses an action with the provokes keyword while engaged in melee with an opponent, she provokes an Opportunity Attack. All opponents in melee range of the Provoking character may use this action in order to make a Standard Attack against the Provoking character. This is a special free action that you can use once per turn, during any character's turn.

OVERWATCH

Full Action

Subtype: Attack, Concentration, Ranged

The active character guards a specific area or target, poised to shoot at an opportune moment. When Overwatch is declared, the active character establishes a kill zone, which is any general area, such as a corridor or tree line, which encompasses a 45 degree arch in the direction the active character is facing.

The active character then specifies either Full Auto Burst or Suppressing Fire, along with the conditions under which she will perform the chosen attack. At any time the specified conditions are met before the start of the character's next turn, she can perform that attack. If a character on Overwatch performs any actions or reactions, such as dodge, her overwatch immediately ends. Note this does not include free actions such as speech.

PARRY

Reaction Action

Subtype: Defense, Melee

If the character is wielding a melee weapon capable of parrying, she can attempt to thwart an incoming melee attack by making a Weaponry Test with a TN of the attack incoming on the character. If the Test succeeds, the incoming attack is considered to have missed. If the Test fails, the attack connects and damage is rolled normally. Parry can only be used to negate a melee attack.

READY

Half Action

Subtype: Miscellaneous, Provokes

The active character draws a weapon or retrieves an object stowed in a pouch or pocket. A weapon or item can also be properly stowed away with this action (but note that simply dropping an item is considered a free action). This action can also be used to do things such as apply a bandage, coat a blade with poison, and so forth. Ready can be declared twice in the same turn if it is used on two different weapons or items.

RELOAD

Varies

Subtype: Miscellaneous, Provokes

The active character can reload a ranged weapon. The amount of time the reload action takes depends on the weapon. Note that any reload action that is spread across more than one round is an extended action.

RUN

Full Action

Subtype: Movement, Provokes

The active character runs, covering a distance equal to six times their speed. This makes the character harder to hit with ranged weapons, but easier prey for melee attacks. Until the beginning of the character's next turn, ranged attacks made against her suffer a -2k0 penalty, while melee attacks gain a +2k0 bonus.

SHIFT

Half Action

Subtype: Movement

The character moves a distance equal to her dexterity in meters.

STAND

Half Action

Subtype: Movement, Provokes

If the active character is on the ground, she can stand.

STANDARD ATTACK

Half Action

Subtype: Attack, Melee or Ranged

The active character makes one melee or ranged attack.

SUPPRESSING FIRE

Full Action

Subtypes: Attack, Ranged

The active character unleashes a devastating hail of firepower to force her opponents to take cover. This action requires a weapon capable of full automatic fire. When Suppressing Fire is declared, the active character establishes a kill zone (or uses one previously established, such as through overwatch), which is any general area, such as a corridor or tree line, that

encompasses a 45 degree arch in the direction the active character is facing. Then, the active character fires a Full Auto Burst and expends the appropriate ammo.

Targets within the kill zone must make a Pinning Test or become Pinned. The active character makes a Ballistics Test against TN 20 to determine if her wild spray of gunfire hits anyone, friend or foe, within the kill zone. If the Test succeeds, the SM assigns one hit to a random target within the kill zone. For every two raises on the Test, the SM assigns another hit, up to the weapon's automatic rate of fire. The active character cannot choose to fail this Test.

TACTICAL ADVANCE

Full Action

Subtype: Concentration, Movement

The active character moves from one position of cover to another position of cover. In so doing, she may cover a distance up to her Full Move. For the duration of the move, she is considered to benefit from the cover she left, even though she is in the open for a brief time.

USE A SKILL

Variable Action

Subtypes: Concentration, Miscellaneous

The active character may use a skill. How long this takes and what kind of check they need to make are covered in the descriptions of the individual skills.

WITHDRAW

Full Action

Subtypes: Concentration, Movement

The active character breaks off from melee combat and may make a half move.

Other Actions

If a player wants to take some action not covered in the rules, the SM should make a judgement about how long this will take and any relevant checks. Generally most actions should be resolved with some sort of Test: Characteristic Test, skill Test, or opposed Test. Keep in mind that a round is only a few seconds long, which is a very limited amount of time to accomplish a task.

The Attack

The most common action in combat is the attack - the characters are fighting, after all. Whether armed with a melee or ranged weapon, the process is the same. Before an attack is made, the SM should verify that the attack is even possible by checking the basic requirements for the attack.

Melee attacks require the attacker to be engaged in melee combat with his target. Ranged attacks cannot be made if the attacker is engaged in melee unless he is firing a pistol class weapon. In either case, the attacker must be aware of his target.

Assuming the attack is possible, follow these steps

- Step One: Apply Modifiers to the Attack Test**
- Step Two: Attacker Makes a Test**
- Step Three: Determine Hit Location**
- Step Four: Attacker Determines Damage**
- Step Five: Apply Damage to Hit Points**

Step One: Apply Modifiers to the Attack Test

A melee attack requires the attacker to make a Dex + Weaponry Test. A ranged attack requires the attacker to make a Dex + Ballistics Test. There are many instances where circumstances and factors will make the attack easier or more difficult than normal. For example, using the All Out Attack option gives +2k0 to the roll.

If a situation calls for two or more bonuses or penalties, simply combine all modifiers together and apply the total to the appropriate roll.

If a character aren't proficient with the weapon they're using, they don't use your Weaponry or Ballistics skill. Instead, they roll a base Characteristic Test.

Step Two: Attacker Makes a Test

After the modifiers have been determined, the attacker makes his Attack Test. Attack Tests are made using the appropriate skill for the weapon used (Weaponry for melee, Ballistics for ranged attacks, and Brawl for unarmed). No characteristic is used for this test;

the number of kept dice is equal to the skill used. If the character is proficient with the weapon used, they get +Xk0 to this test, where X is their level.

Dodge and Parry Reactions

If a character is hit by an attack, they have an opportunity to make a Dodge or Parry reaction as an opposed roll against the attack. If successful, the attack is negated and no damage is dealt.

Step Three: Determine Hit Location

On a successful hit, the attacker needs to determine where the hit landed. Simply roll on the following chart to determine hit location:

HIT LOCATIONS	
Roll (1d10)	Location
1	Left Leg
2	Right Leg
3-6	Body
7	Gizzards
8	Left Arm
9	Right Arm
10	Head

Step Four: Attacker Determines Damage

After the hit location has been determined, the attacker determines the damage dealt by his attack. Each weapon has a damage listing, usually a given number of kept and rolled dice. Melee weapons add the user's strength as rolled die on the damage roll. Roll the appropriate dice and apply any indicated modifiers. The result is the damage total.

Step Five: Target Applies Damage

From the damage total, the target subtracts any Armor Points that protect the location hit by the attack. If the target is hit by a spell, Armor Points do not apply, but the tar-

get may instead subtract his Aura value from the spell's damage. If this reduces the damage to zero or less, the target shrugs off the attack.

Any remaining damage is compared against the target's size. For every multiple of the target's size he takes in damage, he loses one hit point. For example, if the target is an average human (size 4) and he takes 15 points of damage from a sword attack, he loses 3 Hit Points. (15 divided by 4 is 3, with 3 left over. The left over damage is simply wasted.) If a target's size would be 0 or lower for some reason, it is considered to be 1 for determining hit points lost from damage.

If the target has run out of Hit Points, he begins taking Critical Damage, one point of Critical Damage for every Hit Point he'd otherwise lose.

UNARMED COMBAT

Not every fight in DUNGEONS THE DRAGONING requires bolters and daiklaves. Some conflicts can be settled the old-fashioned way with fists (not to mention feet and, if you're the bloodthirsty type, teeth).

Unarmed attacks are resolved in the same way as any other melee attack, with some differences. Unarmed attacks can be used for any Melee combat action, but wherever the normal combat action calls for the use of the Weaponry Skill, an Unarmed attack uses Brawl instead.

Unarmed attacks cannot be used to parry attacks made with weapons except with a Stunt. Unarmed attacks typically deal 0k1 damage, adding the character's Strength as rolled dice as normal for melee attacks. If the character has a speciality in Brawl, the damage of their unarmed attacks increases to 0k2.

COVER EXAMPLES

Cover Type	AP
Armor-glas, Pipes, Thin Metal	4
Storage Crate, Sandbags, Ice	8
Computer bank, stasis pod	12
Rockcrete, hatchway, thick iron, stone	16
Armaplas, bulkhead, plasteel	32

If a target loses at least one hit point from an unarmed attack, the attack also inflicts one level of Fatigue.

Combat Situations

DUNGEONS THE DRAGONING offers endless potential for gripping, dramatic, white-knuckle action. Combat is an essential element for such action, and each combat, from simple corridor shoot-outs to titanic civilization-crushing battles, should offer unique experiences. The combat circumstances described in this section offer many ways to help make every combat exciting, varied, and dangerous.

Combat circumstances can be used to reflect the effects of terrain, the weather, tactical situations, and a variety of other factors. Many circumstances alter the difficulty of tasks by providing bonuses or penalties to Tests, while others provide opportunities for characters to leverage good fortune, or exploit misfortunes that befall their enemies. Adventurers should make as much use of beneficial circumstances as possible. A good plan, suitable equipment or skillful use of tactics can often mean the difference between life and death for a hero. The following circumstances are some of the most common ones encountered in combat. For situations not covered here, use these as a guide. Remember, the SM has the final say about the difficulty of any particular Test or the outcome of any unusual situation.

Combat Advantage

One of the most common attack modifiers is combat advantage. Combat advantage represents a situation in which the defender can't give full attention to defense. The defender is pressed by multiple enemies at the same time, stunned, distracted, or otherwise caught off guard. When you have combat advantage against a target, you get a free raise to hit them.

Cover

Cover is a vital part of surviving a fire-fight and a good Adventurer knows that you

go for cover first and draw your gun second. There are no penalties to Ballistics Test made to attack targets standing partly behind cover. However, there is a chance that the shot may hit the cover rather than the target. It is up to the Adventurer to decide which parts of his body he is exposing when behind cover, but as a general rule, a character firing around or over cover will have his body and legs concealed. If the shot would hit a body location that is concealed behind cover, work out the damage against the Armor Points of the cover instead, with any excess being applied to the target as normal.

Damaging Cover

Cover is not invulnerable. Attacks can damage or destroy the protection afforded by cover. Each successful hit against cover that deals any amount of damage in excess of the Armor Points it provides reduces the cover's Armor Points by 1.

Concealment

Concealment can be provided by a variety of sources. Darkness, fog, foliage, smoke, and harsh weather can all provide concealment for participants. Whenever a character has concealment, his static defense increases. The default amount of this increase to a character's static defense is 5, but at the SM's option, particularly dense concealment like a blizzard or the like can increase a character's static defense by more.

Difficult Terrain

Melee attacks and dodge Tests made while standing in difficult terrain, such as mud, are made at -1k0. Tests made while standing on arduous terrain, such as deep snow or slick ice, are made at -2k0.

Engaged in Melee

If the attacking character is adjacent to his target, both the character and his target are considered to be engaged in melee. Ballistics Tests made to hit a target engaged in melee combat require two additional raises to hit. If one or more characters engaged in the melee is granting combat advantage, this penalty is ignored.

Extreme Range

Targets that are at a distance of more than three times the range of a character's weapon are at Extreme Range. Ballistics Tests made to hit targets at Extreme range require three additional raises to hit.

Falling

Characters can fall off things for any number of reasons, though the results are usually the same. A character takes one wound for every two meters they fall - characters with a larger size may be able to take more damage per wound, but they also fall harder. A character may Test Acrobatics against TN 15 to



reduce falling damage. On a success, they take one fewer wound, and every raise further reduces damage taken by a wound. If a character intentionally drops down, they may fall 2m per dot of their Acrobatics rating before taking damage.

Ganging Up

A character has an advantage when he and his allies engage the same foe in melee combat. If a group of characters outnumber their opponents by two to one, their melee attacks gain an +1k0 to hit. If a group of characters outnumber their opponents by three to one or more, their melee attacks are at +2k0 to hit instead.

Higher Ground

Characters standing on higher ground, such as standing on a table, hill, or atop a mound of slain enemies and/or dead puppies, have an advantage. Melee attacks made by these characters are at +1k0.

Long Range

Targets that are at a distance of more than double the range of a character's weapon are at Long Range. Tests made to hit those characters with attacks require an additional raise to hit.

Point Blank Range

When a character makes a ranged attack against a target that is two meters away or closer, that target is at Point Blank Range. Tests made to hit a character at Point Blank range are made at +2k1 to hit. This bonus does not apply when the attacker and the target are engaged in melee combat with each other.

Short Range

Target that are at a distance of less than half the range of a character's weapon are at short range. Tests made to attack targets at short range are made at +1k0.

Two-Weapon Fighting

Many warriors fight with a weapon in either hand. There are some important advantages and disadvantages to this style of fighting.

Unless the two-fisted fighter has Ambidextrous talent, it is important to consider which is his primary hand and which is his off hand.

A character fighting with two weapons may attack with either weapon when making attack actions. If he is able to make multiple attacks, he may split up his attacks between the two weapons if they are applicable (one can't use Lightning attack with a pistol, for example). Attacks made using the off-hand are made at -2k0.

A character fighting with two melee weapons gains +2 to damage when making a single standard attack with his main hand.

Weapon Jams

Unfortunately, no weapon is perfect. Sometimes a weapon will jam, either through age, neglect, or simply poor design. Whenever a character rolls more 1s on a roll to hit with their weapon than their level (2 1s at level 1, 3 at level 2, etc.) than the weapon has jammed. A Jammed weapon cannot be fired until it is cleared, though if the Test to hit was successful on the jamming shot, the weapon jams on the recoil - the shot is good but the weapon is now fouled. Clearing a Jam is a full action that requires a TN 15 Tech-Use or Ballistics Test. If the Test is successful, then the Jam has been cleared, though the weapon needs to be reloaded and any ammunition in the weapon is lost. If the Test fails, the weapon is still jammed and the character may attempt to unjam the weapon next round.

Injury

A natural consequence of pushing one's luck in far reaches of the Wheel is getting hurt. Adventurers can get into fights with an endless array of enemies, machinery can malfunction, pilots can discover exciting new ways to land that don't involve leaving their craft in one piece, and careless sorcerers can invite all sorts of horrors from the Warp to show up and ruin everyone's day.

Common physical injuries to DUNGEONS THE DRAGONING characters are

Energy Critical Effects

Critical	Effect
Energy Arm	
1	A blast to the arm leaves it numb. All Tests using the arm are made at -2k0 for one round.
2	The energy leaves the target's arm burned and useless for 1d5 rounds and the character takes one level of fatigue.
3	The attack wreathes the arm in flame, scorching clothing and armor. The target's attack rolls require two additional raises to hit for one round and the target takes 1d5 levels of fatigue.
4	Energy sears through the arm at the shoulder, causing the limb to be severed from the body. The target suffers 1d10 levels of fatigue and is inflicted with Blood Loss.
5	The attack reduces the arm to a cloud of ash and sends the target to the ground where he immediately dies from shock.
Energy Body	
1	The blast takes the breath from his lungs. He can only take a single half action on his next turn.
2	The target is burned badly, cooking the flesh on his chest and abdomen, and suffers 1d5 levels of fatigue.
3	Struck by the full force of the attack, the target is sent reeling to the ground, smoke spiralling out of the wound. The target is knocked prone and stunned for 1d10 rounds.
4	The attack blackens and burns off the target's skin. The target is stunned for 2d10 rounds, and his Str, Con, and Dex are halved until the critical damage heals.
5	The target is completely encased in fire, melting his skin and popping his eyes like superheated eggs. He falls to the ground a blackened corpse.
Energy Gizzards	
1	Ripples of heat make the character stumble and vomit. The target is stunned for one round.
2	The target falls to the ground screaming and suffers 1 level of fatigue.
3	The intense power of the energy attack scorches the target's heart and lungs. The target is stunned for 2d10 rounds.
4	The character's flesh and organs are cooked completely through. He falls to the ground, splitting open and steaming.
5	The target falls to the ground in a heap of burning flesh. Any grenades or missiles on the character's body detonate. The character is very dead.
Energy Head	
1	A grazing blow to the head dazzles the target for one round.
2	All of the target's hair is burned off, and he is blinded for 1d5 rounds.
3	The attack cooks the target's face, melting his features and damaging his eyes. The target is blinded for 1d10 hours and reduces Fellowship by 1 permanently.
4	In a gruesome display, the flesh is burned from the target's head, exposing charred bone and muscle underneath. He does not survive.
5	Superheated by the attack, the target's brain explodes, tearing apart his skull and sending flaming chunks of meat flying at those nearby.
Energy Legs	
1	A grazing strike against the leg slows the target for a bit. The target's movement is halved for 1 round.
2	A solid blow to the leg sends electric currents of agony coursing through the target. Target's movement is halved for 1d5 rounds and suffers 1 level of fatigue.
3	The attack burns the target's foot, charring the flesh. The target must successfully Test Constitution (TN 20) or lose the foot. On a success, the target's movement is halved until he receives medical attention.
4	Energy sears through the bone, causing the leg to be severed. The target must Test Constitution (TN 20) or be stunned for 1 round. The target gains 1d10 levels of fatigue and is suffering from blood loss.
5	In a terrifying display of power, the leg immolates and fire consumes the target completely. The target dies in a matter of agonizing seconds.

Explosive Critical Effects

Critical	Effect
Explosive Arm	
1	The target's arm fractures, making the character's hand spasm in pain. The character drops anything he is holding.
2	The blast causes the target to scream in agony. The target is stunned for 1 round and the limb is useless until the critical damage is healed.
3	Fragments from the explosion tear into the target's hand, ripping away flesh and muscle. He must Test Constitution (TN 20) or lose the hand. The target takes 1d5 levels of fatigue.
4	In a violent burst of shattering power, the target's arm is mangled. He must make a TN 20 Constitution Test or else die from shock. He suffers Blood Loss.
5	The arm disintegrates into a red mist, taking a good portion of the shoulder and chest with it. The target is sent screaming to the ground, dying in a pool of his own blood and organs.
Explosive Body	
1	The target is blown backwards 1d5 meters and takes 1 level of fatigue per meter travelled. He lands prone.
2	As above, but if the character was wearing any armor, the armor is breached and no longer protects the body until it has been repaired.
3	Chunks of the target's flesh are ripped free by the force of the attack, leaving large weeping wounds. The target is stunned for one round, takes 1d10 levels of fatigue, and is now suffering blood loss.
4	Pieces of the target's body fly in all directions as he is torn into giblets by the attack.
5	As above, and anyone within 1d10 meters of the target is drenched in gore and must make a TN 20 dexterity check or else become dazzled for one round as blood fouls their sight.
Explosive Gizzards	
1	The target is blown backwards 1d10 meters, taking one level of fatigue for ever meter traveled.
2	The explosion sends the target sprawling to the ground. He takes 1d5 levels of fatigue and becomes prone.
3	Concussion from the explosion knocks the target to the ground and tenderizes his innards. The target falls down Stunned for 1 round, takes 1d10 levels of fatigue and is now suffering Blood Loss.
4	The target's chest explodes outwards, disgorging a river of cooked organs onto the ground, killing him instantly.
5	As above, and in addition if the character was carrying any ammunition or explosives, they detonate.
Explosive Head	
1	The flash and noise leaves the target Blinded and Deafened for 1 round.
2	The detonation knocks the target to the ground and stuns him for one round. The target takes two levels of fatigue.
3	The target's head explodes under the force of the attack, leaving his headless corpse to spurt blood from the neck for the next few minutes. The target takes -1k0 to all perception checks for one round and, worse, is killed instantly.
4	In a series of unpleasant explosions the target's head and torso peel apart, leaving a gory mess on the ground. You don't get much deader than this except...
5	As above, except such is the unspeakably appalling manner in which the target was killed that any allies of the target who are within 2m of where he once stood must Test against Fear 1.
Explosive Legs	
1	A glancing blast sends the character backwards one meter.
2	The concussion cracks the target's leg, leaving him stunned for one round and halving all movement for 1d5 rounds. The target takes 1 level of fatigue.
3	Explosive force removes part of the target's foot and scatters it over a wide area. The target must make a TN 20 Constitution Test or permanently lose the use of his foot, inflicting 1d5 levels of fatigue.
4	The explosion reduces the target's leg into a hunk of smoking meat. The target must make a TN 20 Constitution Test or die from shock. On a successful Test, the target is merely stunned for 1d10 rounds, takes 1d10 levels of fatigue, and suffers Blood Loss. He now has only one leg.
5	The leg explodes in an eruption of blood, killing the target immediately and sending bloody bits of him in all directions.

Impact Critical Effects

Critical	Effect
Impact Arm	
1	The attack numbs the target's limb, causing him to drop anything held in that hand.
2	The impact leaves crushing pain and the target takes one level of fatigue.
3	The attack pulverizes the target's hand, crushing and breaking 1d5 fingers (a thumb counts as a finger). The target takes 1 level of fatigue and loses the use of his hand until he gets medical attention.
4	With a loud snap, the arm bone is shattered and the limb is left hanging limply. The arm is broken and useless until healed. The target also takes two levels of fatigue.
5	In a rain of gore, blood, and met, the target's arm is removed from his body. He screams incoherently for a few seconds before collapsing to the ground and dying.
Impact Body	
1	The target is momentarily knocked off balance by the attack, and can take only a half action on his next turn.
2	The attack breaks a rib and inflicts two levels of fatigue. The target is also stunned for one round..
3	A solid blow to the chest winds the target and he momentarily doubles over in pain, clutching himself and crying in agony. The target takes 1d5 levels of fatigue and is stunned for two rounds.
4	With an audible crack, 1d5 of the target's ribs break. The target can either lay down and stay still awaiting medical attention or continue to take actions, though if he takes any actions he begins suffering Blood Loss.
5	The target jerks back from the force of the attack, throwing back his head and spewing out a jet of blood before crumpling to the ground dead.
Impact Gizzards	
1	The impact punches the air from the target's body, inflicting one level of fatigue.
2	The blow batters the target, almost stopping his heart. The target takes 1d5 levels of fatigue and is stunned for 1 round.
3	The attack knocks the target to the ground, sending him flying 1d5 meters away and falling prone. The target takes 1d5 levels of fatigue and is stunned for 2 rounds.
4	The force of the attack ruptures several organs and knocks the target down gasping in wretched pain. The target suffers Blood Loss and takes 1d10 levels of fatigue.
5	The target's organs are turned into a fine paste. While this would be great for spreading on crackers, it's not so great for being alive. The target dies instantly.
Impact Head	
1	The attack causes the target to see stars. The target takes one level of fatigue and becomes dazzled for one round.
2	The target's nose explodes in a torrent of blood, blinding him for one round and dealing two levels of fatigue.
3	The target's head is snapped back by the attack, leaving him staggering around trying to control mind-numbing pain. The target is stunned for 1d5 rounds and takes 2 levels of fatigue.
4	Blood pours from the target's nose, mouth, ears, and eyes as the attack pulverizes his brain. He does not survive.
5	The target's head explodes like an overripe fruit and sprays blood, bone and brains in all directions.
Impact Legs	
1	A light blow to the leg leaves the target stumbling. His movement is halved for one round.
2	The blow breaks the target's leg, leaving him stunned for one round and halving all movement for 1d5 rounds. The target takes one level of fatigue.
3	Several if the tiny bones in the target's foot snap like twigs with cracking noises. The target must make an immediate Constitution Test (TN 20) or permanently lose the use of his foot. On a success, halve all movement until medical attention is received. The target takes two levels of fatigue.
4	The force of the attack rips the lower half of the leg away in a stream of blood. The target must make a TN 20 Constitution Test or else die from shock. On a success, the target is stunned for 1d10 round, takes 1d5 levels of fatigue and suffers blood loss. He now only has one leg.
5	The hit rips apart the flesh of the leg, causing blood to spray out in all directions. Not only does he not even have a leg to stand on, but he also dies horribly in a spreading pool of gore.

Rending Critical Effects

Critical	Effect
Rending Arm	
1	The slashing attack tears anything free that was held in this arm.
2	The shredding attack sends the target screaming in pain. As above, and the target takes 2 levels of fatigue.
3	The blow mangles flesh and muscle as it hacks into the target's hand, liberating 1d5 fingers in the process. The target takes 3 levels of fatigue and must make a TN 20 Constitution Test or lose the use of his hand.
4	With an assortment of interesting wet ripping sounds, the arm flies free of the body, trailing blood behind it in a crimson arc. The target is now missing an arm and suffering blood loss.
5	The attack slices clean through the arm and into the torso, drenching the ground in gore and killing the target instantly.
Rending Body	
1	If the target is not wearing armor on this location, he takes 1 level of fatigue from a painful laceration. If he is wearing armor, there is no effect.
2	The attack rips a large patch of skin from the target's torso, leaving him gasping in pain. The target is stunned for one round and takes 2 levels of fatigue.
3	The blow opens up a long wound in the target's torso, causing him to double over in terrible pain. The target takes 1d5 levels of fatigue.
4	The target is sent screaming to the ground, clutching at his wounds. He goes prone and takes 1d10 levels of fatigue.
5	The powerful blow cleaves the target in twain. Unfortunately, he doesn't survive the experience.
Rending Gizzards	
1	The attack hits a weak point on the target's armor, tearing at straps or between joints and reducing its Armor Points by 1 until it is repaired. The target takes one level of fatigue.
2	A torrent of blood spills from the deep cuts, making the ground slick with gore. He takes 1d5 levels of fatigue.
3	The attack cuts open the target's abdomen. The target suffers from blood loss and can either use one arm to hold himself together or else roll twice for blood loss each turn. He also takes 1d5 levels of fatigue.
4	The target is rent into several bits. He is now quite dead.
5	As above, except the area around the target is awash in gore and counts as difficult terrain for the rest of the fight.
Rending Head	
1	The attack tears skin from the target's face dealing 1 level of fatigue. If the target is wearing a helmet, there is no effect.
2	The attack scoops out one of the target's eyes, inflicting 1d5 levels of fatigue and leaving the target stunned for 1 round.
3	The attack opens up the target's face, leaving him stunned for 1d5 rounds and inflicting 1d5 levels of fatigue. If the target is wearing a helmet, the helmet is torn free.
4	With a sound not unlike a wet sponge being torn in half, the target's head flies free of its body and sails through the air, landing harmlessly 2d10 meters away. The target is instantly slain.
5	As above, only blood spews out in a torrent, drenching all those nearby and dazzling them as gore fills their eyes.
Rending Legs	
1	The target's kneecap splits open. He must make a TN 20 Dexterity Test or fall prone. He takes 1 level of fatigue.
2	The attack rips a length of flesh from the leg, causing blood to gush from the wound. The target takes 1 level of fatigue and suffers Blood Loss.
3	The blow slices a couple of centimeters off the end of the target's foot. The target must make a TN 20 Constitution Test or lose the foot. In either case, movement is halved until the character receives medical attention and takes 1d5 levels of fatigue.
4	In a single bloody hack the leg is lopped off the target. The target must immediately make a TN 20 Constitution Test or die from shock. On a success, the target is stunned for 1d10 rounds, takes 1d10 levels of fatigue, and suffers Blood Loss. He now has only one leg.
5	With a meaty chop, the leg comes away. The target pitches to the ground howling, before dying moments later.



represented by Damage and Fatigue. Additionally, characters can also experience several types of conditions and special damage such as fire, suffocation, being stunned, and the amputation of limbs. With all these different types of punishment waiting to befall characters, it's important to know how much physical abuse a character can take and a key measurement of this is how many Hit Points he possesses.

HIT POINTS

Hit Points are a measurement of how much punishment a character can take before suffering debilitating effects and, ultimately, death. Every character in *DUNGEONS THE DRAGONING* has a specified number of Hit Points. When you create your character, you determine his Maximum Hit Points, which is his Constitution plus his Willpower. There may be feats, racial abilities, or effects from your character's template that add to your maximum hit points as well. Whenever a character loses Hit Points, they are subtracted from the character's Current Hit Points. Once a character's current Hit Points drop to zero or below, he is in real trouble.

DAMAGE

Damage is physical trauma dealt to a character. Characters can suffer damage in any number of ways - being shot by a boltgun,

lacerated by daemon claws, falling into a lava-filled crevasse, exposure to the vacuum of space, and worse.

When a character suffers Damage, compare the damage he takes against his Size. For every multiple of his size, the character takes one wound. For example, if a human (size 4) takes 18 damage from an attack, he would lose 4 Hit Points. (18 divided by 4 is 4. The remainder of two is simply wasted.) An Elf (size 3), would lose 6 Hit Points from the same amount of damage.

Each time a character suffers damage, there may be an opportunity to reduce it. Armor Points reduce damage taken from most sources, but are ineffective against distinctly magical effects like spells. Aura, on the other hand, reduces damage from spells but is worthless against things like, say, bullets.

Some effects, such as fire and falling, can directly wound a character regardless of their size.

Damage Types

All damage is divided up into four types: Energy (lasers, fire, plasma), Explosive (grenades, bolt rounds), Impact (clubs, bullets, falling), and Rending (swords, claws). If a source of Damage does not specify a type, treat it as impact. Damage type is usually only important for determining Critical Effects resulting from Critical Damage.

CRITICAL DAMAGE

Whenever a character runs out of Hit Points, he begins to take critical damage. Each time a character suffers Critical Damage, he also suffers one or more Critical Effects. These are determined by consulting the appropriate Critical Effects Table based on the affected body location (Arm, Body, Gizzards, Head, or Leg) and the type of damage (Energy, Explosive, Impact, or Rending).

As with normal damage, Critical Damage is cumulative and remains with the character until he either heals naturally over time or receives medical attention. Each critical effect also has its own duration (including permanent). If a Critically Damaged character loses more Hit Points, the amount is added to his existing critical damage and a new set of critical effects are applied based on his Critical Damage.

HEALING

A character who has gotten injured will probably like to get healed at some point. As a character takes wounds, he progresses through three different states: Lightly Wounded, Heavily Wounded, and Critically Wounded. Characters naturally recover from wounds at a slow rate that varies depending on the character's state. Rest, medical attention, and a few spells can speed up wound recovery.

Lightly Wounded

A character is considered Lightly Wounded if he has lost Hit Points equal to or less than his Willpower. A lightly wounded character recovers 1 hit point per day through natural healing. If a lightly wounded character devotes an entire day to bed rest, he recovers a number of hit points equal to his Constitution.

Heavily Wounded

A character is Heavily Wounded whenever he has lost Hit Points greater than his Willpower. A Heavily Wounded character recovers 1 hit point per week through natural healing. If a heavily damaged character devotes an entire week to complete rest, he re-



covers an amount of hit points equal to his Constitution. Once a Heavily Wounded character's hit points are equal to or less than his Willpower, he becomes Lightly Wounded.

Critically Wounded

A character is Critically Wounded whenever he has lost Hit Points in excess of his hit points. Critical Damage does not heal on its own - it requires medical attention. With rest and medical attention, a character removes 1 point of Critical Damage per week. After all Critical Damage has been removed, a character becomes Heavily Wounded instead.

Conditions

Common injuries are far from the only forms of bodily harm facing those who dare to venture into the unknown. Spells, monsters, traps, and the environment can all afflict your character with various conditions. A condition imposes a penalty, a vulnerability, a hindrance, or a combination of effects.

AMPUTATED LIMBS

A character that loses body parts (except for the head, which almost certainly means death) is also affected by Blood Loss and must be treated for it quickly. If the character lives, someone with the medicae skill must be found to ensure that it heals well. If no medic is available, the character becomes Diseased. Assuming the character survives the Blood Loss, he'll also have to cope with the disagreeable side-effects of the lost limb, which are explained below.

Lost Hand

The character suffers a -2k1 penalty on all skill and characteristic Tests that rely on the use of two hands and she cannot wield two-handed weapons. A shield can be strapped to the injured arm, however. Should this be the character's primary hand, she must cope with the customary -2k0 penalty to Weaponry using his secondary hand. For every 100 xp she spends, she can reduce this penalty by 1k0.

If a character loses both hands, she should either secure at least one replacement or get someone to sharpen her teeth.

Lost Arm

As with a lost hand, but a character cannot strap a shield to the arm since he no longer has it. Losing both arms is bad, plus it's a bit difficult to reach those hard-to-clean spots. Once again, look into replacement limbs or consider rolling up a new character.

Lost Eye

Losing one eye permanently halves the effective range of all ranged attacks the character makes. In addition, he suffers a -2k1 penalty to all Skill and Characteristics Tests that rely on sight. Should a character have the misfortune to lose both eyes, he becomes Blinded.

Lost Foot

The character permanently reduces all his movement by half (round up) and suffers a -2k0 penalty to all movement Actions as well as Skill and Characteristic Tests that rely

on mobility, such as Stealth. Losing both feet makes it hard to walk. Perhaps the ship's Engineeer has some spare wheels lying around...

Lost Leg

Treat this as a lost foot, but the character cannot use the Dodge action. Losing both legs renders the character half the person he was, but the good news is he also becomes half the target for his enemies.

BLINDED

A blind character automatically fails all Tests based on vision and automatically fails all Ballistics Tests. She also suffers a -2k1 penalty to Weaponry Tests and most other Tests that ordinarily benefit from vision. Blinded characters grant Combat Advantage. Needless to say, most heroes find blindness very inconvenient.

BLOOD LOSS

Blood Loss is an effect that can result from Critical Damage. Characters suffering from Blood Loss are in danger of death at any moment. Each round a character is suffering from blood loss, she rolls 1d10. On a roll of 1, the character dies. If the suffering character is conscious, she may attempt a TN 20 Medicae Test each Round to staunch the bleeding. If the character is also trying to simultaneously engage in strenuous activity, such as running away from whatever caused the blood loss, attempts to staunch the bleeding instead requires a TN 30 Medicae Test. If the suffering character is not conscious, or doesn't fancy her chances, another character may attempt the Test.

DAZZLED

A Dazzled character has been dazed and confused. He takes -1k0 to all Tests and an additional -1k0 to all Tests based on sight.

DEAFENED

The character cannot hear at all, or at least not well enough to communicate with others. Until the character recovers or has his disability repaired, he automatically fails any

Skill or Characteristic Test that relies on hearing. Apart from having trouble communicating with his fellow Adventurers, the SM is free to decide what effects a deaf character will have on the game.

DISEASED

While Exalts are immune to the vast majority of diseases, there are some supernatural afflictions that can still knock them on their arse. While Diseased, a character cannot recover hit points. Most supernatural diseases have their own effects in addition to this base condition.

FIRE

A character suffers damage from fire each round she is exposed to it. At the beginning of each round after the first in which a character is exposed to the same source of flames (or if he is hit by a weapon with the Flame special quality) she must make a TN 15 Dexterity Test or catch on fire.

Once a character is on fire, she loses one hit point and gains and one level of fatigue each round until the fire is extinguished. All damage from fire is treated as Energy damage for the purpose of determining Critical effects - if the location is not otherwise specified, use the body location.

A character that is on fire may try to extinguish the flames herself by dropping prone and making a TN 15 Dexterity Test, which counts as a full action. The SM can make this Test easier or harder depending on environmental conditions and whether the blazing character is able to receive any help from nearby allies.

FATIGUE

Exhaustion, combat trauma, or swapping licks with bare fists can all leave a character battered, but more or less intact. Fatigue measures the amount of non-lethal injury a character can take over the course of game play. Characters gain Fatigue from certain types of attacks, some critical effects, and some weapons and feats.

Fatigue is measured in levels. A character can take a number of levels of Fatigue

equal to his Constitution score and still function, albeit with some side-effects. Should a character take a number of levels of fatigue in excess of his Constitution, he collapses, unconscious, for 10-Constitution hours. After the character awakens, his levels of fatigue revert to a number equal to his Constitution.

Characters suffering any level of fatigue suffer -1k0 to all Tests. A character recovers one level of fatigue per hour as long as they can rest and relax.

HELPLESS

Tests made to hit a sleeping, unconscious, or otherwise helpless target automatically succeed. When rolling damage against such a target, roll twice and add the results.

IMMOBILIZED

Characters who have been Immobilized have some serious problems moving. An immobilized character cannot use any action with the Movement subtype.

PINNED

Being shot at is a terrifying experience at the best of times, and even the most inexperienced Adventurers know to keep their heads down when the bullets and bolt shells start flying. Pinning represents a character's survival instincts telling him to stay in cover. When a character is on the receiving end of suppressive fire, even if he isn't hit, he must make a Pinning Test. This is a Willpower Test made at TN 20. On a success, the character may act normally. On a failure, the character becomes Pinned.

A Pinned character may only take Half actions. If a Pinned character is in cover relative to the attacker that Pinned him, he may not leave it except to retreat (provided he can remain in cover while doing so). If he is not in cover when Pinned, he must use his next turn to reach cover. If there is no cover nearby, he must move away from the attacker that Pinned him.

A character can make a Pinning Test at the end of his Turn to escape Pinning, in which case he may act as normal on his next turn. This Test is made against TN 10 if the

character is no longer under fire. A character engaged in melee combat automatically escapes Pinning.

PRONE

A Prone character grants Combat advantage against melee attackers and ranged attackers within point blank range. Ranged attackers beyond point blank range need an extra raise to hit his Static Defense. A prone character suffers -1k0 to all melee attack Tests and -2k0 penalty to all dodge Tests. A character may drop prone as a free action.

RESTRAINED

It's easy enough for a character to end up restrained. Perhaps he's gone and gotten himself arrested, or he's having to fight off attackers in the middle of something intimate involving fuzzy handcuffs. Either way, a restrained character grants combat advantage. If his legs are bound, he's also immobilized. All attack rolls he makes are at -1k0.

STUNNED

In addition to Damage and Fatigue, characters may also become Stunned. A stunned character grants combat advantage and cannot take actions. A stunned character is not helpless or unaware.



SUFFOCATION

There are many ways to suffocate, including drowning, smoke inhalation, and exposure to certain toxins. The rate of suffocation depends on the character's activity level. If a character is actively trying to conserve oxygen, he can hold his breath for a number of minutes equal to his Constitution. If a character is instead engaged in strenuous activity (combat, swimming, etc) he may hold his breath for a number of rounds equal to twice his Constitution.

While holding his breath, a character must make a TN 10 Con Test each minute (if conserving oxygen) or each round (if getting busy). If he fails, he suffers one level of fatigue. If the character has not gained a fresh source of oxygen by the end of the allotted time he automatically falls unconscious regardless of his levels of Fatigue.

If a character is both unconscious and deprived of a fresh source of Oxygen, he loses one Hit Point per round until he dies.

SURPRISED

When you're surprised or taken un-awares, you grant combat advantage.

UNCONSCIOUSNESS

Unconsciousness is usually a temporary state that typically results from excessive levels of fatigue or critical damage. The duration of a state of unconsciousness is usually included in the description of the effect that caused it, but if no other duration is given, unconsciousness lasts for 10-Constitution hours.

An unconscious character is completely unaware of his surroundings and cannot take any actions. His is also treated as being Helpless.

Movement

In many game situations, it is unnecessary to worry about how fast a character can run or how long it takes him to walk from his private quarters to the ship's armory. On the other hand, there are many situations that come up during a game, such as combat,

where knowing how far a character can move over a given period of time becomes very important.

During a combat round, a character may take a specific action to move at one of four speeds: Half Move, Full Move, Charge, or Run. The number of meters a character travels per Round at these various speeds is determined by, well, his Speed. See the description of the actions for their special conditions and how far they allow a character to move.

Narrative Moment and Terrain

Terrain conditions affect how fast a character can cover ground during Narrative Time. Obviously, slogging through a waist-deep death world swamp is far more laborious than strolling through the steel corridors of an orbital space station. If you're moving through difficult terrain, you can only cover half of the normal distance in a given amount of time. The SM has the final decision about what, if any, modifiers apply to Narrative Time caused by the environment.

A character may hurry - either because they're running or because they're on a forced march - and cover more ground. Characters may double their movement during narrative time, but for every hour spent doing this they must make a TN 10 Constitution Test or take a level of fatigue, with the TN increasing by 5 for every hour after the first.

In general, a character may move 20x their speed per minute, a number of kilometers equal to their Speed per hour, and ten times that per day.

Climbing

Climbing an object requires Athletics rolls. Under most circumstances, as long as a character has both hands free, has a dot in Athletics, and isn't being distracted (by, say, being shot at), a character can automatically succeed at simple climbing tests like fences, trees, boulders, and the like.

If he's trying to move quickly or is being distracted, he needs to make an Athletics Test to climb. On a successful Test, he can ascend up to half of his Speed. For every raise on the Test, he can move an additional meter. If he fails, he falls, and might take damage.

The SM can adjust the difficulty of the Test based on the nature of the climb, and can rule that certain surfaces, like sheer surfaces like building faces and cliffs, require Tests and can't be attempted automatically. The default difficulty of most climbing Tests is TN 15.

Jumping

A jump is, well, you should be familiar with this one. If a character gets a running start of at least 4m before his jump, he makes an Acrobatics and Strength Test against TN 10. On a success, he leaps a number of meters horizontally equal to his Strength, plus another meter for every degree of success. On a failure, he only leaps a number of meters equal to half his Strength (round up). He can achieve a height of one half of this distance travelled in meters (round down). If he's just making a vertical leap, make the Test as normal and simply ignore the horizontal distance travelled. A character can attempt to make the same jumps from a standing start, but the initial Test is made against TN 15 instead of TN 10.

Swimming

A character doesn't need to make a Swim Test (Athletics and Strength) under ideal circumstances, but hazardous conditions such as rough waters, hands being tied, or swimming while fighting all require Swim Tests to move. A successful swim Test allows the character to move at half speed through the water. Normally, swim Tests are made against TN 10, but difficult conditions might increase the TN. A failed Test means the character doesn't get to move that turn. Heavy equipment, especially armor, makes swimming extremely difficult. Swim Tests made while wearing Medium or heavier armor is made against TN 20. A character must, normally, hold their breath if they're completely submerged.

SOCIAL COMBAT ACTIONS

Action	Type	Description
Monologue/Study	H/F	Take time to make your next social attack more effective.
Move	Fr	Move around the area.
Poker Face	F	Focus on defending yourself from social attacks.
Refute	R	Negate someone's social attack.
Social Attack	H	Make a social attack.
Speak Carefully	F	Make a social attack while preparing a defense.
Support	H	Provide wingman support for someone.
Wordplay	H	Catch someone off-guard with tricky words.

Social Combat

Of course, Heroes don't always need to solve problems and differences by punching each other in the face, launching bolts of plasma, and accidentally opening a gate to the Warp because someone rolled **really** badly on a Perils of the Warp check. There is also the option to simply talk things over.

Any great heroic epic has heroes who can motivate a nation through force of personality, making speeches to open up the hardest heart, wooing the princess, and so forth. While simple skill checks might be enough to pass for a lie or two, important debates and social situations with far-reaching implications shouldn't be left to succeed or fail on the basis of a single roll - or at least no more than combat.

A really serious social situation should be handled with the same seriousness and depth as a fight to the death - especially since death might really be on the line!

For the most part, Social Combat is handled like real combat. Initiative is rolled, actions are taken, and then people take turns until the situation is resolved.

SOCIAL COMBAT OVERVIEW

Just like regular combat, social combat is resolved with structured time. Social combat rounds, however, are considerably longer than normal rounds - social combat rounds can be a minute or more long, though really they just take however long is required

for the actions people are taking. If someone is making a particularly long speech or monologue, a round might be several minutes or more. Social combat works in the same way as normal combat with the following notes:

A character can be just as surprised in a social situation as anywhere else - someone might just walk right up to a hero and try to persuade them to do them a favour or invite them into the back room. A character who is surprised loses their first turn in the combat.

A character uses their Fellowship and Composure to modify their initiative roll rather than Dexterity and Composure. Being quick on your feet isn't all that impressive in a battle of wits.

Social combat can be resolved in a number of different ways, not just killing everyone involved. Make sure to read over the resolution phase to understand how social combat can end.

Resolve

Resolve is a character's defense against social attacks. Resolve is calculated by adding a character's Willpower and Composure together. Resolve recovers more quickly than Hit Points. Each morning, the character may roll her Composure against TN 10. If the roll succeeds, she regains one point of Resolve, plus one for every raise on the roll. The character gains a point of resolve if they perform a stunt that furthers their Alignment (at the SM's discretion).

Mental Defense

Just as a character's static defense in normal combat is determined by their Dexterity, a character's Mental Defense is determined by their Composure. A character's base Mental Defense value is $5 + (5 \times \text{Composure})$.

SOCIAL COMBAT ACTIONS

The list of actions in a social situation are somewhat different from the actions taken during normal combat - you'll find a distinct lack of options that involve stabbing someone. If a character does decide to use the point of his sword rather than his argument, then social combat ends rather abruptly and normal combat takes its place - possibly with one very surprised person who came expecting a debate.

Monologue/Study

Half Action

The active character takes some time to prepare himself, building a fortress of words or considering carefully the arguments of another for flaws. You may take a half action to get +1k0 on your next social attack or a full action to get +2k0 on your next social attack. The next action the monologuing character performs must be a social attack or the benefits of this study are lost. These benefits are also lost if the character performs a reaction before making his attack.

Move

Free Action

Unlike in a normal combat situation where bullets are going all over the place and cover is a very nice thing to have, movement during social combat is more for flavor than anything else. Unless someone is specifically making a withdraw action or otherwise fleeing the scene, movement is a free action that is simply taken while making other actions.

Poker Face

Full Action

The character makes no social attacks and instead concentrates entirely on self-defense. Until the start of her next turn, the character can make one additional reaction and gains a +10 bonus to her static social defense.

Refute

Reaction Action

Refuting a social attack can be done in a number of different ways. The two main methods of social refutation are as follows, though given the variety of social situations the SM may allow a character to use a stunt to Test other skills and characteristics:

Wisdom and Scrutiny - By Testing wisdom and scrutiny a Hero is seeing through the arguments people are making. A wisdom and scrutiny Test can be made against any social attack.

Intelligence and Lore - The last thing an adventurer wants to do is debate an expert on their chosen topic. Whenever a Lore would be appropriate, an Intelligence and Lore Test may be used to refute social attacks, and gains a free raise on his Test (he's got the facts on his side, after all).

Social Attack

Half Action

Making a Social Attack depends on a number of factors. A hero must choose exactly which tactic they'll be using in order to determine what they'll be rolling. First, the character must decide if they're using Charisma (for honest persuasion) or Fellowship (for guile and seduction). A hero then selects from Charm (for seduction and simply improving disposition), Command (for giving orders), Deceive (for attempting to get their way through lies), Intimidation (for scaring the hell



out of people), Performer (for influencing large crowds), and Persuasion (making an honest attempt to talk to someone).

Speak Carefully

Full Action

The character presents a careful argument, making sure she remains well poised to defend herself. The character suffers a -1k0 penalty to her social attack Test, but she gains a +1k0 bonus to all Refute Tests until the start of her next turn.



Support

Half Action

The character creates an opportunity for another character. He might support his argument, present more facts, or simply add another voice. By working together with them, the active character gives them +1k0 to their next social skill Test. It cannot be used on any actions the SM deems inappropriate, and no more than two characters may attempt to assist another on a single Test.

Wordplay

Half Action

The character attempts to use guile and debate training to trick her opponent into a mistake. The character and her target make an opposed Test, the active character using Deceive + Fellowship and the defending character using Scrutiny + Wisdom. If the active character wins, her next social attack against that same target cannot be refuted. If the active character's next action is anything other than a social attack, the advantage of wordplay is lost.

EFFECTS OF SOCIAL ATTACKS

Social attacks don't reduce a target's Hit Points. At least not under normal circumstances. The effects of a social attack are actually much more subtle, attacking a target's Resolve. The TN of a social attack is made against a target's Mental Defense.

Whenever a character is overcome by a social attack, he has two options: he may

spend a point of Resolve to resist the effects of the social attack or he may consent to the attack, performing the behavior described in the initial attack declaration. Keep in mind that additional raises on the social attack have no effect - one that hits with ten raises has the same effect as one with no raises at all.

In a given scene, a character can suffer only two points of Resolve drain from social attacks. Once this has happened, the character becomes jaded and suspicious. Any further attempts at pe automatically fail unless the attacker uses a stunt to try a new approach. Whenever a social attack would make a character act against their alignment they must spend a Resolve point in order to resist. Social attacks can impose a range of possible effects:

Building/Eroding Dispositions: The most basic type of social attack effect, building and eroding dispositions simply makes a character like or dislike a given cause, belief, or other character. The results of a single social attack aren't going to win an enemy over as a lover or turn a patriot against their nation, though - whenever a character consents to this effect, their disposition only moves one place, and the change is typically temporary unless the same effect has been used a number of times equal to the defender's willpower (the average person with Willpower 2 would need to be subject to this effect twice for it to become permanent).

Typically characters will spend resolve to resist having existing loyalties eroded, but they are less likely to oppose attacks on a different front targeting causes and people they don't have strong feelings for already.

Compelling Behavior: Characters who don't or can't resist a social attack can be convinced against their better judgement to spend the rest of the scene doing any one task, provided that doing so doesn't violate their Alignment. Typically a character will resist any course of action that violates their normal behavior, but they are not required to do so - a husband may have a loving wife and still accede to the proposition of a beautiful concubine, for instance.

Breaking Alignment: If a character is reduced to zero Resolve through social attacks and she is prevented from regaining their full Resolve for a number of days equal to their Devotion, her will is broken. In this state (which lasts until the character has fully recovered their Resolve), successful social attacks may compel her to take actions betraying her Alignment. Storytellers should be wary of inflicting such a dire fate on a protagonist.

they have on Mental Defense to change these attitudes and what they mean.

Fear and Insanity

The Great Wheel is a dark and terrible place where billions inhabit a universe filled with unnumbered horrors and countless dangers. The rules presented here reflect these many threats to the mind and soul, and how the player characters interact with them. They are separated in two distinct sections: Fear covers a character's immediate reaction to frightening events and creatures and Insanity details the long term effects of trauma on a character. During combat encounters, the only rules that will be used from this chapter are those for fear. The effects of Insanity are dealt with in the aftermath of a battle rather than during it.

FEAR

Fear comes into effect when the characters are confronted with scenes of atrocity or horror, or when they are called on to battle against terrifying aliens, insane perversions of science, and nightmarish entities from the warp. When a PC is confronted by such a frightening event or adversary, he must make a Fear Test. This is a Willpower Test, with the TN determined by how frightening the thing is. If the PC passes this Test, then he may continue to act as normal. If he fails, however, he succumbs to fear.

If a character fails the fear Test in a combat situation, he must immediately roll on the Shock Table, adding +1 to the result for every Check on the Test. The effects listed are applied immediately to the character. If the character fails the fear Test in a non-combat situation, the character becomes unnerved and

DISPOSITION

Attitude	TN	Means
Kismesissitude	+10	FROM HELL'S HEART I STAB AT THEE.
Hostile	+5	Will take risks to hurt you.
Unfriendly	0	Wishes you ill.
Indifferent	0	Doesn't much care.
Friendly	0	Wishes you well.
Helpful	+5	Will take risks to help you.
Fanatical	+10	There is only the Emperor, and he is our shield and protector.

DISPOSITION

The disposition of a character determines the general difficulty of influencing their actions, as well as just what they're likely to do. A low disposition (like Hostile) is likely to be less than helpful, whereas a high disposition might see you getting favors and even some assistance. The following table shows the general attitudes of disposition as well as the effects

FEAR TEST DIFFICULTIES

Severity of Fear	TN	Examples
Fear 1 - Disturbing	15	Walking Dead
Fear 2 - Frightening	20	Ebon Wraith
Fear 3 - Horrifying	25	Incarnate Daemon
Fear 4 - Terrifying	30	The King in Rags and Tatters



suffers a -1k0 penalty to any skill or Test that requires concentration on his part. This penalty lasts while the character remains in the vicinity of the object of his fear. In addition, if any non-combat fear Test is failed by 10 or more, the character also gains +1d5 Insanity Points.

Shock and Snapping Out of It

Characters may be able to shake off some of the effects of fear after the initial shock has worn off. Where on the Shock Table that a character may 'snap out of it', a character can make a Willpower Test (TN equal to the initial fear's TN). If this succeeds, then he regains his senses, shrugs off the effects, and may act normally from then on. If he fails this Test, the effect continues. A character may Test again at the beginning of each of his subsequent turns until he succeeds.

GOING INSANE

Characters in DUNGEONS THE DRAGONING face things in their travels that most people will forever remain unaware of, spending prolonged periods in the warp, visiting ancient and terrible worlds, and dealing with treacherous aliens are just a few of these. Such are the stresses and horrors of these tasks

SHOCK TABLE

Roll (d10)	Result
1-2	The character is badly startled. He may only take a half action on his next turn, but afterwards he may act normally.
3-4	The character is gripped by fear, shaking and trembling. He is dazzled until he can snap out of it.
5-6	Reeling with shock, the character backs away from the thing that confronts them. The character cannot willingly approach the object of his fear, but may otherwise act normally until the end of the encounter. He also gains 1 insanity point.
7-8	The character is frozen by terror. The character is Stunned until they snap out of it, and then act at -1k0 to all Tests until the end of the encounter. The character gains 1d5 Insanity Points.
9	Panic grips the character. He must flee the source of his fear, if able, as fast as he can, and if prevented from doing so, he may only take Half Actions and is at -2k0 to all Tests. The character gains 1d5 insanity points. Once away from the danger, he may attempt to snap out of it to regain control.
10	Fainting dead away, the character keels over and remains unconscious for 1d5 rounds. Once he regains consciousness, he is still shaken, taking -1k0 to all Tests until the end of the encounter and gaining 1d5 insanity points.
11	Totally overcome, the character screams and vomits uncontrollably for 1d5 rounds. During this time he is helpless. Afterwards, the character may only take a half action each turn until he can rest. The character gains 1d5 insanity points.
12	The character crumples to the ground weeping. For 1d10 rounds they may do nothing except sob, babble, and tear at their own flesh. Even after returning to his senses, the character is at -2k0 to all Tests for the rest of the encounter and gains 1d10 insanity points.
13+	The character's mind snaps. She becomes catatonic for 1d10 hours and may not be roused. The character gains 1d10 insanity points.

that the slow slide into insanity is a constant threat. No mind, not even one hardened by the harsh rigors of life in the Great Wheel, is immune to the slow erosion of sanity by the horrors of the galaxy, and a party of Heroes is no exception.

In DUNGEONS THE DRAGONING, these dangers are represented by insanity points. Insanity points represent the strain put on a character's mind by his experiences; the more Insanity Points a character has, the more fragile his mind. The cumulative effects of gaining Insanity Points are divided into traumas, which represent the short term after-effects of particularly terrible experiences and Disorders, which are permanent mental afflictions that sign-post a character's slide into total madness.

Mental Trauma

Mental Trauma represents the relatively short-term damage to a character's state of mind that he suffers after experiencing a horrific or supernatural event. Each time the character gains 10 Insanity Points he must make a Trauma Test. This is a Willpower Test with a variable difficulty. The Target Number for this Test is 10, plus one for every five points of Insanity the character has accumulated (12 at 10 Insanity Points, 20 at 50 Insanity Points, etc). If the Test is failed, roll on the Trauma table, adding one to the roll for every Check on the roll.

GAINING MENTAL DISORDERS

Mental disorders reflect the permanent, long-term effects on a character's mind as a result of exposure to things horrific and unnatural. A character automatically gains a new disorder (or a more severe version of an existing disorder) each time he acquires a certain number of Insanity Points. A character gains one Minor Disorder when he gains 40 Insanity Points, one Severe Disorder when he gains 60 Insanity Points, and one Acute Disorder when he gains 80 Insanity Points. If a character reaches 100 Insanity Points, they are removed from play - they've completely cracked and are now under the control of the

MENTAL TRAUMAS

Roll (1d10)	Result
1-2	The character becomes withdrawn and quiet, suffering -1 to Charisma for 3d10 hours.
3-4	The character must compulsively perform an action such as fevered praying, frantically cleaning a weapon, reciting verse, and so on, and pays little attention to anything else. All Tests that are based on Intelligence, Fellowship, or Composure suffer a -1k0 penalty. This effect lasts for 3d10 hours.
5-6	The character is constantly fearful, seeing danger everywhere. The character gains a +1k0 bonus to all Perception-based Tests and is at -1 to his Willpower for the next 1d5 days.
7-8	The character suffers from a temporary severe phobia. This effect lasts for 1d5 days.
9	The character reacts to the slightest stress or pressure by becoming extremely agitated. Whenever the character is annoyed or stressed (such as, for example, by combat), all Tests he makes are at -1k0. This effect lasts for 1d5 days.
10	The character suffers vivid and extreme nightmares whenever he tries to sleep. For the next 1d10 days, he is unable to recover Hit Points through bed rest.
11	The character is struck dumb is unable to speak. This effect lasts for 1d5 days.
12	Extremely distressed and unfocused, the character refuses to eat or drink and looks in a terrible state. The character takes a -1 penalty to all characteristics for 1d10 days.
13	The character temporarily becomes hysterically blind or deaf. The effect lasts for 1d10 days.
14+	The character becomes completely traumatized and virtually unresponsive. He can't initiate actions but may be gently led. This effect lasts for 1d10 days.

SM.

Disorders can be selected by the SM, or the SM can allow the player to select one if he prefers. Some disorders would be phobia, obsessions and compulsions, hallucinations, and horrific nightmares. The exact effects of a disorder should be decided on by the SM. Rolls made to resist the effects of a disorder depend on their difficulty - Minor Disorders require a TN 10 roll, Severe Disorders require TN 15, and Acute Disorders require TN 20.



SETTING

The history of the Great Wheel is a great sprawling tapestry, embroidered in blood and steel and gold, stretching from the furthest reaches of the distant past to the current hour. Near-immortal wizard kings once shaped the Wheel to their will and made it a place of miraculous splendor. Today, men fight with sword and bolter in the ruins of ancient glory. The implacable Lady of Pain rules over Sigil and the Factions that founded themselves there constantly work to stab each other in the back. The forces of Law and Chaos make war on each other, the Warp presses against the fabric of reality, and newly reborn Heroes from the ancient past return to save the world - or doom it.

HISTORY OF THE WHEEL

THE WAR IN HEAVEN - 40,000 YEARS AGO

Long ago, a great race known as the Syrne emerged, the first race to progress in

magic and technology enough to become part of the larger universe. They were almost immortal, patient and wise. They are thought to be directly responsible for the uplifting of most of the currently active intelligent species in the Astral Sea, including the Eldarin, the Orks, the Gnomes, and the Dragons. The Syrne were potent mages who routinely used the powers of the warp for a large variety of applications, constructing the Portal Relays.

Eventually, a great conflict later known to the Eldarin as the War in Heaven arose between the C'tan, immensely powerful, incorporeal beings composed of pure energy who existed solely in the material universe, and the Syrne. The Syrne, physically weak and few in number, uplifted the Eldarin to serve as their soldiers. In response, the C'tan enslaved the Modrons, almost elemental creatures of pure order, bonding them within geometrical armored shells of a living metal called necrodermis. The C'tan directed the Modrons into Great Marches of all intelligent life. In response to this threat, the Syrne created the Orks and, finally, the Dragons to act as their greatest weapons.

How the war ended isn't known. The Modrons were forced into stasis in Mechanus and other forgotten clockwork worlds. The



C'tan were put into hibernation. The Syrne were rendered completely extinct, the Portal Network shut down. The only clues left to the Synneth mystery are among the most ancient records of the Eldarin, as much myth as history, speaking of Great Devourers that came to destroy and consume all life. No evidence of these so-called "Reapers" actually exists beyond this near-mythological record.

THE DRACONIC ASCENDENCY - 10,000 YEARS AGO

When the Syrne were lost, their creations were left to their own devices. The Orks immediately turned on themselves, the joy of combat all they desired in life. Some of the Eldarin escaped their Crystal Spheres and constructed giant worldships, Craftworlds, to sail through the astral sea. They repaired and opened many Portal Relays, and found the city of Sigil. The Lady of Pain was, even then, the ruler of the city, already sitting on the throne of blades before the Eldarin arrived.

But the Dragons were not content to war among themselves, or to play at being mere caretakers of the Synneth ruins. The Dragons spread out into the Astral Sea, their personal power and their own uplifted soldiers, the Dragonborn, allowing them to conquer many worlds. They forged an empire, seeking to unite all worlds under the guidance of their ruler, the god Bahamut.

But nothing lasts forever, and the egos of the Dragons meant that it wasn't long be-

fore someone rose to challenge Bahamut's power. In a war known as the Tiamat Heresy, a warlord named Tiamat waged war on Bahamut, nearly half of the living dragons siding with her. The two armies clashed, and on the slopes of Mount Celestia itself, Tiamat was struck down. But the Draconic empire was shattered. The only legacy it managed to leave was spreading Dragons to nearly every Crystal Sphere.

THE WAR OF THE MONSTER'S FALL - 7,000 YEARS AGO

Few details survive from this era, but it marked the beginning of the end for the Eldarin. The Dragon Empire was fragmented and lost, the Eldarin the dominant force in the universe. They continued their work of reopening Portal Relays until one day they discovered something horrible, something that had been locked away so long that even the Syrne had nearly forgotten about them.

At some point in their history, before the Eldarin had been uplifted, the Syrne had



encountered a race so hostile and dangerous that they felt the need to seal it off from the rest of the universe. This crystal sphere that they sealed off is today known as Pandemonium, a place forbidden entrance by all. The Portal Relay was not merely shut down, but completely disabled. It was nearly beyond the knowledge of the Eldarin to repair it. When it opened, the Eldarin were not prepared for what came out, a terrible enslaving race of abominations known as the Aboleth.

The War of the Monster's Fall was ended by the creation of the first Aasimar and Tieflings, supersoldiers moulded like clay by the Gods and forged in the fires of war. They were clad in great armor and armed with the mightiest blades. They were divinely inspired with tactics, strategies, and artifacts such that no foe could best them in battle. They were the bulwark against the terror, the defenders of all. Knowing no fear, they pushed back the Aboleth and sealed them back into Pandemonium, deactivating the Portal Relay once again. It became law that no Portal Relay should be opened without careful study of the Crystal Sphere it accessed. The Eldarin were left with no purpose.

THE FALL OF THE ELDARIN - 5,000 YEARS AGO

The Eldarin were left the dominant race in the universe after the fall of the Dragons. With little to challenge them, they descend into decadence. Their extreme hedonism destroys what little government is

left on their homeworlds. The craftworlds cut off contact with the homeworlds.

The corruption of the Eldarin became a religion of its own. After centuries of feeding the fledgling god with prayers made from extreme experiences and twisted rituals of self-indulgence, the Chaos God Slaanesh was born. The violence of Slaanesh's birth turned the Eldarin Homeworlds and their Crystal Sphere into the terrible rip in reality today known as the Abyss. Most of the Elven gods died save Corellon, who either fought off Slaanesh or hid himself, depending on the story and who is telling it. Kaela Mensha Caine was the last of the gods to fall, in a battle so violent it sent his blood spilling throughout the cosmos.

The Eldarin were destroyed as a people. Now they are split into three groups. The 'true' Eldarin, who remained in their Craftworlds safe from the corruption and now travel in great migrant fleets. The Elves, now so distinct from the Eldarin that the Eldarin consider them lost, their souls weighed down by gravity and their powers lost. Finally, there are the Dark Eldarin, protected by oaths to the demon spider queen Lolth, striking as raiders and pirates from their hidden enclaves.

THE COUNCIL ERA - 1,000 YEARS AGO

After the Fall of the Eldarin, much space was left open for other races to flex their muscles. The Elves, Squats, Dragonborn, and Eldarin formed a Council, ruling from Sigil, under the watchful eye of the Lady of Pain. The Aasimar and Tieflings became enforcers



for the Council, though the disputes of their gods meant that they were often at each other's throats more than any potential enemy.

The city of Sigil prospered, and four representatives became a dozen as Factions organized along philosophical lines became the ruling forces of Sigil and, thus, the entire universe. Of course, divided as they were, the Factions accomplished little more than just countering each other's moves.

THE AGE OF THE IMPERIUM - CURRENT DAY

The emergence of Humanity into the Great Wheel is considered the beginning of the modern era. Humanity escaped their Crystal Sphere on their own. Syrnych ruins on their home world of Théah gave them the clues to build their own spelljamming ships. They emerged from their world into the Great Wheel. At first, the travels were slow and dangerous, requiring years and often ending in disaster. Eventually, they learned to activate the Portal Relays and use the Warp for fast travel, establishing a small empire for themselves.

The Eldarin encounter humans for the first time by finding them opening up an unknown Portal Relay. This led to a short, but violent war between a splinter fleet of the Eldarin and the humans. The Eldarin splinter fleet is wiped out by a human counterattack after occupying only a single Crystal Sphere. Before the weight of the Eldarin can be brought to bear on the humans, the Council learned of the events and humanity was introduced to the wider universe, the true expanse of the Astral Sea. War was cancelled on account of massive culture shock.

Today, Humans are still finding their way in the Astral Sea. They are explorers and risk takers, and the engine of much change in the universe. Several of the Factions in Sigil have had humans elected as their leaders, and the young race holds a very important place in the Council, something that other races occasionally look on with jealousy.

Many threats to the relative stability of the Council loom. Ork warbands, Eldarin



pirates, and Dragon attacks have become minor issues. The Modrons are reported to be awakening again, perhaps preparing another Great March against all life. Crystal Spheres have been lost, all the worlds within stripped bare. Whispers speak that the planets were so stripped by the Reapers who destroyed the Syrne. And as always, the forces of Law and Chaos wage their eternal Blood War.

In the grim darkness of the great wheel, there is only war.

THE GREAT WHEEL

The Great Wheel is the galaxy, full of thousands of Crystal Spheres floating in the vastness of the Astral Sea. They're arranged in



a spiralling wheel, with Sigil at its hub. The Great Wheel is the ultimate frontier, a vast sea of darkness studded with outposts of civilization. There are an almost infinite variety of stories and peoples to be found, and most of the Great Wheel lies unexplored, entire Crystal Spheres like vaults - potentially full of treasure, death, or, in most cases, plenty of both.

THE ASTRAL SEA

The Astral Sea is an empty place, as still empty and cold as death itself. But it is studded with bright lights, bubbles of safety large enough to contain worlds. Some contain only one or two worlds, others with dozens or more. These bubbles are known as Crystal Spheres. They present a formidable barrier to travel, spelljamming ships crashing into them if they don't know the safe routes.

Ships crossing the Astral Sea face massive, often impenetrable barriers of time. There are no shortcuts to be had, no quick route or tailwind to speed your way. There is only distance, an endless road. The distance between Crystal Spheres is almost incalculable, taking years in even the fastest ship. But aside from the sheer emptiness, the Astral Sea is safe, simply because there is nothing in it to be deadly.

THE PORTAL NETWORK

Thankfully, most are not reliant on the Astral Sea for their travel. The Portal Network connects many crystal spheres, made of Portal Relays, giant constructs built by the Syrne before the dawn of man's civilization allowing fast travel through The Warp. The Warp is a roiling sea of chaos, a limbo between states, shaped by stray thoughts and desires, a swirling storm of earth, air, fire, and water. Unprotected people and matter quickly dissolve in this storm, torn to pieces.

But despite the danger, Warp travel reduces travel time between crystal spheres from years to mere weeks. Sigil serves as a beacon for ships in the Warp, a fixed point even there that allows navigation. For this reason, Sigil is considered the hub of the Portal Network.

SPELLJAMMING SHIPS

It would be very difficult to get around the Great Wheel without Spelljamming ships. Very few beings can simply leave a gravity well under their own power, much less crack a crystal sphere or travel through the warp (true dragons, naturally, being the exception to those rules). A spelljamming ship is a mix of technology and sorcery, the exact mix depending on the skills of its builders and the culture it comes from.

A Spelljammer ship can travel through the vastness of space under its own power, but without using a Portal Relay to enter the Warp, their effective range is extremely low - even travel between two very closely-spaced Crystal Spheres might take decades.

Each race and culture has its own style and construction methods for ships. From the thickly-prowed human vessels of the warlike human Imperium, to the graceful skeletal shapes of Eldarin wraithbone ships, to the bashed-together mess that defines an Ork ship.

THE WARP

The Warp, Limbo, the Immaterium. It is a co-existing universe that underlines the physical universe, an endlessly broad and infi-

nitely deep sea of energy and churning elemental matter. It carries within it the random thoughts, unfettered emotions, memories, and unshakable beliefs of those who live in the material universe.

The Warp is the source of magic in the universe, providing power to spells and magic. Some think that sorcerers, straining the fabric of reality by casting spells and dragging the power of the warp into the real world, are a danger to the universe itself, and that the power of sorcery was what led to the fall of the Syrneath.

The most important thing about the Warp, to the Wheel, is that it allows ships to travel from one Crystal Sphere to another in the span of weeks instead of generations. To travel through the Warp, a ship uses one of the Portal Relays to breach a hole into the Immatarium and travel into it. With the help of a Navigator, a ship in the warp can be directed nearly anywhere in the Great Wheel. Sigil provides a point of reference, a shining beacon that can be seen from anywhere in the Warp.

Warp travel is not without its dangers. It could be considered the most dangerous thing in the universe, in fact, which is hardly a title given to something that is safe. The most obvious danger in the warp is the roiling energy of the Warp itself, which can tear at ships. More pressingly, anyone looking into the Warp without protection can be driven insane, possessed, or worse. If the protective fields of the ship fail, warp creatures can invade the ship and corrupt or kill everyone on board.

Without a navigator, Warp travel can only be attempted in short jumps of five light years or so - any more than that and the unpredictable currents of the Warp make it impossible to tell where or when a ship will appear.

During a Warp jump, something like two weeks will pass for the ship and its crew, but how long this travel takes in the real uni-



verse is quite another matter. Most warp jumps take months, and a year or so is average for widely-placed points. With the unpredictable currents of time and space in the Warp, it is impossible to really predict the time taken, and travellers have no idea how long their journey has taken until their ship has finished its jump. Travel through the stars is not something to be undertaken lightly.

THE UMBRA

The Umbra is a kind of shallow end of the warp, an intermediary between the full chaos of the warp and the real universe. It is something like a shadow, not really a true place or thing, just an image of the real universe that exists alongside it, separated by a thin barrier. The geography of the Umbra is a dark mirror of the real universe, warped by the emotions and history of the place, empty of people and changing to reflect the real world when no one is looking.

Many supernatural beings and spirits can cross between the Umbra and the real world. Ghosts and weaker daemons can use this shadowland to cause havoc. Damage done to things in the Umbra does not cause immediate harm to anything in the real world, though there are some odd parallels - something being destroyed in the warp tends to give it bad luck in the real world, as an example.

SIGIL

The City of Doors. The Greatest Metropolis. The Hub. Sigil is the center point of the cosmos. The city itself is a beacon in the Warp, a bright light that remains as fixed as a north star, allowing travel through the infinities. Some say the light comes from the Lady of Pain, the city's silent eternal ruler. The Lady, naturally, has been mum on the matter. She does not pass many decrees down through her servants, the dabus, but when she does her word is absolute and disobedience is met with swift death. Even the gods themselves are not immune - no God may manifest in Sigil. It is said by the Eldarin that only one has tried in their living memory, a god of travel whose name is lost and whose worshippers were all found flayed with even their souls lost one day.

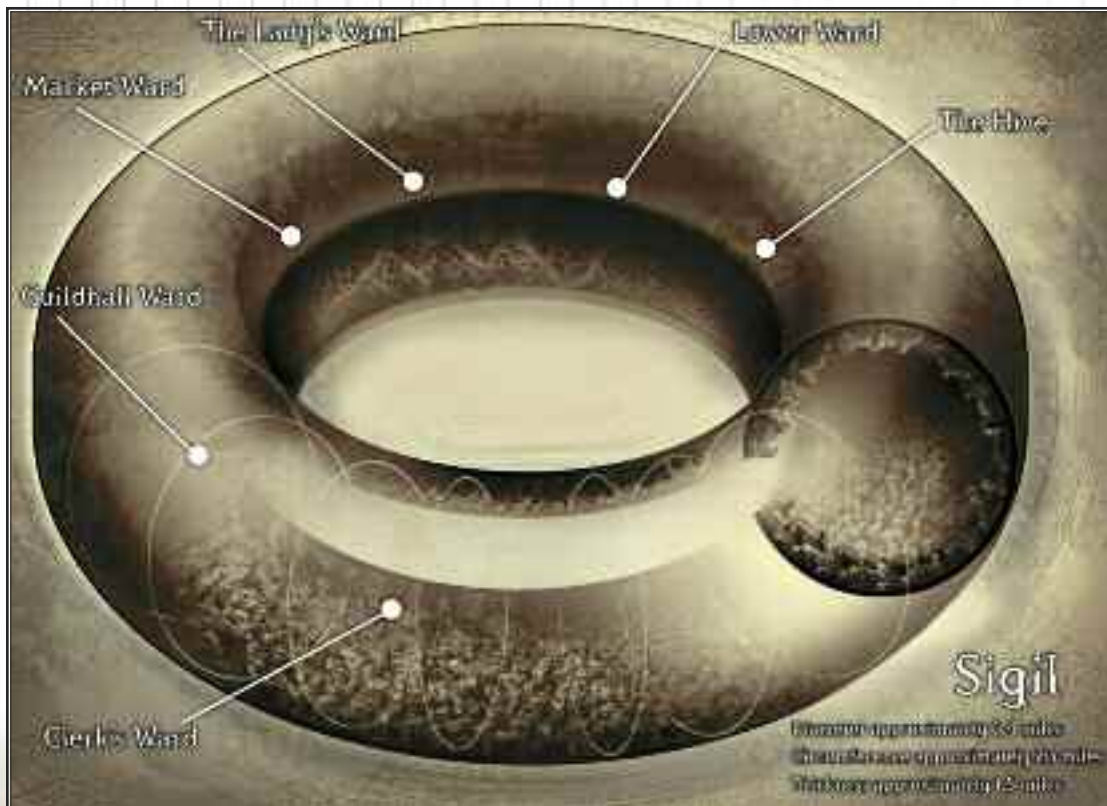
Sigil is a free-floating space platform, shaped something like a gigantic floating torus with tightly-packed structures lining its inner surface. It is located outside the Crystal Spheres, just like the portal relays, and shares a lot of technology with them. It is considered the greatest creation of the Syrne and acts as

the political, cultural and financial capital of the Great Wheel. It is, in theory, completely neutral ground - no wars are waged there and no armies pass through. However, it's hardly peaceful. Violence is common, usually befalling the foolhardy, the incautious, or the poor.

Anything can be found in Sigil. Anything. And peace is kept, strictly and absolutely, by the Harmonium, an army dedicated to law and order. Declared neutral ground by all, even direst enemies like Aasimar and Tiefling can be found sitting side by side in taverns and sharing tales. Far from a bright and shining city, though, Sigil is a study of barely controlled anarchy, too many different ideologies and peoples coming though for the city to be anything but a melting pot, confusing and disorienting to outsiders.

SIGIL'S FACTIONS

The Factions of Sigil are something like political parties or philosophies, people organized along the lines of their beliefs and allegiances. While the Factions are, in many



ways, the rulers of the Wheel, it's important to note that they do not represent specific races or governments on their own. Most governments are officially unaligned, donating military men and equipment to the Council forces to use as a whole rather than to any one faction. The recent appearance of Humans into the general population of the Wheel has had a somewhat destabilizing effect on things as faction ranks swell and power bases change.

What most find out, very quickly, though, is that the Council and the Factions do not hold true power here. The Lady of Pain ultimately has control. She would take action against any real threats to the security of Sigil, but allows the Factions to handle the day-to-day running of the place. However, there are things she just won't tolerate - someone trying to summon powerful Warp entities, slaughtering the dabus, attempting to tear down the station, or inciting general rebellion against her rule. People who try those things end up dead, and quickly. Even the Factions aren't safe - if they go too far or overstep their bounds, she'd crush them like ants. And she has, in the past. There were fifteen factions at one point. Some of them got a bit too uppity. They're gone now, each one vanishing overnight with all its members when it became a threat.

Most of the factions run a particular part of the station, as it keeps them in the Lady's good graces. Some are better at it than others. No faction fully trusts another, no matter how noble or trustworthy their goals might seem, which makes the station's offices rather divided.

Within the Ranks

The Namers of a Faction are the lowest level of the Faction that's really part of the group, with a grasp of the philosophy and ideals that they've been able to embrace as



their own. They serve the faction in an auxiliary function most of the time: they usually have other jobs outside of the faction that conflict with their loyalty to that group. However, they quite often are hired to do simple, mundane tasks: delivering parcels, asking a few questions, passing along a message, that sort of thing. None of these are really mandatory, but shying away from aiding the faction is a sure sign that they aren't going to get to the higher ranks.

Higher up on the ladder are the Factotums. They work full-time for a faction, getting their salary from them and their very way of life. They deliver the more important messages, contact people of interest to the faction, serve as guards, and do almost anything that their faction asks of them. At this rank, their loyalty is noted and they can easily rise within the ranks to gain wealth, fame, and other rewards. The life of a Factotum is never dull.

Those that gain enough influence and prestige throughout their faction rise to the rank of Factor. These are the highest up of the highups, right next to only the factol themselves. They have great sway in Sigil and often represent their faction in a public and official matter.

At the very top of the line is the Factol. Leader and guider of the entire faction, they set the tone for their members. Factols are the representatives of their groups: to get a basic idea about the current nature of a fac-



tion, one only has to look at their factol. When it comes time for factols to be replaced, whether it is through natural death or some foul play, a factol is chosen from among the available factors by a group decision.

Believers of the Source

To these people, all things are godly. All things can ascend to greater glory - if not in this life, then in the next. Patience, that's all it takes. They see the universe as a giant test, where those who pass ascend and those who fail get reincarnated to try again. It's a simple philosophy, and very straightforward. They haven't figured out exactly what the tests are or how to beat them (should a person be good, evil, or what?), but they keep trying. Eventually, they believe everyone will ascend, and the Wheel will empty out and crumble as it stops being needed. The leader of the Godsmen is Factol Ambar. Anyone is welcome to join the Believers of the Source, though the fact that they ultimately lack utmost faith means their Devotion typically never gets very high. The

Godsmen are headquartered in the Great Foundry, and serve to settle disputes between people, keeping peace between warring faiths.

Bleak Cabal

The Bleakers believe that there's no greater meaning to the universe. It doesn't make sense, and it isn't supposed to, and the people running around looking for meaning are just wasting their lives doing it. Things just are, and whatever meaning there is in the Wheel is what each being imagines into the void. Bleakers believe in the hard truth, that they live in a universe with no 'truth' and that they're the only ones able to face it. Factol Lhar keeps them moving, working through the deep melancholy that most of the members suffer through. He believes that since there is no meaning in the universe, no plan, that people have only each other to count on. Under his leadership, everyone is welcome to join the Bleak Cabal and the Cabal makes itself useful running orphanages, charities, soup kitchens, and sanitariums.

Doomguard

Everything dies. People, places, and things. Entropy is a one-way street, and the ultimate fate of everything. They believe the purpose of the universe is to simply run to its end. And when it's all over, it will finally be the end of toil and pain. People who try to fix things, stop the decay and put things back together, they've got it all wrong. They're fighting the natural goal of the multiverse. It's important to note they don't just tear down everything that's built up. Building a house means quarrying stone, cutting down trees, and eventually termites get into the beams and the place comes down on its own. There's a long view to things. It'll all happen in time. Factol Pentar runs the faction from Sigil's armory, and she makes sure weapons get where they can do their work best.

Dustmen

The Dustmen don't believe in life. Everyone is already dead, even if they don't know it yet. There wouldn't be such terrible pain and misery in the universe if it was a place

for living creatures. Some people - the ones who have gone all stiff and cold - are more dead than others, but everyone is just as dead. The thing everyone should strive for is to appreciate Death, to explore one's so-called 'life' and understand it and all its trials before moving on. Factol Skull is said to be a Vampire, as close to true Death as anyone can come and still talk about it. They care for the dead of Sigil, taking their bodies to their headquarters in the Mortuary until they're claimed, and disposing of the bodies that aren't.

Fated

The universe belongs to those who can take it. Everyone makes their own fate and there's no one else to blame for it. People who whine about their luck are just weaklings - if they were meant to succeed, they could have. Everyone has the potential to be great but that doesn't mean it's going to happen. It takes sweat and blood for things to come true, not just a lot of hoping. Those that work hard get what they deserve. Nothing's free in this life or any other. The Takers handle the most hated and needed task in the city - they control the Hall of Records. It's a vital piece of city administration that records all the deeds, births, and deaths in the station. What makes them hated, though, is that they're the tax collectors. Duke Rowan Darkwood is the Factol of the Fated, and he's had the kind of hard life that shows he knows how to rebound from being reduced to nothing.

Fraternity of Order

The universe has laws. Mankind has laws. Sigil's got laws. Even the Abyss has laws. Once someone learns the laws, he can use them to his advantage, and learn how to use loopholes in the laws, how to bend them to get an edge. If someone could learn all the laws of the universe, the power he had would make sor-

cery look like mere parlour tricks. Of course, that's not easy. The universe keeps its laws dark, and finding all of the laws isn't an easy task. It doesn't matter what it all means, just how it all works. Knowledge is power. It takes study, searching, and looking for the right answer. Factol Haskar is a man who has held onto his office for a very long time, after the last Factol apparently found exactly the loophole he was looking for and vanished without a trace. The Guvners run the city courts, from the small courts of the station's wards to the High Court of the Council. They also have all the best lawyers.

Harmonium

The Harmonium have a simple philosophy: The Harmonium is always right. The goal of every enlightened being in the multiverse is to live in perfect harmony with all oth-



ers. Sharing the same views means that people don't have anything to fight over, and that's the secret to peace. And the only way to have peace is to get rid of opposing views. They'd rather people just followed orders, but they'll happily crack a few skulls to make things peaceful. It's all for their own good anyway. The Harmonium runs Sigil's city watch under Factol Sarin. They're always happy to crush crime, but because the Doomguard has control of the Armory, the tools to run the station the Hardhead way are kept out of the Harmonium's hands. That suits everybody but them just fine.

Mercykillers

Justice is everything, and there is no one beyond its reach. The reason laws and societies exist is to see that justice is carried out, to purge the evil in folks and make them better, fit to belong in the multiverse. And once everything has been made just, once everyone has been cleansed, the Wheel will be a perfect place. The only tricky part of justice is making sure it's correctly applied. A body's got to know the criminals from the innocent so he doesn't make a mistake. Mercy's an excuse created by the weak and criminal, and every crime must be punished. The Factol, Alisohn Nilesia, is barely more than a child, and is one of the cruelest and most bloodthirsty factols the Mercykillers have ever had. If not for some of the more level-headed people serving under her, things could go very badly.

Sign of One

Every person is a unique and special individual. This is the greatest glory of the Wheel, that each creature living and dead is different from all others. It's obvious, then, that the universe centers arounds the self. Each person is the most important person in the universe, because the world only exists because the mind imagines it. Each Signer believes they are the one dreaming the universe, but of course it's impossible to tell. The Signers' confidence that each person is the center of their own universe makes them probably the only folks who can internally govern Sigil, at least as much as the place can be governed. They run the Hall of Speakers, where the

high-ups meet to make the laws of the city, and the settle feuds, handle treaties, and do all the other little things that keep Sigil running. Factol Darius is well-respected by other factions for her ability to keep city business on the table and avoid personal interests.

Society of Sensation

The Sensates are one of the most important and influential Factions, with a massive membership. According to them, the universe is known only by the senses. Without experience, without sensation, a thing isn't. A poem about a rose isn't a rose. Picking a rose, feeling its thorns, smelling its fragrance, seeing its color, that's real, and the only way to know it is to experience it. Until you've experienced everything, you can never know the secret of the universe. Factol Erin leads the Society of Sensation, a recent arrival in Sigil who has experienced a meteoric rise to power. The Sensates don't really have an official role, but the city would go mad without them. They run the Civic Festhall, a place where an incredible variety of experiences can be had, from Tiefling Ballet to debates between dragons and dragonslayers. The Sensates ensure that entertainment and diversion flow into the city.

Transcendent Order

To become one with the universe, one must stop thinking and act. Action without thought is the purest form of thought. When a cutter can know what to do without even thinking about it, then he has become one with the universe. It is not enough to act without thinking - anyone can do that, especially when they're drunk. One must work hard to learn himself, learn his own mind and instincts until the right action comes automatically, training the body and mind to be one - the hand moves before the thought reaches it. Factol Rhys is a tiefling who epitomizes action without thought. No one knows much about her, and her motivations can only be described as following the flow of the universe. The Ciphers are the truest diplomats of Sigil, advisors accepted almost universally, even if not everyone takes their advice.

The Verdant Guild

The wilderness is the foundation of all life. The wild places have existed for eons, and should continue to flourish for untold ages. Without the resources of the wilderness, civilization itself is doomed. Therefore, the wilderness must be preserved from the forces of civilization, evil, and destruction. All members of the sect wear some type of animal mask as a badge of office and sign of their reverence for nature. The Verdant Guild takes charge of Sigil's marketplace and customs, making sure people aren't trading in rare or illegal animals and plants. The Factol, an elf named Strongbow, feels trapped and rumors say he'd be happy to leave the leadership to someone else if there was anyone he trusted to do a good job. Their headquarters, the Sorting House, is typically the first place anyone sees of Sigil, as their luggage and possessions are scanned by auspexes for contraband.

CRYSTAL SPHERES

A Crystal Sphere is a kind of natural barrier existing between planetary systems and the void of the Astral Sea. They are thought to represent barriers between different sets of physical laws, perhaps arising from some sort of energy or friction between those different sets of physics. Others think the Astral Sea itself is somehow alive, and the Crystal Spheres grew like pearls in an oyster as it protected itself from irritants.

Within a Crystal Sphere, the laws and physics of the universe itself can change. In most Crystal Sphere, the changes are too small and unimportant for all but the most scientifically inclined to notice, but some have wildly differing physical laws - there have been Crystal Spheres containing light years of fluidic space that somehow resisted gravitational collapse, Crystal Spheres where the flow of time was different or reversed, and even a Crystal Sphere where matter cannot exist, quickly breaking down into absolute nothingness.

Most Crystal Spheres contain only a single planetary system, centered on the star and with a diameter double that of the largest orbiting planetary body. The barrier of the

Crystal Sphere is dangerous to even attempt to cross without a proper navigator and spell-jamming ship.

NOTABLE CRYSTAL SPHERES

While there are countless crystal spheres in the sky, there are a few that truly stand out from the rest.

Abyss

Of all the Crystal Spheres, none is more recognized than the Abyss. It looms bright in the sky, a huge blight like a diseased eye visible in every corner of the Astral Sea. The Abyss is by far the largest Crystal Sphere, uncounted, perhaps uncountable, worlds within the roiling storms of glowing gas and vapor within. Every world is mutable, horrible, and different. The natives are the servants of the Ruinous Powers of Chaos, barely restrained from overrunning the Astral Sea because of a fortress-world known as Cadia built around the only Portal Relay out of The Abyss. Some ships still manage to escape from the Abyss' crystal sphere, but the chaotic currents around it make a journey near-suicidal for those not blessed by the gods of Chaos.

PHYSICAL CONDITIONS

The Abyss is an extraordinarily hostile environment. A person would have to be insane to want to go there, but there's always



someone who's just dumb enough to think it can't be all that bad. Truthfully, it isn't all that bad. It's worse. The Abyss is much larger inside than outside, as vast as imagination and as timeless as infinity. Where the Warp overlaps and bridges the real world, the Abyss is like a vast knot that twists in on itself, a space that may truly be infinite in size and cruelty.

Unfortunately, it's almost impossible to predict what any part of the Abyss will be like. Some parts have been mapped (to some extent or another), but there is always infinitely more in every direction. The laws of physics and magic change from place to place, sometimes over distances so short that a person can walk from one set of physical laws to another. Still, there's bad and worse. Most places in the Abyss are desolate and dangerous, but not unlivable to someone with the power of an Exalt and a bit of magic, no worse than some normal planets. Trouble is, eventually a person's bound to wander off and find themselves somewhere they can't survive.

Not every place is hostile in an obvious way; some places steal memories, others rot bodies from within, and some places (especially near the realms of the Ruinous Powers, but also near some of the more powerful Daemons) slowly corrupt a person's mind and turn him towards worship of the residing darkness. Rumors on Cadia and in Sigil tell stories about planets that are just swarms of hungry insects, where a person's soul comes on display for all to see in its beauty or twisted horror, or where the cold doesn't just steal heat but freezes your thoughts.

Most of the Abyss could best be described as a thick nebula in riotous colors that makes it difficult to see just what trouble you'll get into next. Small stars provide illumination from all directions, with flows of the often-poisonous nebula vapors making the light inconsistent and difficult to navigate by. Most of the planets in the Abyss orbit these stars, through a fair number are rogue wanderers that float through the aether.

Because the Abyss is a giant puddle of warp energy, there is no real Umbra to speak of. Any effect that would allow travel to or from the Umbra doesn't work here. Or more properly, it does work but simply doesn't seem

to do anything. Incorporeal creatures are therefore quite solid here, with nowhere to hide.

In the Abyss, the best thing to do is to act quickly. There's no way to predict what might happen, and being ready for anything just leads to being caught unaware by the one thing you forgot. Anyone in the Abyss has to be ready to make life-or-death snap decisions and to trust their gut instinct.

ABYSSAL INHABITANTS

While the mix of creatures that inhabits the abyss is vast beyond understanding, there are some things that are the same on most planets. As the Abyss is a twisted realm that has the very warp itself hemorrhaging into it, it is effectively entirely within the Umbra. Ghosts, Elementals, and Daemons are all quite common, far more easily found than in any wholesome place. There are no native mortal sentients. While there are some Tiedflings, they're typically recently born, changed in a pilgrimage to bathe in the raw power of the Warp. Most newborn Tiedflings don't survive to escape the Abyss.

ABYSSAL LOCATIONS

There are countless worlds floating in the Abyss, so trying to name them all would be foolish. Here are a few of the more important worlds and systems in the Abyss:

Cadia

Cadia isn't a world, though it's as large as one. Layer upon layer upon layer of fortification and armor built right on top of the only known safe rout out of the Abyss' Crystal Sphere. Some of the deeper parts of Cadia are tens of thousands of years old. It has been over a decade since the last major attempt by warp-creatures to escape the Abyss, the fourteenth such attempt since the latest ruler, Gerrard Inkheart, took power. The place is a last resting point before the chaos of the Abyss. Enforcers are on hand at all times to give last rights to those going into the abyss and to



carefully inspect those coming out. Despite being a military outpost, the place has a surprising amount of civilian life, an industry and culture that formed around selling supplies and comfort to the garrison. Things there are generally clean, but confusing to outsiders as the millennia of construction have made the place a maze in three dimensions.

The Fortress of Khorne

Khorne's realm within the Abyss is a monument to fury and bloodshed built on foundations of murder and conflict. The blood-soaked realm echoes constantly with Khorne's bellows and the clash of weapons. At the center of this mighty fortress lies the Brass Citadel, where Khorne's mighty throne resides. There, on a mountain of skulls in his castle of pain sits the God of Blood. Around the citadel flows a moat, and it is filled not with water but with the boiling blood of those who have lost their lives to war. Beyond this moat lies league upon league of cracked land, littered with the ravaged bones of those who have fallen in battle. Many champions and aspiring lesser gods of war have journeyed there to test themselves against Khorne's prowess, and just as many now lie dead, for he has never known defeat.

The Battlefield of Malal

Malal's realm is one of stark opposition and paradox, just like the betraying god

himself. What one finds within the battlefield of Malal is no less than what one brings with them. The Daemons that reside there take on the aspects and powers that the intruders most prize, and even the very worlds shift and change to become familiar and deceptive. Everything in Malal's realm exists to destroy and betray, and the more an intruder cares for something the more dangerous it becomes. Worse of all, the more that seek to intrude in Malal's realm, the stronger each of his servants becomes. Only by going alone does anyone have a chance of reaching The Tumor a place of broken doomsday devices and world-ending weapons where the God of Destruction waits for his chance to strike out any anyone and everyone.

The Garden of Nurgle

Nurgle's realm within the Abyss is an unwholesome realm home to every pox and affliction imaginable and alive with the stench of rot. It is not a barren wasteland, but rather a macabre paradise of death and pestilence. A thick sheet of buzzing swarms of black, furry flies litter the sky, and twisted, rotten boughs entangled with grasping vines cover the mouldering ground beneath an insect-ravaged canopy of leaves. Defiled fungi both plain and extraordinary break through the leaf-strewn mulch of the forest floor, puffing out vile clouds of spores. Muddy rivers slither across the bloated landscape. Nurgle's Mansion of

rotted timbers and broken walls resides at the heart of the garden, decrepit and ancient, yet eternally strong at its foundations. It is within these tumbling walls that Nurgle toils at his cauldron, a receptacle vast enough to contain oceans.

The Palace of Slaanesh

Slaanesh's realm takes the form of a number of worlds which must be visited in a certain order to proceed, each stop on the journey posing a greater and greater risk of leaving the traveller trapped forever. Each of the six worlds tempts the traveller, first with greed, then gluttony and carnality. The fourth world tempts with roars of adulation and the promise of ultimate power over others. The penultimate planet is that of vainglory, tempting with an ideal self-image - and even an instant of pride leaves one trapped there for all eternity. The last circle is the most perilous, a heavenly place seemingly perfect in every way. Every second fills the intruder with bliss, but a moment of rest or enjoyment results in falling into a coma and eventually dying in idle bliss. If one is able to successfully pass through the circles, he comes before the palace and Slaanesh himself. It is impossible for mortals to look upon the god without instantly losing their soul, for all who see her become willing slaves to the Dark Prince.

The Maze of Tzeentch

The realm of Tzeentch is a maze woven of portals, magic, space and time. Of all the realms of the Ruinous Powers, this domain is the most bizarre and incomprehensible. The Maze's presence is felt throughout all of the infinite space of the Abyss. Hidden pathways built from lies and schemes lead out from the maze and weave themselves everywhere in the Abyss, gateways that bend space connecting them. There are no daemonic defenders in the maze, the realm's own illusory passages enough of a barrier to any intruder not possessed of the strongest mind imaginable. Its glittering, everchanging corridors reflect not only light but also hope, misery, dreams, and nightmares. At the center of the maze, hidden from those who have not the insane insight to find it, stands the Impossible

Fortress, a constantly changing fortress which constantly replaces its own architecture with new and ever more maddening spires, gates, and walls. Mortals find the fortress impenetrable. Only Tzeentch's most powerful servants can tread the secret paths that lead to the inner sanctum of the fortress, the Hidden Library, where Tzeentch, the puppet master himself resides, eternally plotting.

ADVENTURE SEEDS

* There are things, artifacts, coming out of the Abyss that break every law of physics and magic, and no one can explain how they work except with a guess that they're some form of solidified warp energy. Smugglers have been going into the Abyss to gather these artifacts and sell them for vast sums. But is this get-rich-quick scheme merely as dangerous as it sounds or do these artifacts represent something even worse just starting to rear its ugly head?

* Cultists to one of the major Chaos gods have kidnapped one of their god's enemies alive and are dragging him through the abyss to sacrifice directly to their god. If the heroes can't stop them in time, the poor man (and probably the cultists as well) will suffer a fate infinitely worse than death and, worse, the magical significance of the act will allow the Warp-entities to launch another attack on Cadia, one that the fortress is ill-prepared for.

* A second Portal Relay has been discovered near the Abyss. While it is currently inactive, it is also totally undefended, and it would be short work for some misguided soul to bring it online and give the Abyss a back door hanging wide open.

* One of Cadia's most impressive features are the gigantic black pylons that jut through it. They are some of the oldest parts of Cadia, and no two are alike. No one has ever managed to discover just what they are or how they work, but they suppress Warp energy around themselves, making it difficult for magic to work anywhere near them.

Arborea

Arborea is a Crystal Sphere that pulls in an incredible tourist trade. Ossa, once a dismal, rain-soaked and unstable planet, was terraformed with a sophisticated weather control network that provided nearly constantly desirable weather and seismic regulators to eliminate the geological instability. Today, Arborea is known for its beautiful tropical resorts, the abundance of pristine beaches, and the hospitality of its natives.

PHYSICAL CONDITIONS

Arborea is a system that clearly has a long history of interesting events. The Sphere contains a planetary system that maintains a stable, but complicated, orbit between two stars. The natives name the two stars as Rah and Risa. Rah is the larger of the two stars, a pure-white sphere of flame. Risa is much smaller, burning orange like a hot coal. Spectral analysis has shown beyond a shadow of a doubt that Risa is billions of years younger than Rah - impossibly young, in fact. Syrne ruins and some legends from the Elves and Eldarin bear out the theory that Rah was a gas giant not too long ago (in cosmological time) and was ignited into a star by the Syrne.

Many think that the Syrne ignited Risa to make terraforming three of the planets in the system an easier task. It's certainly true that three planets in-system are habitable, but only the middle planet of the three, Ossa, is visited by tourists. Its tropical beaches and islands make it a beautiful place with extremely friendly natives who live to serve the tourists that come here. The sea over the planet is rarely more than a meter deep, though remnants of its geologically active past have left it with many rifts in the sea, most of which are dead rock but some of which have molten magma sizzling in their depths.

The other two planets are not so friendly. The first planet, Arvandor, is off-limits even to Elves from other systems. It's a very private planet that the natives are not willing to share with anyone. Now

that's not to say that people don't go there anyway, but they're typically sorry once the Elves catch up with them, and they tend to find out very quickly. Only those who are specifically invited to Arvandor are really welcome here, and the number of people who get invited are small. The place is a forest grown to impossible scale, everything twice the size or more that it should be. Even animals grow to surprising size, with trout the size of a man and wolves standing two meters tall at the shoulder.

The third planet is one that doesn't really get mentioned much by anyone. It's not the kind of place that even the curious would go - the entire planet is swirling dust storms and thin air. A body can breathe it, but it's dry as a bone and the dust will leave him choking for days afterwards and spitting up thin mud. There's a quarantine around the place, one that is surprisingly well-enforced. The Elves have some kind of large settlement here, but what they do is kept a secret from everyone. Rumors say it's connected to the reason the planet's terraforming failed, that they're protecting something of terrible power.

The rest of the system is a place of beauty. The night sky is dominated by a nebula of multicolored gas that makes the darkness shine like a rainbow of diamonds. The first planet has a single, large moon that hangs like an eye above the planet, whereas the other two inhabited worlds have a multitude of small moons that only serve to provide something to look at. The remaining gas giant in the system has a ring system considered a wonder of nature all on its own.





ARBOREAN INHABITANTS

The Elves are the true natives of Arborea, Eldarin who long ago decided to settle here. Few can blame them for not wanting to leave again. The worlds are amazingly beautiful, after all. What most don't notice, at least not at first, is that they're alive with nature spirits. Faeries and elementals can be found all over the place in the system. The native elves make small sacrifices to the nature spirits to appease the elementals, and many of the ceremonies and parties that take place on the second world exist to keep visitors on the good side of these creatures - when the natives say you simply must give the Limbo a go, they really mean it.

ARBOREAN LOCATIONS

Realm of Corellon

Hidden away on the Arvandor, and one of the reasons the Elves don't allow others on the planet, is the Realm of Corellon. There's no proper boundaries or even buildings to show the extent of his domain. Corellon is a wandering god, appearing and vanishing like the faeries. It's considered very bad luck to praise anyone's skill too highly on Arvandor because there's always a chance it'll draw Corellon's attention and he'll appear just to show off that he's better than everyone else. While that sort of thing is really impressive the first few times, natives have gotten tired of

being outdone all the time. It's rumored that Corellon is restless, which is why he badgers the natives from time to time, but some force or perhaps simply fear keeps him from leaving.

Aumaan

Aumaan is the most heavily defended point in Arborea, hidden away on Pelion among the swirling dust and broken mesas. It is a military facility, created by the Elves around a massive Syrne ruin that contained technology, weapons, and materials that other races would dearly love to have. The most important thing they've got is raw Metatron ore, a radical isotope that has psychoactive properties and is used in Portal Relays. The Custodian of Aumaan, Nephythys, is an Elven woman with a brilliant mind that has been reportedly using the Metatron ore to construct massive humanoid war machines with capabilities unmatched by anything built since the fall of the Syrne. The Elves have been keeping these machines secret, and it's unknown for what purpose Nephythys' creations will eventually be put.

Gilded Hall

The Gilded Hall is a structure of supernatural beauty on Ossa, a golden palace of achingly beautiful spires and gracefully curving halls. Describing the beauty of the place is a thankless task, an overwhelming, thundering glory that stops viewers in their tracks and strikes each heart in a different light, as if it were magically tailored to appeal to each eye differently. The Gilded Hall's beauty seems to bring out the best in everyone, and all are welcome as long as they follow the same rules as on the rest of Ossa - no compulsions, only persuasion. Some have trouble leaving the Gilded Hall, and it's said that some visitors find themselves unable to leave, like flies caught in a spider's web spun of beauty and vice.

Tribe of Tribes

On Arvandor, there is a secret society. Well, secret from outsiders. Everyone on the planet seems to know about it. Arvandor has the single largest society of werewolves any-

where in the Wheel, and it's here that they induct new werewolves into the tribes and meet to resolve situations. The ruler of all werewolves, the Marrok, lives here and spends almost all his time keeping people from tearing each other's throats out. Pretty much every werewolf comes to Arvandor to spend time here learning how to use their power and control their instincts.

Master Weather Control

The Master Weather Control system is the most important place on Ossa. It is constantly manned by a team of thousands. Nautilla Colchea heads the department of weather, maintaining constant pleasant conditions all over the planet, a demanding task that requires constant small adjustments. Even a few minutes without attention could cause a massive storm to form, and given that the planet has no real solid structures aside from a few emergency shelters, this would cause massive destruction. Nautilla has apparently been growing bored with her position, though - not surprising considering her mastery of magic. Rumors say she's considering abdicating her post and setting out into the wider universe.

ADVENTURE SEEDS

* Ossa isn't quite as innocent and nice as it seems. One of the major species of plant life, a type of strange flower with an almost choking scent, is said to have a psychoactive effect on some, making emotions and passions run wild. The Elves encourage these plants for their own reasons, apparently to get blackmail material or just to have their own kind of fun. A major meeting of Faction heads is scheduled on Ossa, and with the influence of the elves, things might go poorly, or better than expected.

* Somewhere on Arvandor is said to be a pool of pure glowing gold, a magical fountain of youth that restores health and life to all those who drink from it. It is said to reverse the aging process, which makes it worth a fortune to mortals. The fountain is said to move around the planet, and finding it is more than just a matter of knowing the location - rumors say it only appears to the worthy after

they've quested enough for it.

* The Elves have experimented with various ways to make Ossa more appealing to boost the tourist trade. One of the most promising methods was to give the visitors exactly what they wanted, a perfect paradise tailored to each person. Using holofields and nerve interlinks, they managed to do just that. And for a while, it seemed like it was working. But something has gone wrong, and thousands are trapped in a pleasant hell that kills them upon awakening. Unless someone can go inside and resist the temptations therein, they may never awaken.

* Some reports from nearby systems have mentioned attacks from pirates that don't meet any known criminal organization, using flying humanoid war machines with weapons and equipment that are impossibly advanced. Some fingers are beginning to point to the Elves, though the government of Arborea is denying any involvement. Has Nephthys gone rogue, or have some of her prototypes been stolen?

Arcadia

Arcadia is one of the most important breadbasket Crystal Spheres. The two habitable worlds within Arcadia's Crystal Sphere have both been terraformed to the point that any original features have been completely erased and the worlds leveled so that only gentle hills and plains exist where once there were mountain ranges. Even the seas have been carefully regulated. The entire land mass of both worlds have been turned into endless farms, shipping out grain and produce across the Great Wheel.

PHYSICAL CONDITIONS

Arcadia is one of the most predictable and stable crystal spheres. The planets move in nice predicatable orbits, there aren't any huge changes to normal physics, and even the sun is a nice happy yellow color. Even better, the natives are welcoming and the wildlife is tame. Of course, there are some small, minor caveats. They're really no big deal.



The main one is that if you step out of line, you're going to be in more trouble than you can handle. The planetary militias are extraordinarily strict, with no tolerance for anyone who doesn't fit in. And fitting in isn't just a matter of getting along with people, it's following every rule, even the ones that don't seem significant. A native of Arcadia would never think to disobey a posted sign, leave marked roads, or overstep their authority.

Well, that last one isn't quite true. Lately the militia has decided they need to keep a firmer grasp on things. They've chosen to go with the firm grasp of an iron fist rather than a velvet glove. Sorcery, for example, is frowned upon. And it's very unwise to do anything that is frowned upon on Arcadia.

Physically speaking, the system has three planets. Had three planets. Of course, ask a native and they'll tell you there have always only been two planets. The fact that the third orbit around the star has a debris field that hasn't even managed to spread out entirely, and is still glowing with residual heat, is just a strange but perfectly natural event.

Rumors that the third planet was destroyed by some mismanaged working of sorcery designed to make sure no one could even think out of order... those rumors are of course simply wrong. The militia ships around the debris field are merely keeping others safe from dangerous, but perfectly natural, radioisotopes and micrometers. So no ships may approach within several light-seconds under penalty of death.

Besides, the other planets are much more interesting. They're all flat land with only

a few gentle slopes, shallow seas full of fish, and happy natives. All so very happy. And anyone is welcome to stay, as long as they can follow the rules. Why, the people here are so happy they never want to leave! Can't blame them - the Wheel is a dangerous place.

ARCADIAN INHABITANTS

There are all sorts on Arcadia. Humans, Elves, Squats, even Halflings and Aasimar. The people all work together to support the greater good. Even the animals seem to do their part for the benefit of all - the livestock of the farms is always cooperative, with animals actually lining up on their own to be slaughtered. To an outsider seeing it, it's a horrifying sight, but to the natives it makes perfect sense - that's what the animals are for, so of course they're happy to do it.

ARCADIAN LOCATIONS

Abellio

Abellio is a vast, flat grassland. Long ago, it was terraformed to be almost as flat as a cue ball. It's easily one of the smoothest planetary masses in the Wheel, the difference between the highest and lowest points on the planet a matter of only a hundred meters or so. Every tree is part of an orchard. Every field has grazing livestock. Every centimeter of Abellio's surface is made purposeful. Even the oceans hold great stocks of fish, with reefs keeping schools neatly separate from each other. The place runs like clockwork, and from the way the animals act, one gets the impression it would continue to do so for some time even without the people there.

Buxenus

The second planet in the system, Buxenus, is more tightly controlled than Abellio. While the first planet is open to visitors (as long as they follow the rules), to get access to



Buxenus requires all sorts of passes and permissions, which makes it a really trying experience for anyone attempting to get there. Frankly, unless a person is sent an invitation along with clearance, they'll just be given the runaround and thrown at so much red tape that they drown in it until they lose interest and find something else to do. The militia keeps its headquarters here, and there are supposedly reeducation camps for troublemakers that are more like dog kennels, but proving the stories has been impossible and natives simply don't care.

Great Mirror

A massive construction with a diameter measured in thousands of kilometers, the Great Mirror is a framework supporting huge sheets of a reflective material designed to provide additional sunlight to Abellio. Thanks to the Great Mirror, there is no real night, just a second sunrise following a short dusk. Workers are constantly replacing panels in the Great Mirror as they tear or lose their reflective coating, but the increased crop yields have been incredible.

Nemausus

Nemausus was the name of the third planet in the system. Now it's a slowly expanding cloud of debris tainted with sorcery that creates dancing shows of violet energy through the rubble. A militia fleet keeps a full-time cordon around the area and gives people exactly one chance to turn away before firing on them. All official records within Arcadia say that the planet has been like that for billions of years.

Official records outside Arcadia have records showing Nemausus as a trading post only two centuries ago.

ADVENTURE HOOKS

* The planets of Arcadia are just a little too regular. Too well-defined and orderly on every level. When people can actually make detailed observations - and the militia usually kicks them out for disrupting things - the actions of the people and animals of Arcadia seem to approximate logic gates. It can't be proven, but some think the planets of Arcadia are some kind of massive computer. What they're computing is anyone's guess.

* The destruction of Nemausus wasn't an accident. It was done very deliberately, and as a last resort after everything else had failed. Something terrible happened there - and reports say that something terrible was modrons awakening and deciding to clean the place up a bit. It's entirely possible that modrons are sleeping in other places as well, and unless a better way can be found to deal with them, there might be more asteroid fields in the future.

* Buxenus is so well protected because the crops they grow there are extraordinarily valuable. There are medicinal herbs and, well, the other sort of medicinal herbs. The drug trade may seem like an odd thing to see in such a law-abiding place, but it seems that most of the drugs go to the native populations. New settlers sometimes have trouble adjusting, you see, and they're given certain medications to calm them and... erase those emotions and feelings that don't fit well with the way things are normally done here.

* Maybe the mortal mind can only take so much law and order before it snaps. Maybe there's something dreadfully wrong about Arcadia. Rumors say that once every season, the farmers of Arcadia get together for big festivals. Festivals that involve sacrifices burned to the gods. Farmers offer some of their crop, an animal, or best of all, someone who isn't fitting into their perfect order.

Acheron

A Crystal Sphere that holds an immense Ork empire, Acheron is a place of eternal warfare, Ork tribes fighting each other in an endless brawl between worlds so close together they occasionally collide and scrape against one another. While it's incredibly dangerous to visit, many smugglers bring endless caches of weapons that give one Ork tribe or another a momentary advantage in the war that consumes their lives. That said, the natives are content with their lot, Orks enjoying fighting more than anything except fighting and winning.

PHYSICAL CONDITIONS

It would be wrong to say Acheron is unlivable. The place is a huge crystal sphere, not as large as the Abyss - not that anything could be - but still larger by an order of magnitude than the average Crystal Sphere. Inside, it isn't filled

with vacuum but instead an airy void that grows colder and colder the deeper you get towards

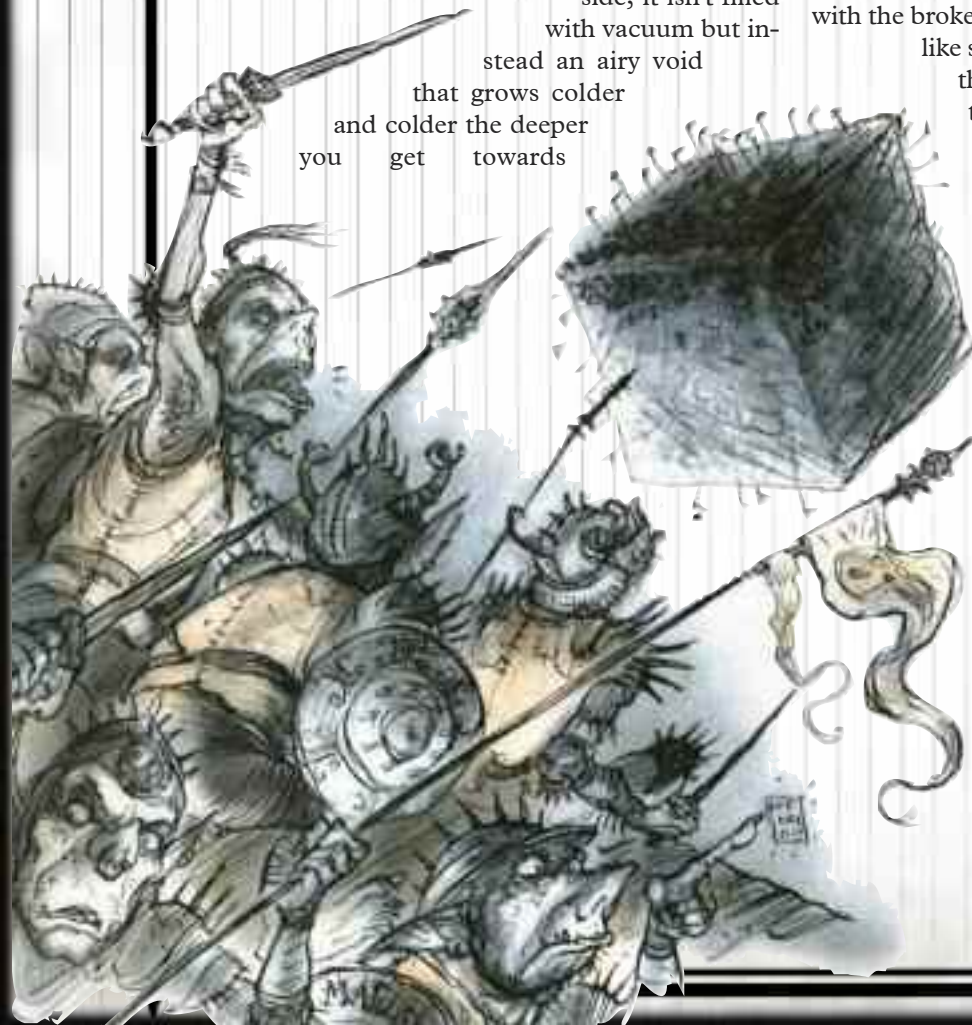
Acheron's center. The entire sphere is lit by a dim grey light like twilight, not enough to read by but not so dark a man can't see his hand in front of his face. The source of this illumination has never been found.

The most striking and obvious feature of Acheron are its many, many worlds, huge cubes of iron dozens of kilometers across. Gravity here doesn't draw towards the center of the cubes, but just perpendicular to their surfaces. And on almost every cube can be found Orks. Now, there's only one thing that can happen when you have a bunch of Orks in one place, and that's fighting. The Orks spend almost all of their time forming into warbands and fighting each other in an endless self-consuming war. Despite the sheer number of soldiers, there are surprisingly few leaders. Any Ork who really has what it takes to lead typically leaves to find someone more interesting to fight.

Deeper into Acheron, and the cubes change, becoming pockmarked blocks like cubic meteors, the pits in their surfaces leading kilometers down inside, where they are filled with the broken scraps of thousands of devices

like some giant's toy box. Great ships that have been lost to the Warp, toppled buildings, and weapons of every kind find their way here. Everything is inoperative, turning to the same iron-like stone as the rest of the cubes here over time. There are few orks here except for scavengers looking for a bit of extra dakka or choppy to take back with them. Deeper yet, and things get more and more hostile. Even the Orks don't go all the way down into Acheron's depths.

The most obvious danger in Acheron, aside from the natives, is the threat of collisions between the cubes. While the cubes are rarely damaged beyond a few dents and scrapes, but those dents and scrapes are in kilometers of solid iron - anyone caught between two



colliding cubes is as good as dead. Of course, the cubes aren't always entirely solid. Some cubes are riddled with tunnels, which make them favorites for permanent habitation since cities or structures built on the surface of a cube will eventually be crushed.

The tunnels are also crucial sources of food and water, for they support humid, fertile mushroom beds and a strange form of woody, black, earthy fruit called provender stones. Provender stones are edible, barely, and resemble square black blocks that sit on the iron plains and grow constantly, some reaching the size of a house or larger. Ice and sleet from blizzards fall into the tunnels and pool in caverns, providing a source of foul-tasting but live-giving water.

The most terrible danger of Acheron is one that only the most learned scholars know of - time on the cubes of Acheron simply stops if they sail through the void without colliding with another cube. While this does keep someone stranded on a cube from starving to death, anyone who can will get away before this happens before centuries pass back home.

ACHERONIAN INHABITANTS

Acheron is the home of battalions and armies constantly at war. To most, this would be a place of oppressive death and encroaching horror, but to the native Orks it is nearly a paradise. They care not for glory or honor, just the sheer excitement of a battle well-fought, victory or death. Even the sides and comrades constantly change - an Ork might fight for one warband one day and against it the next. When a battle isn't on, the orks can be surprisingly cheerful and even good company. There are a surprising number of soldiers from other races as well, most of them dispossessed soldiers with nothing left to fight for. They don't typically last long, but most of them are just seeking a place to die anyway. There's no real native wildlife to speak of.



ACHERONIAN LOCATIONS

Istvarhan, the Moving Fortress

Istvarhan is the kind of fortress that only an Ork would think to build. It's a huge place made of the only two resources that can be found in Acheron in vast quantity - iron and manpower. The walls of Istvarhan are literally made of armor and slaves, and the entire fortress can be set into motion on their backs. The jerky, bouncing motion of the fortress makes anything besides sitting still a difficult task. The Warboss commanding the fortress is Grazdeff the Wise, an Ork with a surprising grasp of tactics and an ability to put people where they can do the most good. Which is quite unfortunate for those who can do the most good bolted into the walls of the fortress. He allows anyone who wishes to join to become part of his warband, and has assembled a grand fighting force of blood brothers. It's said that he'll be the next to escape Acheron and head out in a WAAAAAGH to fight the greater foes of the Wheel, and his skill at diplomacy and technology will make him a dangerous foe when he does. For now, his main goal is to assemble a ship to effect such an escape.

Hammergrim

An inward-turned realm of Squats and ironlike stone, Hammergrim is a dour realm of grey light, grey stone, and somber clothing. Even the squat festivals are grim, with much sonorous chanting and invocations of protection against the threat of the Orks. Hammergrim was founded long ago as a refuge and striking point against the Ork hordes of Acheron - the Squat's ancient hatred for the greenskins demanded they have a foothold against them. It is one of the best places in the Wheel to have a blade forged, and the squats there will do so (not happily, though - they're never happy) for a price. The ruler of Hammergrim is currently the Living Ancestor Branka, though no ruler of Hammergrim has ever ruled alone - the Court of Memory, where the ruler resides, is haunted by the spirits of rulers past. Every ruler of Hammergrim goes insane over time, losing themselves to the possession of these spirits and becoming little more than a limp doll when not being used by them. Branka has only ruled for a short time, so the ill-tempered squat has not yet lost herself to the whispering voices.

The Mines of Marsellin

The mines are a treasure-trove of artifacts, magic, and strange jeweled machines. Heaps of spacefaring ships, enormous weapons, and steam-driven carriages are scattered everywhere. Unfortunately, most of them have been fused into lumps of solid black iron. The mines seem to generate new material daily, though no one has ever learned why. The mines include hundreds, even thousands of strip mines and bottomless well-like shafts. The best kept secrets are which mineshafts lead to the interior caverns, those echoing hollow spaces filled with the cast-offs of the universe. Most are dead ends, sunk into the black iron cubes by hopeful prospectors who soon turned to iron themselves. The area is overseen by an ancient dragon with rust-colored scales who calls herself Coirosis who hates thieves and claimjumpers and punishes them with swift death. Even the threat of the dragon, though, can't keep people away from the untold riches of the mine. Wise men do well to buy a deed from the dragon before at-

tempting to do any mining themselves - there are enough threats from scavengers and jealous miners, and no one needs an angry dragon added to that list.

Tintibulus

Deep, deep within Acheron, things start to change. In the area known as Tintibulus, cubes give way to other geometric shapes, pyramids and prisms and octahedrons and shapes that have no name. The shapes here are much smaller than the iron cubes before, most scarcely larger than a house. The material of the bodies here is also different, not the iron of the first layer of cubes or the ironlike stone of the second, but dull volcanic rock that fractures when collisions occur, cracking along natural fault lines. The place is empty, even sounds hardly carrying at all. It mostly resembles a very thick asteroid belt, with little to recommend it except as a place to hide.

Ocanthus

There are very few reports from this part of Acheron. There are no cubes or shapes to find here. Instead, there are razor-thin shards of black ice, some barely a centimeter across, others kilometers in width. Their collisions break them into progressively smaller shards, eventually into needles and then dust. The shards must all come from some single source, though the night-black space filled with flying razors doesn't lend itself well to exploration. Rumors speak of some bottom to Acheron, a central sea of black ice as large as a sun. The only ones who have claimed to have gone there and come back are insane and otherwise untrustworthy - but you'd have to be insane to want to make the trip in the first place. Tales of creatures made entirely out of blades are similarly almost certainly false, and even if they were true, who would want to go to Ocanthus to find out?

ADVENTURE SEEDS

* The most powerful ship ever constructed, The Emperor's Wrath, has been found floating in Acheron after thousands of years lost in the warp. There may be survivors, but more importantly the ship included an-

cient Syrnych technology that made it invincible in combat. The ship must be recovered before it can fall into the wrong hands or turn into stone, and it's quickly turning into a race between the Orks and everyone else in the Wheel.

* Orks just seem to be everywhere in Acheron. The rumors say that they aren't born, but simply seem to come up out of the tunnels in some of the cubes. Are the cubes of Acheron some kind of massive farm of the Syrnych designed to produce warriors for their ancient war? And if so, what would happen if someone managed to get them up to full production - or stopped them in their tracks?

* The Living Ancestor Braska will pay a high price to anyone who can find a way to keep her sane despite the spirits haunting her palace. While it is forbidden in her society to actually destroy the ghosts, she is more than willing to look the other way if it will mean she isn't doomed to insanity. However, the ruthless ruler isn't beyond selling out the PCs to her people if they're caught in the act.

* The ocean at the very center of Acheron isn't just a rumor - it's a real thing and it isn't just a puddle of water. It's holding back some horror from ancient times. It is the reason for the cubes existing in their current state of disrepair, its power flinging them out of perfect geometric alignments. The shards of ice in Ocanthus are symptoms of its awakening, and it might take more than all the Orks working together to put it down.

Baator

Nine worlds, each different and each one sinister yet far from lawless. The chain of command here is absolute, and discipline is enforced as much to crush the spirits of those who don't conform as to maintain order. The natives here plot and scheme against one another, vying for power. It is a place of great opportunities to the ruthless, but the price of failure is absolute.

PHYSICAL CONDITIONS

Baator is a fairly normal-looking place by most standards. One star, a red giant that looks like a diseased and dying thing, and nine planets. It's a dangerous place by anyone's standards, but compared to some of the really awful places in the universe, Baator's creeping evil and sinister tones can seem downright homey.

Baator is safe for ships to travel through, following the normal laws and physics of the Wheel at large. Of course, those ships had best pay very careful attention to the orders of the local traffic controllers - Baator attracts a surprising number of visitors from all parts of the Wheel and so traffic can be quite thick. Naturally, Baator being what it is, anyone breaking those orders has more to



worry about than just some minor fender-bender. The might of Baator's armies come down on those that dare break the law here, though for the right price it's possible to get them to look the other way.

BAATORIAN INHABITANTS

Baator attracts all the wrong sort of people. The natives here have a long history of sorcery, the dangerous kind. Pacts with daemons are the only way to ascend in society, testing not only a person's ability to call on the daemons but also their cunning and ability to cut deals that leave them ahead (and alive). The more politically influential people in Baator are effectively immortal, with overlapping contracts and deals that have left them with little humanity in body or soul. Mutation and corruption are common among Baator's inhabitants. Most worlds of Baator have little in the way of wildlife - almost everything has been subjugated and planned, used up in quests for power. What there is was probably once human but fallen to mutation to become something less than a man.

BAATORIAN LOCATIONS

Avernus

Avernus is the world closest to Baator's sun, a parched world of blasted, rock-strewn fields. The atmosphere is a thick haze that turns the sky into a smear of glaring red. There is no real water here, just dried up riverbeds and dust. The greatest danger to anyone coming here is the ever-present threat of fireballs - seeping gasses from below waiting for the slightest spark to erupt into an explosion that can burn a man to ash. One of the few things to recommend on this world are the quality of its gemstones, mined in a city of depraved halfings called Draukari. The stones are all of the highest quality, often in shades and colors that seem totally unreal. The ruler of Avernus is a Tiefling named Bel. It's rumored that Bel runs training camps for the armies of Chaos beneath the haze of Avernus'

sky, though anyone who has learned the truth of it has ended up dead.

Dis

Dis is the second world of Baator, and the destination that most travellers to Baator end up. The entire world is more or less a gigantic city, spires of blackened iron thrusting their way into the ashen skies in the few open areas surrounding the core of civilization on this world, the city of Dis, a place so nice they named it twice. The city is like a hive, crowded and dirty, made of darkened iron that turns red hot in the glare of the sun. The city of Dis is a tightly controlled place, with passes needed for almost everything and the activities of visitors being strictly recorded and their movements controlled. Most never leave the Port Quarter of the city, though that's where almost all the services for visitors are located anyway. At the center of Dis, looking over every part of the city from a tower so high it reaches nearly into orbit, is the Iron Tower. Edicts from the city's ruler, Dispater, come down from on high like iron slabs hitting concrete.

Minauros

Minauros is best described as a stinking bog. Polluted acid rain washes down from a leaden sky like the burning tears of a god. The atmosphere is so thick and hot that lead runs like water, and the surface is a bog of acid muck and misery. Some very, very tough vegetation hangs on to life here, but nothing that would really resemble life can survive outside of Minauros' few cities. The most major city is, perhaps unsurprisingly, both simply called Minauros and also sinking into the swamp. Rumors persist that the swamp of Minauros has no bottom, and that you can sink forever without ever hitting bedrock. Minauros' ruler, Mammon, is terribly warped from the bargains he has made. His greed is said to be almost infinite, and he is willing to give up almost anything to sate his avarice. The fact that he has already given up his humanity (or whatever race he was - being that he's thirty meters tall with the lower body of a snake means that it's anyone's guess at this point) speaks volumes.

Phlegethos

Phlegethos is, like most of Baator, a quite unpleasant place to live. Some quirk of planetary formation left it with a volcanic cycle that causes massive upheaval of the entire surface every few thousand years. The place is currently in the beginning of another of these cycles, and the entire surface is cracked and flooded with rivers of magma and seas of flame. It may seem like this would be the last sort of place a person would want to be, but the same quirk of planetary formation that created this cycle of volcanic activity also left the planet with an incredible mineral wealth that replenishes itself every cycle. The ruler of Phlegethos is technically Lady Fierna, though most in the know are aware that her father, Lord Belial, runs most of the planet from behind the scenes. Both have little to do with the mining operations directly, just managing the managers, and spend their lives in incredible hedonism.

Stygia

A place that seems like a refreshing change from the heat-blasted first few worlds of Baator, Stygia is a water world, a great frozen sea, a place of crushing ice floes and mammoth icebergs. Floating plants of several types form floating swamps and forests on the water, places that are fairly hospitable. Constant storms and lightning make the sky a dangerous place to be, though strong currents create clear paths through the ice for those willing to risk them. Ice floes are the dominant surface here, upon which castles and cities are built. The ruler of this layer is rumored to have been imprisoned deep in the ice of a massive iceberg, trapped and unable to die by some badly-made contract with a daemon. The planet has reverted to a sort of controlled anarchy, with private armies enforcing the laws of their masters with an iron fist in the now-fractious city states.



Malebolge

Malebolge is a gas giant, standing out among the other planets like a festering sore and looking like a diseased boil. While the planet itself is uninhabited, there are a number of small moonlets and stations around it that draw off valuable gasses from the planet. The most interesting feature of Malebolge are the massive corpses that orbit it, remnants of a species that is likely long dead, space whales hundreds of kilometers long. Their bone and ivory are a fair bit of the trade from Malebolge, the sheer size of the corpses meaning that the supply is almost inexhaustible. The ruler of Malebolge, Glasya, has only very recently been installed, and is said to be the daughter of the sovereign of Baator itself.

Maladomini

Maladomini is a planet of ruins, a world of hard labor under a blood-black sky. Granite and wasted cities scatter the surface of the planet, polluted canals clogging up and spilling waste across the scarred surface of the planet. Everything natural has been defaced or destroyed. Strip mines, slag heaps, landfills, and crumbled ruins are the terrain of this planet. The ruler, Triel, is an Aasimar who has apparently been driven insane (or worse) by the pressures of Baator. No one has seen him in person in decades, and his orders have grown more and more insane - he demands perfection from all endeavors, and this is most

evident in the construction of his Capitol city. He has demanded that workers restart the effort again and again, always displeased. The entire planet has been torn apart and half-reassembled under his orders.

Cania

Where Stygia is a frozen sea, Cania is a place of ice and land even harsher than that planet. Here the ice isn't just water, but the air itself freezing in the almost-perfect cold. The world has a unique industry, producing some of the finest plasma weaponry there is. The ruler of the planet, Mephistopheles, is a man who displays a facade of charm, civility, and wit. In reality, he has a terrible temper with endless ambition. He is a powerful sorcerer, and has recently developed a way to create a type of warp plasma with his spells. He has openly stated he intends to rule the entire system, and no doubt he intends to use this new power to fuel that ambition.



Nessus

The final planet of the system, and one of the best-protected places in the entire Wheel. An armada of ships prevents anyone from getting close. It is from here that Baator is ruled. Nessus is a black planet crisscrossed by rifts and trenches, some little more than a few meters deep and others extending hundreds or even thousands of kilometers into the depths. In the deepest pit, of incalculable and impossible depth, broods Asmodeus, the ruler of Baator. He is, from reports, soft-spoken, articulate, chillingly reasonable, and so powerful as to defy comprehension.

Adventure Hooks

* The ruler of Stygia, Prince Levistus, is only allowed one day of freedom every year from his prison of ice. He is willing to give the heroes almost anything if they can find a way to free him, a task that may require the slaying of a Daemon before the more mundane task of cutting him free can even begin.

* An assassination attempt has recently been aimed at Glasya, and failed. Now the entire crystal sphere is on lockdown and martial law is getting worse and worse. Unless someone can find the assassin soon, the paranoia and twistings of betrayal of the system will erupt into a real war. Fortunately, the heroes are beyond suspicion and have been hired - apparently by Asmodeus himself - to take care of the problem. Or else.

* A warp storm has been building around Baator for some time now, and ships are finding it more and more difficult to get into the crystal sphere and out again. While this has driven the prices of Baatoran goods up, it appears that this may not be a natural warp storm, but an attack from one of Baator's enemies.

* A man approaches the heroes begging for help - his child has been seduced and lured to Baator by the promise of wealth, wine, and women. The rumors suggest that this is a plot by a high-ranking Baatorian to gather a huge number of unwitting people to serve as a sacrifice to ascend to some

higher power. Other rumors say that the offer is just what it seems, an attempt to boost the tourism trade.

Beastlands

The Beastlands are a mysterious Crystal Sphere. There are a number of planets circling the star that are habitable, each one covered in wilderness and with astoundingly deadly wildlife. There are some ruins on the planets and mysterious power signatures, but attempts to investigate the ruins or establish a colony have all met with failure as the fauna - and even flora - turned actively hostile, demonstrating abilities impossible for normal plant and animal life that only increased in response to resistance.

PHYSICAL CONDITIONS

To a casual observer, the Beastlands seem like a fairly normal system, if one completely untouched by industry and the trappings of civilization. Someone more observant might note that the worlds in the Sphere are unusually flush and full of life, with every single solid surface - and even the system's sole gas giant - supporting an advanced ecology. The system has seven planets, and there's little point in describing each of them in detail - they are all nearly the same.

The sameness of the worlds is actually quite startling. Very nearly the same ecosystems exist in every world, just adapting to survive in the conditions present on each of the planets. From what few samples scholars have been able to gather, the native organisms developed an astounding ability to survive in nearly any environment, possibly thanks to a massive planetary disaster. There's little evidence to support that theory, though. With the active ecosystem on each system, finding craters and other signs of disaster are difficult. Any kind of active scan is almost inevitably met with a response from the planet.

Naturally, it's this response that is of greatest interest to people. Mostly because it's what ends up killing just about everyone. The



ecosystems are astoundingly deadly to outsiders, functioning almost like a massive defense system at every scale from microscopic to even defending from orbital threats. The things that the life forms on these planets can do border on the supernatural in scope, yet there doesn't seem to be much actual magic to it at all, merely biology so incredibly advanced that it seems impossible, from trees that grow as armored shells around high-energy hydrocarbons - firing upward as ballistic missiles that can even achieve orbit - to plants with leaves with almost perfectly reflective surfaces that they use to focus ambient light into deadly beams of heat.

The fauna is even worse than the flora. Dragons can't even compete with them, mostly because they all seem to work together when intruders are around. When observed from a great distance, the ecology seems to settle and act like a fairly normal world, the life forms preying on one another and so forth. It's only when someone from the outside comes in and disturbs things that they seem to spontaneously form an army. There doesn't seem to be any central planning or hivemind effect - all of the behavior seems to be emergent, developing from their normal behaviors.

Because of the sheer danger of the



ecologies, settlements are more-or-less impossible. One attempt was made to terraform the most temperate of the planets. The attempt ended badly, and the tales the few survivors told were enough to make sure a second mission was never launched. To date, the Beastlands lie relatively untouched, left to the dangerous animals within.

BEASTLANDS INHABITANTS

The only real inhabitants are the strange, extremely advanced life forms. Nothing else can really survive for long, either ending up becoming food or being torn apart and then food. A few (very well armed) scientists still study the local life forms, but their expeditions have to be very fast and unobtrusive - even a slight disturbance can start the wildlife on a killing spree.

BEASTLANDS LOCATIONS

The Mothership

The remains of the first terraforming attempt are still floating in-system. The massive ship is several kilometers long, and had a crew numbering in the tens of thousands. Had. Only a tiny fraction of the crew managed to escape, and the rest became food and biomass for a growing infection that started after

life forms from the planet got onboard. The Mothership has since become a crumpled wreck overgrown with tough fungus and massive vines that have developed thick skins that use metal drawn from the ship to form radiation-resisting hulls. Animals, most of them smaller and stranger than in the rest of the system, prowl the warped hallways which have become more like caves or the bowels of some massive beast.

The Sargasso Asteroids

Supporting the idea that the life forms here spread through space via some kind of impact event, asteroids have become collected in most of the stable Lagrange points and, over time, life has grown there. Weedy strings of plant matter and bacteria have joined the asteroids that fall here into loose nests and webs. They're one of the few places that are relatively safe to collect samples from, as there isn't enough biomass to create anything really dangerous, though occasionally asteroids will break free on suspiciously precise trajectories to hit ships that approach too closely.

The Great Circle

The Great Circle is the name given to the only ruins that have ever been discovered on any of the planets of the Beastlands. They're the only structures that aren't overgrown or destroyed quickly by invading plants and animals. The ruins are in the form of a ring, twenty kilometers around and a kilometer and a half thick. Several expeditions have tried to explore the ruins, but there doesn't seem to be a way inside the structure. For now, it remains one of the greatest mysteries in the Sphere.

Variable Gravity Well

On one of the moons of the system's sole gas giant (which itself harbors floating plants and animals like gliding wings and balloons) is a spot that's unique in the system.

Something buried deep within the moon is emitting a high amount of warp energy that's warping space around the moon, the effect most strongly felt as a, well, variable gravity well that changes in shape and power over time. The corpses of many thousands of the largest variety of predatory native are in a massive pile over the site of the gravity well, their hardened shells forming a tough barrier that would take battleship-level weapons to break through. Even approaching this moon is dangerous - it seems to represent a sore spot or sensitive zone for the wildlife, always drawing fire.

Adventure Hooks

* Recently, humanoid creatures have been spotted on one of the planets in-system. They didn't quite match the description of any known race, but seem to combine features from all of them. Are they intelligent life forms that have somehow escaped detection until now, a new development that has only recently evolved, or are they part of a rumored cult of survivalists that is said to have come to the Beastlands to escape the sprawl of civilization?

* Some of the scientists returning from studies of the Beastlands have been vanishing after returning home. At the same time, there are reports of creatures that resemble the native life of the Beastlands appearing on their homeworlds. Is there some new disease or infection that is lying dormant in researchers and waiting to spread the taint of the bizarre life here across the Wheel?

* Increasingly, as research efforts become more uncommon and unmanned probes become the norm, strange malfunctions and glitches have been occurring. Probes are recording passages of time that don't match the time that passes outside the Sphere. It appears as though the longer that the Sphere goes without being opened, the faster time passes inside it. Some have suggested that this time warp might be the cause for why the life here is so evolved - it's had many more billions of years without extinction-level events or outsiders becoming involved to become interconnected.

* Reports speak of strange ships being seen around the Beastlands, both inside and

outside of the Spheres. The ships don't match any known class or even general design philosophy of the known races. At least one of the ships was destroyed after firing strange plasma weapons on a human ship. The debris recovered - and there wasn't much - was almost entirely non-metallic, made of strange polymers and plastics that seem organic in nature. Are these ships connected to the reports of space monsters attacking nearby Crystal Spheres?

Bytopia

Bytopia is a place of intense industry, a pair of worlds that are covered in forges and factories, industrial complexes soaring into the sky and mine workings burrowing deep into the crust. Bytopia boasts the most impressive factories in known space, its massive production able to supply armies throughout the Wheel. Entire fleets are devoted to bringing raw materials to Bytopia and bringing consumer goods away. The very void within the Crystal Sphere of Bytopia is contaminated with enough industrial pollution and smoke to give it a thin atmospheric haze.

PHYSICAL CONDITIONS

Bytopia is an old and used-up system. There are only two planets left, encrusted with factories and landing facilities for ships. Space elevators hang down from artificial, solid, rings around each planet that serve both as docking ports for massive freight ships and mass accelerators for launching cargo loads to waiting nets and waste loads into the sun. The planets are only barely habitable, wastelands of industrial waste and mining debris. The vast majority of the large population spends their lives inside, many never seeing the light of day.

Bytopia's system is thankfully free of magical hazards. The place operates much as you'd expect a space to, with few surprises in terms of the actual physical laws. The composition of the plane might surprise a person, though. As noted above, there's so much pollution and industrial waste floating around in the sphere that it's actually somewhat pressurized, thicker than a nebula and made entirely

out of pollution.

There's plenty of evidence that there were a number of other worlds in the system. The mined-out remnants of no less than three gas giants and two other rocky planets float in lazy orbits. There's little left now except ancient scaffolding from when they literally took the planets apart, too old and in much disrepair, everything of value already taken away. The only thing left are frameworks of metal too difficult to work or scrap.

The first planet of Bytopia, Dothion, is all rust-colored landscapes and tarnished metal. Most of the natives live in massive arcologies that supply all their needs. Monorails and moving walkways are the norm - there are almost no personal transports except for the very rich. Most live within walking distance of their jobs, only know their neighbors and workmates, and never even think about travel or the outside world. Vacations are spent in purpose-built recreation zones which offer some modest simulation of nature, albeit one crowded shoulder-to-shoulder with other people.

The second planet, Shurrock, is far less forgiving. It produces many items that are restricted or illegal on other worlds - lockpicks, weapons, military armor, and spelljammer components. The natives don't have the same sort of freedoms enjoyed on the first world - because of the dangerous nature of many of the items and the value of them all, they're constantly watched, searched, and screened for dangerous ideas. Outsiders are viewed with suspicion and kept away from the general population, distracted by areas set aside for just that purpose.

Going outside these areas carries the threat of immediate and often deadly police action.

Ships are constantly moving in and out of the system, making the traffic a hazard in its own right. Thankfully, the traffic control agents of Bytopia are excellent - the combination of Virtual Intelligence and extreme skill they use combines the best aspects of logic and instinct. The trade in raw materials and ore has priority over almost all other traffic, fuel for the furnaces of creation.

BYTOPIAN INHABITANTS

The major inhabitants of Bytopia are Squats and Humans. Halflings are found in great numbers as well, though they typically live in the underbelly of the factory-cities, surviving on scraps and cunning. Gnomes can be found as well, working on the more arcane and ancient machinery and keeping it running from day to day. There is no wildlife to speak of, though there are some working animals used in a few factories, and pets kept by the affluent.

BYTOPIAN LOCATIONS

Ring 0

One of the oldest parts of the system, Ring 0 is the scaffolding remnant of one of the inner rocky planets. It was one of the first planets completely strip mined, an overbuilt prototype that was refined as the Bytopians tore the rest of the system apart. The scaffolding surrounds a useless core of slag rock that no one has (yet) found a use for. What remains of Ring 0 is what they couldn't easy



recycle - the mass driver and damaged parts that just weren't worth saving. It has become something of a tradition for the smaller independent traders to stop at Ring 0 at the end of a successful run. A bar has been built there, and the ancient Ring 0 docks are more than sufficient to handle the light traffic. The bar, Absolute Zero, is an inflatable structure that looks out into the void with transparent walls. It has been destroyed and rebuilt several times now, but the bartender, an Eldarin exile who goes by Moondog, refuses to make the structure more sturdy or quit. He says he enjoys the danger and excitement.

The Last Ruby Rays of Dawn

A wrecked ship, the Last Ruby Rays of Dawn was carrying extremely hazardous cargo that broke containment and left everyone onboard ship dead. For over a century, the Dawn has floated in an extremely elliptical orbit that keeps it away from all other traffic lanes. No one has tried to salvage the ship - the filed reports say that it'll be another hundred centuries before anyone can go aboard without melting into a puddle of radioactive ooze. Or that's what the reports say. No one is willing to chance it. The ship floats with a hundred thousand kilometer no fly zone around it, though rumors say that transmissions and even running lights have been seen coming from the wreck.



GWOTT Headquarters

A government building as large as a city, the Great Wheel Order of Trade and Tariffs is the organization that polices economic activity and acts as a kind of police force to protect the stability of the Wheel's economy and to curtail trade in illegal goods and services. GWOTT keeps its headquarters separate from Sigil to keep a distance both politically and literally from the interests of the Factions. The chief of GWOTT is a strict and collected woman named Eclipse who makes few public appearances. Rumors say that the GWOTT employs teams of Exalts to take on the most difficult and sensitive missions, often breaking or ignoring local laws for a greater good.

Solar Observatory #14

A very plain title for one of the best-kept secrets in the system. For thousands of years now it has been watching a very strange object - a station orbiting the sun at extremely close range. Impossibly close. The station has been seen passing through arcs of solar plasma with no change to the structure. Ships haven't been able to get close enough to actually dock with it. The assumption among most scholars is that it's Synchroneth in nature, a relic of their golden age. Of course, it hasn't been proven, and some of the latest scans have presented somewhat worrying evidence of growing activity lately. The truth may never be known at all, as the orbit is slowly decaying and within a generation or so it is expected to simply drop into the sun and never be seen again.

ADVENTURE SEEDS

* In one of the best protected factories of Shurrock is a legion of massive war machines, titanic walking tanks called Warstriders. Whoever gets their hands on them can conquer entire Crystal Spheres, carve out empires among the stars. Next week, the bidding is due to start. Now, though, they're vulnerable (relatively) and an extremely tempting target. A surprising amount of information on their location and the security forces has been leaked to the wrong people, almost as if they're tempting someone to try taking them...

* The inhabitants of Dothion are used to excavating geofronts, huge caverns underground, to house people and industry. However, in one of the latest excavations, the miners discovered a cave complex that was certainly not natural. Before contact was lost, they reported strange power sources, halls of black metal staring into them, stasis banks with sleeping things the refused to describe, and, towards the end, the sense that something was awakening, that the entire place was alive and full of hate for them, endless ancient hate.

* The GWOTT would like outsiders to think that it is a perfect organization without any internal troubles and unparalleled authority throughout the Wheel. However, recently two very important high-ranking operatives went rogue, claiming that the GWOTT is being controlled by a cabal of merchants and aristocracy that have some nefarious plan. While the rogues might be right, unconfirmed internal reports suggest that they might be high-level exalts, and perfectly capable of doing a lot of damage on their own.

* Shurrock has been experimenting with something extremely dangerous - a kind of mind control agent of extreme and subtle power delivered over multiple means. The food, water, and entertainment of the planet are all tainted with this system, and it has been very effective in keeping worker unrest down and happiness high. However, it appears long-term use of the drugs and psychological programming has a detrimental effect. An effect that drives people to murder everyone around them.

Carceri

Carceri is an unusual formation, a matryoshka doll of Crystal Spheres nested one inside the other. Each layer contains equipment of incredible age - most assume that it's Synchroneth, but some scholars claim that it seems even older, though that is of course impossible. The center has never been reached, each Crystal Sphere proving to be more and more difficult to breach. But each new Crystal



Sphere opened has also had prizes, technology that even the most clever looters had been unable to claim. Despite the signs that Carceri was constructed to contain something terribly dangerous, the lure of Synchroneth technology has funded countless expeditions.

PHYSICAL CONDITIONS

Carceri is located in the scenic middle of nowhere. It's not only out of the way, but the crystal sphere is shrouded in a dark nebula that makes it invisible until a spelljammer gets close to it, when it suddenly looms up out of the gloom. The portal relay that services Carceri is well outside the nebula, making the journey to the crystal sphere a trying task. The outermost crystal sphere is easy to breach from the outside. From the inside, though, the once-easy navigation becomes a trying task, the structure of the crystal sphere serving to funnel ships inside.

As already mentioned, Carceri is a unique structure, as far as is known. Inside are nested crystal spheres - the exact number of which aren't known. The first open area is the most well-known, especially by treasure hunters, as it's their first stop (and often the last place they're seen alive). The space between the spheres on the first layer is quite small, only a few kilometers like a shallow sea of space with crystal spheres above and below.

Even on the first layer of Carceri, the Sphere's various hazards appear. The two most obvious are the massive storms and clouds of floating debris. Because of a kind of strange extradimensional friction, massive



electrical storms roil across space, strange lighting striking out in all directions in unpredictable patterns. These bolts have been known to wreck smaller ships and slag electrical systems on larger ships. The debris is even worse, everything from ships wrecked by the storms to clouds of razor-sharp hull fragments that can cut through void suits (and the people wearing them) like a sword through butter.

There are other dangers as well, some of them less obvious. The first few layers have been relatively well-explored, and it has become quite clear that space is warped here, compressed so that impossible gulfs of space span the layers between the spheres. It seems to grow at an exponential rate, so where only a few kilometers are in the first layer, there are hundreds in the next, then tens of thousands. Always at the center, though, is the next layer of Carceri's crystal sphere. Exacting measurements have shown only a tiny decrease in the central sphere's diameter with each layer down. There might be hundreds of layers.

Syrne ruins are the main attraction for visitors. And the only visitors are foolish treasure hunters. There's a long history of treasure hunting here, thousands of years of people throwing their lives away for Syrne artifacts. All of the ruins that are easy to get to have been picked clean, driving the hunters deeper

and deeper in to find anything worth selling. Still, it's said that even one good find can set a man up for life, so those looking to get rich quick typically can't resist.

There are other, less obvious dangers to Carceri. While there's no atmosphere, there are occasional rains and snows of a black acid that can eat through unprotected starship hulls. Some kind of Warp turbulence makes it so that no one can manage to get sleep without having horrible nightmares that stay with them for the rest of their lives. Worst of all, the compression of space in the lower layers of Carceri carry with them a compression of time. Not just time flowing at a different rate, but cause and effect jumbling together, events being forced closer together even as perception of time stays the same and struggles to catch up.

CARCERIAN INHABITANTS

No one sane would call Carceri home, which means that humans have naturally tried to colonize the place. The attempts have been universally met with failure. No one wants to stay here. The creatures that seem truly native to the place are among the worst, and toughest, known to exist. Aside from crawling things like giant bugs that scavenge

wrecked ships for anything they can eat, there are predators like large flying jellyfish that have proven resistant to even concentrated attacks and seem to drain the very life from their victims.

CARCERIAN LOCATIONS

The Vault

Carceri is a place that's hard to get out of, with no helpful natives and nowhere to really run. It's a great place to build a prison, or at least so thought some of the Factions. When someone really, really needs to disappear, this is where they're sent. It's a structure that resembles nothing so much as a blank sphere of iron, with just one dock for a ship, no windows, and no lights, guide beacons, or anything else to draw attention. The warden, named Staccato Thaman, is a man with a hard head and an iron fist. No one has ever escaped from the vault. As long as he's in charge, he's going to make sure no one ever does.

Rostok

Rostok is one of the very few places in Carceri that offers travellers any services. It's a space station boded together with scrapped hulls of ships and garbage, giving it a ramshackle and overall dirty appearance. For the gatecrashers who attempt to penetrate deep into Carceri's layers, though, it's the place they come for supplies and the latest information. While no one is really in charge here, Sidorovich is an old gatecrasher who has retired here, and has ended up keeping the place running with repairs and patches. Anyone who comes here can find things to buy, people willing to buy almost anything even a little useful, and the occasional artifact brought back by a lucky adventurer who managed to find a scrap of Syneth technology that hadn't been scavenged yet.

Shipyard X-18

Another highly defended point, X-18 is located three layers deep in Carceri, far from prying eyes. The place is extremely difficult to approach, as any unauthorized attempts to

close with it end in being fired on. Rumors say that the shipyard isn't government work, and that pirates run the place, but that seems unlikely given some of the ships seen there unless the pirates and government are working together - a theory only a conspiracy theorist would believe. What is certainly true is that the shipyard is building prototype ships designed to penetrate the extremely dangerous Crystal Spheres of the lowest Carceri layers, complete with a new and unique type of navigation system.

Agathys

Agathys is the name scholars have given to the sixth layer of Carceri, the deepest one that has been reliably penetrated and partly mapped. While some gatecrashers tell stories of navigating through the crystal sphere at its center and reaching another layer full of ruins, but this is almost certainly nothing more than just stories or dumb luck. Current thinking is that no human can actually penetrate the Crystal Sphere here - the course changes needed are too much for anything but a computer, but actually building the program that can manage it and the ship that can fly the course have proven difficult.

ADVENTURE HOOKS

* The unique properties of the plane have inspired a group of mages to create a unique form of magic that affects time itself. They're not willing to just teach these secrets to anyone, but if someone was persuasive enough or managed to do some pretty impressive things for them, they might just be willing to give him a hint or two.

* Beyond Agathys, in the deepest part of Carceri, is a thing, a monolith or obelisk that can grant wishes to anyone with what it takes to get to it. Many have tried to reach it, and almost all of them have failed. Their ambitions were mountains of artifacts and gold, and anything else their greedy minds could think of. Of course, it extracted from them a price, and some people tell horror stories of people who got exactly what they wanted.

* In the void between the spheres, impossible music sometimes finds its way to peo-

ple, carrying promises and power in exchange for terrible sacrifices, always involving the betrayal or murder of someone close to the listener. There aren't many that can resist these calls, not because of any mind-controlling effects, but just because what they offer is tailored to the person that hears it.

* Some very wild and unconfirmed rumors say that what the Syrne were protecting deep inside Carceri wasn't some amazing artifact or powerful weapon but the future of their race. Some of the more barmy and untrustworthy types have claimed to meet with real, living Syrne. But that is, of course, totally impossible. And you'd have to be even barmier than they are to go looking.

Commorragh

Not a real Crystal Sphere, the city of Commorragh is a dark parallel to Sigil, a hidden place lying in the Warp itself, a place of anarchy and terror ruled by the Dark Eldarin and their dark god, Lolth, a demon spider queen who protects them from the ravages of the warp. Their depravity knows no bounds, and what happens to the slaves and captives they take is... unspeakable.

PHYSICAL CONDITIONS

Commorragh is a difficult city to find, existing in the Warp itself. It is built in and on a massive series of constructs called the Webway, secret invisible passageways that create a space not unlike the Umbra - not quite the real world, but not quite the Warp either. It is a place of shadows, the color drained out of everything and leaving it black and white.

The Webway itself is akin to a giant spider's web woven out of a strange material that is rumored to be the lost souls of those who have been captured by the Dark Eldarin and sacrificed to the daemon Lolth. Lolth is the weaver of the Webway, either having developed the technique herself or learned it in some ancient time. Some parts of the Webway seem quite different from the chaotic tangle that Lolth has created, surprisingly orderly and structured, hinting at another weaver.



Within the city of Commorragh, it is much like being inside an immense cavern. The temperature is mild at all times but never quite comfortable, ranging from just a little too hot to just a little too cold. The air is damp and dank, gray fog rolling through the city daily. The light is inconstant and dim, though the bright neon lights of the city provide garish illumination at street level.

It is difficult to comprehend the sheer scale of Commorragh. When someone pictures a city, they typically think of some mere metropolis. Perhaps if they're well-travelled, they may think of a world entirely covered in construction like Dis. Commorragh is so much larger than that. The city is a megastructure that reaches for literally billions of kilometers. In the real universe, such a structure would collapse in on itself, but in the warp it hangs like a tumor in the endless expanse, growing and changing at the behest of Lolth.

The megastructure of Commorragh is connected and built around the webway like a particularly tasty morsel trapped in a spider's web. Because it is located in the Warp, ships can travel directly to it without ever exiting the Warp, making it almost impossible to track those ships or find the city. It's said that only the Dark Eldarin can truly find the city, their pact with Lolth giving them an internal compass centered on the Dark City.

The half-reality of Commorragh has strange effects on people. While the shadowy reality of the webway is fairly safe, certainly moreso than the Abyss that it shields from, it isn't quite the same as normal reality. Light does not travel as far, liquids seem thicker and ichorous. Even emotions are affected - within



the webway not only are lights and flame dimmed, but also anger, joy, and sadness. This is something of a boon for the Dark Eldarin, as outside of the webway they are controlled by their powerful emotions - though some say that their powerful emotional displays are a reaction to the webway itself, overcompensating for the normally muted feelings.

COMMORRAGHAN INHABITANTS

The most common inhabitants of Commorragh are, of course, the Dark Eldarin. They are the masters of the city, decadent and full of terrible lusts. Slaves of all shapes and sizes can be found everywhere, outnumbering the Dark Eldarin but broken by the tortures and horrors they've experienced. Lolth's daemonic minions wander the streets, toying with the Dark Eldarin as they toy with others. Almost any kind of person or creature could be found here, especially if one of the cruel mistresses of the Dark Eldarin would find it amusing.

COMMORRAGHAN LOCATIONS

Daemonweb Pits

The domain of Lolth herself, the Daemonweb pits are said to exist near the very heart of Commorragh, a tangle of webs in a space tens of thousands of kilometers wide. There, Lolth and her most trusted servants (who rarely last long before they're suspected of betrayal and replaced with new trusted servants) plot from a massive moving palace of darksteel and mithril shaped like a vast spider crawling across the web strands. Lolth herself is rumored to be a rogue or fallen pattern spider, one of the weavers of destiny. Lolth, of course, has anyone killed if they speak of her as less than a god, so the wise would take care to keep these rumors to themselves.

Erelhei-Cinlu

Erelhei-Cinlu is one of the largest Kabals in Commorragh, a self-governing socio-economic paramilitary organization. Commorragh is simply too large for any single government to control it, and so the Kabals formed out of the old noble families and pleasure cults. Erelhei-Cinlu is... calling it safe would be improper, but it is slightly less dangerous than some of the other Dark Eldarin Kabals. The Dark Eldarin here have recently recovered from one of the civil wars common to their kind, and have become increasingly aware that they don't exist in a vacuum, and that the Great Wheel can offer them more than just slaves and toys. Outsiders are becoming increasingly common in Erelhei-Cinlu, merchants and mercenaries who have sworn blood oaths to obey the Kabal. The survival rate for outsiders is surprisingly high, and people have actually been known to come back from Erelhei-Cinlu. Few desire to return to the Dark City, but the lure of wealth and untold pleasures tempts many.

Menzoberranzan

One of the oldest Dark Eldarin Kabals, Menzoberranzan is an archetypical Dark Eldarin city-state, with huge numbers of slaves

existing only to serve the needs of their mistresses. The city is a matriarchy where the most powerful rise to the top through assassination and torture. They say that visitors are welcome here, and that's certainly true. What most visitors learn quickly is that they're welcome as tools and playthings. Anyone visiting Menzoberranzan will quickly become part of the endless game of politics and death that underlies everything in the city. Because the city is so old, it is deeper within the megastructure of Commorragh than other Dark Eldarin Kabs, often finding itself under siege from the terrors of the Underdark. Menzoberranzan's ruler is Triel Baenre, a priestess of Lolth who commands great respect and fear for her pacts with the Spider Queen. She doesn't rule with an iron fist but a cloaked blade, her enemies simply vanishing.

Underdark

Vast spans of Commorragh are labyrinths of steel and mist, entire worlds worth of artificial caverns and illogical constructions that seem almost random in form and completely without function. They are often pitch-black, and in the vastness of these spaces, strange forms of life encouraged by the underlying taint of the warp and the radiation of its mutating energies grow into strange ecologies. There are nameless seas as wide and deep as entire worlds that no mortal eye has ever seen, endless twisting passageways through the dark, forests of fungus and vines, half-starved cannibalistic monsters descended from escaped pets and experiments of the Dark Eldarin, and roaming undead. There are rumors of grand treasures in the Underdark, of hordes of gold, weapons, and data that lie for the taking, abandoned or hidden in some lost scheme by one of the Dark Eldarin. Lifetimes could be spent wandering the Underdark, meeting no one, seeing nothing, just alone in the utter darkness and silence.

Adventure Seeds

* The population of an entire Crystal Sphere has vanished in a single day. Evidence suggests that the Dark Eldarin have taken them for some terrible purpose. But what could the Dark Eldarin need with such a vast

number of slaves, and how were they taken so easily? To find the answers, the heroes will need to find a guide who can lead them to the Dark City - and unless they hurry, there's no telling just what will happen to the captives.

* A powerful merchant has made contacts in Commorragh. He's accepted their invitation to meet and discuss a trade agreement to use him as a front to sell their goods and buy what they want from the outside world. He is no fool, though, and requires powerful bodyguards in case this is just an elaborate plan to betray him. Anyone he hires will have to be careful not to anger or offend the Dark Eldarin, lest they decide to turn on the offender and make an example of him.

* A recent slave revolt in Erelheicinu has made it clear that there is someone organizing the slaves to rise up and fight the Dark Eldarin. The Dark Eldarin have put an



extraordinary price on the head of the instigator. It has become a deadly race to find him, and the heroes might find themselves on either side of the conflict.

Elysium

A small group of worlds, Elysium is a Crystal Sphere that almost seems an untouched paradise. Each world is blessed with fertile richness and unsurpassed natural beauty. However, these worlds are claimed by the Eldarin, and those who seek to settle there must take care not to disrupt the land or break any of the Eldarin's mysterious laws.

PHYSICAL CONDITIONS

There are a half dozen worlds in the Elysium system, each one beautiful in its own way. The system is somewhere between a garden and a wild paradise, the ancient Eldarin allowing it to grow and trimming away undesirable growths. Speaking purely in terms of natural hazards, Elysium is one of the safest places in the Wheel. There are no deadly predators here (at least none that will attack people, anyway), no poisonous plants, and no massive rivers of fire or atmospheres of poison gas. The void between the planets is clean, free of all debris both natural and artificial. There aren't even micrometeorites here to scar a ship's paint.

However, there is one extremely real threat here. The Eldarin. While most Eldarin live their lives aboard world-ships and rarely even set foot on a planet, they still find planets useful for some things, and the world-ships of the Eldarin occasionally need repair. They jealously guard Elysium against all who would dare to enter. There are no permanent settlements on any of the

planets. The Eldarin do not want to live on the surface, even here, and space stations and remaining onboard ship are the norm.

The six worlds of Elysium are each suited to a different climate, though all are easily habitable. The first world is a desert, but with surprisingly abundant plant and animal life that makes survival easy for those who know how to look. It is a place of harsh beauty, perfect for those seeking a quiet place to meditate. The second world is a lush jungle bursting with life, hot and steaming and filled with color. Thousands of years of breeding have turned the animal life here tame - they prey upon each other as in a normal ecosystem, but they would never harm the Eldarin (or most sentients, who don't look terribly different in their eyes).

The third world is a hilly grassland with fields of boulders and creeping vines. There are small trees that dot the landscape, each one twisted and stunted and shaped into a pleasing form. Small songbirds and flying insects with glowing wings flutter through the sky. The fourth world is a broadleaf forest, a place of flowing rivers, streams, and wide oceans, with the sound of flowing water cascading everywhere.

The fifth world is much like the fourth, but where the fourth world is temperate, the fifth is chilled, with light snowfalls and needle-bearing trees. The temperature varies just enough to get a freeze and a thaw, allowing for beautiful ice formations and then a warming spring. The last of the worlds of Elysium is a frozen tundra, windswept fields of glaciers and pillars of ice like some natural city carved by erosion.

Just like the first world, this is a place of quiet meditation, with all the tools of survival easily at hand.



ELYSIAN INHABITANTS

Elysium has a large amount of wildlife, the Eldarin having chosen only the most beautiful and interesting animals to place on their Maiden Worlds. Of course, there are also the working animals that keep the ecosystem working - earthworms and ants, for example. There are always Eldarin in the system, and it's one of the few places that Eldarin from different craftworlds are likely to meet. Visitors from other races are rare, as the Eldarin discourage other races. Violently. With lasers. Still, if one is a true ally of the Eldarin, being allowed to see Elysium is the greatest privilege they can offer, and so even if it is rare, other races can be found here (typically being watched at all times from a polite distance).

ELYSIAN LOCATIONS

The names of most of these locations have been shortened from their extremely long and poetic Eldarin names to shorter terms that have roughly the same meaning.

The World Harbour

The only docking platform large enough to accommodate a world-ship, this massive, skeletal space station floats beyond the sixth planet. While skiffs and smaller vessels are typically used to resupply world-ships, occasionally one will need refitting or massive repair work due to some accident or attack. The Eldarin preform all of their repair work here, away from prying eyes. The world-ships are their homes, and so they treat them with great care. This is also the birthplace of new world-ships, built here by sorcery and careful work, growing like a living thing of wraithbone. The process is said to take centuries, and none have been built in living memory.

The Array

A massive solar array like a net around the sun, The Array provides power throughout the system. The main target for this power grid is to power weather-control devices buried beneath the crust of the six



maiden worlds, keeping them at the same biome from pole to pole all year long. The Array is maintained by a special sect of Eldarin that never leave the system. They are the youngest and the oldest of their race, those with much to learn and those who can teach and have left adventures behind them. Almost all Eldarin serve here, at least for a short time.

The Axis

A massive space station built out of a massive asteroid, Axis is the closest thing to a real government capital of the Eldarin. It is a meeting place where Eldarin from different craftworlds come to meet and discuss events, trade agreements, and plans for the future. The tone of these meetings is always extremely formal, something like a ball crossed with a political debate. These formal meetings are where many young couples and political alliances are formed. The current commander of Axis is a young Eldarin named Haman Karn. She has distinguished herself as a fighter and a charismatic leader, and rumors say that she Exalted shortly before assuming leadership. She is a dangerous woman, who has a very dim view of the other races and would as soon have them exterminated.

The Cradle

The Eldarin reproduce only slowly and require time and great care to bear young. The Cradle is a place they built specifically for the purpose. It is a large space station that is extraordinarily well defended. Outsiders are not allowed in under any circumstances, and automated systems ensure that even if every

defender should fall, the developing Eldarin will be taken care of. Rumors say that inside, The Cradle is just row after row of artificial wombs, countless millions of them. And despite this, the Eldarin are still slowly declining, losses from wars too much for them to bear.

ADVENTURE HOOKS

* Elysium isn't just where the Eldarin come to have children, but also where they come to die. Under the surface of the worlds are massive catacombs where the bodies and belongings of the most powerful Eldarin lie. A graverobber could make a fortune in a day if he could find his way into these catacombs, if he could somehow get in and out without getting killed in seconds.

* The Eldarin have been keeping it a secret even from most of their race, but their ability to control the six Maiden Worlds has been slipping. Most recently, a terrible predator spawned on the second world, and has slain dozens of brave Eldarin warriors and only grown stronger from the experience. The Eldarin will reward anyone who can destroy this creature extremely well, though anyone taking the job had better make sure to get a promise of safe passage in and out of Elysium.

* The Eldarin desperately need to bring some fresh blood into the fold. Elves and Dark Eldarin, though both are distasteful, are perhaps the only answer. The heroes are going to have to escort an Elven Prince and a Dark Eldarin Archon to Elysium and get them both there alive and happy - while defusing whatever plots they have.

Gehenna

Gehenna is a Crystal Sphere of massive volcanic activity - some obscure change to the laws of reality have made every planetary body turn into geothermal furnaces, with four main planets like twin volcanoes hundreds of thousands of kilometers tall and joined at the base. Countless mountain-sized burning rocks orbit and float with these 'earthbergs'. The closer the 'earthbergs' are to their central star, the more intense their geological activity, with

the innermost constantly erupting and the outermost a cold, almost dead place aside from geothermal vents and cracks.

PHYSICAL CONDITIONS

There's nowhere flat on Gehenna. That's inevitably the first thing anyone notices on entering the sphere, because it isn't just the planets that are affected, even artificial gravity systems can't compensate. Something about the place makes it utterly impossible for anything to stay stable and perpendicular to gravity. Most ships seem to 'list' at somewhere between ten and forty-five degrees, though some go nearly vertical. This makes getting around the system annoying, since most ships are forced to turn off their gravity - and the ones that can't are stuck with a hill climb just to get around.

There are four main earthbergs, hundreds of thousands of kilometers tall, far larger than a normal planet. Each is a hotbed of volcanic turmoil. Each has mostly cleared the space in its orbit, though it's not uncommon for smaller rocks to tumble out and smash into the earthbergs. The dark void between the orbits of these primary earthbergs is dark and almost impenetrable, a minefield of hot rocks and, away from the central sun, ice. It's impossible to see from one berg to the next, and even trying to get a glimpse of the central sun is difficult - not that anyone would want to. Gehenna's sun is a sickly, half-dead thing that produces dim red light and smoulders with dark shadows like a coal.

The first berg is called Chamada, and is pretty much the most hostile place in Gehenna. In addition to the heat it gets from the sun - the only berg to get much heat from it at all - it also steams with heat from the internal volcanic activity. Though really, little enough of the geological activity here is internal. Most of it seems ready to escape at any moment, and very good at it. At any given time, about half of the surface area of the berg is molten rock.

The second berg is considered to be the most gentle of the four. And it surprises some to think that Khalas would ever be con-

sidered gentle, considering the ground is hot enough to burn unprotected feet. Even so, it's one of the few places with running water. Of course the water runs in great rivers that cut canyons and ravines into the rock. The third berg is a place of ice and fire, occasional rivers of burning rock streaming through glaciers tainted foul and black with ash. It's always too hot or too cold on Mungoth, with nothing in between.

The berg farthest from the sun is Soltheim, a rough place of ice. The volcanic activity here is long dead, and any warmth it had is once gone. It's a brutal, dark place, totally inhospitable to life. Even the tough native life doesn't extend to this location. It's just an empty, dead rock.

GEHENNAN INHABITANTS

The main inhabitants of Gehenna are, surprisingly, Dark Eldarin. Just as the Eldarin need somewhere in a gravity well to do their thing, the Dark Eldarin do as well - and Com-morrhagh is in the middle of the warp, making it less than ideal for quite a few things. Gehenna isn't well-traveled otherwise, making it useful for them. The native plant and animal life here is limited to fungus and insects of surprising size, some of which are dangerously aggressive. There isn't much here that isn't trying to kill someone.

GEHENNAN LOCATIONS

Vivec

Vivec is the largest Dark Eldarin settlement, a sprawling complex of small arcologies over roaring rivers, connected with bridges deliberately unsafe bridges. The Dark Eldarin decided long ago that safety railings were a lot less entertaining than making the edges of the bridges slippery and razor-sharp. Elite warriors called Mandrakes patrol the arcologies and dispense their own brand of swift and typically instantly-deadly justice. Of course, as to what crimes the people actually were guilty of, well... typically it's merely



catching the interest of the Mandrakes. A massive temple to Lolth dominates Vivec, and it's said that one of her most powerful servants, half Eldarin and half Daemon, lives there and dispenses orders directly from her dark master.

Rura Penthe

Rura Penthe is a prison built on Soltheim by the human Imperium. The place has some of the harshest prison conditions in the Wheel. There are no walls, few guards, and a lot of cold, ice, and cliffs. Unlike most prisons, plenty of people have tried to escape Rura Penthe. The guards don't even give chase when people leave the perimeter - the cold is more than enough to take care of all but the hardest escapees, and the fact that there's nothing to eat usually takes care of the rest. A few prisoners are wise enough to return. They're beaten, though it's more of a formality than anything else, and put back in their cells with no other mention made of the attempt.



No one is sure why the Dark Eldarin permit this, though the common belief is that they're given a suitable number of prisoners themselves to use as toys.

Tower of the General

One of the few services that can be had here is mercenaries. There's never a shortage of people willing to hurt other people for a bit of money. The mercenaries here work for a mysterious figure known as the General of Gehenna, and they're some of the best that can be found anywhere, willing to take any job if you can meet their price. Of course, the trouble with mercenaries is that they're, well, mercenary. They'll turn against their employer for the right amount of coin, and they're far too well informed. For a mercenary band, they seem to have their eyes and fingers in everything. Some suggest they've been drumming up their own business and playing both sides.

Nimicri

Nimicri is an extraordinarily strange place. At some distant time in the past, some race (possibly the Syrne, though it doesn't resemble any other examples of their technology) developed self-replicating machines about a centimeter across. What they were made for has never been proven, but Nimicri is a planetoid made entirely of them. They've formed into roads, terrain, buildings and even crude replications of people made out of small blocks of metal. The place is safe enough, and

the micromachines have surprisingly adept skill at making goods. While the rumors say that the replicators consume people, enough have returned from Nimicri speaking of its wonders and with goods that they got merely for information that occasionally merchants make the trip. And really - considering the number of Dark Eldarin in the system, it would be foolish to think that the place is much more dangerous than anywhere else in Gehenna.

Acererak's Tomb

Acererak makes his realm here on Gehenna. It is not a place where people are welcome. Magic - powerful magic - is required to get around. The place is a dusty tomb, with many sections sealed off and filled with deadly guardians. There is no air, water, or food. Just dry bones and dust, stone and silence. Those who come seeking knowledge find themselves faced with test after test, with deadly consequences for those who fail and knowledge - gained in the passing of the test - for those who succeed. Acererak does not meet with people. He merely tests them, and lets them learn for themselves.

ADVENTURE SEEDS

* On Mungoth, there is supposedly a secret temple, a massive structure designed to entrap a Daemon named Hircine. It's full of traps, mazes, and lesser daemons - either Hircine's servants or spawned from his power. It's said that every hundred years, Hircine has a chance to escape, but that someone called by destiny always appears to gain entrance to his prison and defeat him, sealing him away again for another century.

* Though it seems impossible, rumors say that there is someone living on Soltheim - a tribe of werewolves that have gone totally feral, preying on the prisoners of Rura Penthe like cattle in a pen. The guards either don't know, don't care, or they have some connection to the wolves that runs even deeper. Prisoners say that the guards *are* the wolves, and

stalk the corridors of the prison every night looking for food.

* There's something actually worth having on Chamada, huge veins of raw dark-steel ore. Of course, they're extremely difficult to get to, since the molten surface sometimes manages to smelt it into its pure form and leave misshapen, unchangeable messes of metal. Anyone who could manage to set up a mine to get at the ore would become rich, but the Dark Eldarin native to the area don't care to have people intruding on them, and have already destroyed one expedition sent by the humans.

* Under the Arcologies of Vivec, there are caverns driven into the rock that provide direct access to Commorragh, passages through the webway that a person can simply walk down them. They're a tempting target to invaders, especially the Eldarin, since they would provide an easy way to get to the dark city. However, the defenses around the webway passages are said to be some of the cruelest and most terrible known to exist, just deathtrap after deathtrap, designed so there's always the sense the person can escape, but it's just an illusion to make their torturous deaths more painful.

The Grey Waste

The Grey Waste is a large and easily-navigated Crystal Sphere helpfully located right between Mount Celestia and the Abyss. It consequently is almost constantly turned into a battleground between the forces of Order and Chaos. There might have been life here once, but all of the planets within the Crystal Sphere have been blasted into grey rocks over time, and floating bands of asteroids provide even more pointless strategic points to take and retake in the endless

Blood War, as well as serving as a grim reminder of the forces at work.

PHYSICAL CONDITIONS

The Grey Waste contains three star systems, though there isn't really much left of them. Endless war has reduced what planets there are to shattered husks, gravel and rocks floating around the three pale white stars of Oinos, Niflheim, and Pluton. There isn't a hint of color here - everything is a shade of grey ranging from charcoal to off-white.

What people learn, very quickly, is that this isn't a trick of the light or the material of the system. The physical laws of the Grey Waste simply don't allow for color. Even the most vibrant colors are reduced to shades of Grey. The effect is draining, emotionally and mentally. Worse, losing the ability to see colors is very bad on many ships that use colors to display things like, oh, warnings, damage, engine condition, and so forth. A ship that goes in unprepared can find itself with a number of meters and displays that are simply useless.

Worse, the lack of color does something to a person, emotionally. People just start losing hope, forgetting dreams and goals, like the Waste is just training them of everything that they ever wished to be. For the most part, the symptoms of this 'Waste Syndrome' resemble post-traumatic stress. Which is certainly something else common enough here. The Grey waste is a battleground, one that has been fought over again and again.



It's because of this constant warfare that almost nothing is left of worth here. The planets have been blasted to rubble, fortresses built and taken and lost and destroyed. Ships come fresh off of the assembly lines to meet their end here. The place is just an meatgrinder, turning men and machines into dust. And yet neither side will stop fighting, or can stop fighting. The Blessed Pantheon and the Ruinous Powers both want this place because the other also wants it.

Most of the fighting here takes place on massive floating rocks, some still bearing the marks of once having been life-supporting planets. The largest are a few thousand kilometers across, but most are only a dozen or so. Armies meet in the colorless dust, in the silent void, and fight battles that mean nothing. Untold billions have wasted their lives here.

GREY WASTE INHABITANTS

There are only two permanent inhabitants of the Grey Waste. The dead, and larvae, and it's hard to know which of the two is more numerous. Larvae are a type of parasite that somehow survived the destruction of their planet and survived on the only kind of food that was in great supply - the corpses (mostly Aasimar and Tiefling) of the fools and soldiers who come here. They're relatively harmless things.

GREY WASTE LOCATIONS

The Port at the Center

There's a point right at the middle of the Waste, where the gravitational forces are mostly stable and the orbits of the outermost rocks overlap. A massive spaceport was built there, and the owner and operator, Dandy Will, has worked hard to keep it as neutral ground. Mostly he does this by making the place useful to both sides at once - especially with medical technology. He's managed to ex-



tract treaties from both sides of the Blood War to make fighting here illegal, and he doesn't hold to any particular god worship, though Vectron seems to have a major following here, making this sort of an unofficial pilgrimage stop for Vectron's flock to come and see that Vectron is the only sane and stable god, or so they say.

Khin-Oin

This place is a massive tower, going right through the middle of an asteroid and out the other side. It looks like nothing more than a spine almost eighty kilometers tall. It's the most important fortress in the entire Crystal Sphere, and has traded hands over and over again in massive battles. The only ones that have held the tower for any significant length of time are mercenaries, though who they were accepting pay from changes fairly often.

Death of Innocence

The Death of Innocence is a small town, made of scavenged supplies and emergency shelters joined up together on a middling sized rock (a kilometer or so across) that's well out of the way of the fighting or anything interesting. Death of Innocence is a haven for deserters and war criminals. People who have grown disillusioned of war or simply so shell-shocked they can't take any more. The ruler of the town, Viliki Cainor, is a human who signed up to help one side (she doesn't say which, and here it doesn't matter much) and found that it wasn't at all the glorious battle she had been expecting. She keeps the

place holding together, with a kind and gentle optimism that comforts and makes things work.

Aeaea

Aeaea is the one remaining intact planetoid. In most other systems, the former moon would be an uninteresting lifeless rock, but here it's one of the most dominating features of the system. Aeaea is never held by anyone for long. There's always some fighting here, and more of the craters come from orbital bombardments than asteroid impacts - an impressive feat considering the Waste is filled with chaotic orbits.

ADVENTURE SEEDS

* There is a strange group that shows up to the largest and most important battles of the Blood War and bets on the outcome of the fighting. And when they fighting isn't interesting enough, the meddle to make things more exciting. No one is sure just who they are, but they must be extremely rich and extremely powerful. And very interested in the ebb and flow of the war.

* The native Larvae are more dangerous than they look. If they're left alone long enough, they metamorphize into strange and unique creatures, beautiful and utterly deadly. They're hateful things, and rumors say they're partly made of the anger and wasted lives of the corpses they feed on, their faces twisted parodies of the fallen and with wings reflecting the moments of their lives they regret most.

* The Grey Waste is a place of constant decay and death. Because of the Blood War, so much death occurs here that it would have been impossible for there not to have been some sort of major plague. There's a wasting sickness going around that completely destroys a person, body and mind (and, if the rumors are correct, it even eats the soul). People would pay a lot of money for the man who can cure the wasting sickness. Even more if, as the rumors say, it's a weapon that got out of control and someone could find the one who made the thing.

* There are some exceptionally creative people in the Wheel, and some of them

are just a little too creative. With all the corpses in the Grey Waste, it was only a matter of time before a necromancer showed up to have some fun. But no one expected him to build a city out of the undead. Literally, out of the undead - walls, floors, furnishings, all of it made from corpses returned to a horrible half-life and melded together. Corpus is a fairly safe place, but it's said that the mysterious man who made it has an artifact of extraordinary power that's letting him do all of this.

Mechanus

The Dead Worlds. Mechanus is ordered and set like clockwork, entire worlds merely gears within a great machine. It is a lifeless place of constant machine motion and cold law. This is not a place for living creatures, all traces of life quickly eradicated by the Modrons, horrible immortal things of living metal, nearly mindless, just cogs in the machine themselves. Where once they were just rumor, the Modrons are awakening from their great slumber. Some scholars warn of a great March that will see them eradicating all life from the Astral Sea, leaving it barren and pristine again.

PHYSICAL CONDITIONS

Almost none have returned to speak of it, but the inside of the sphere of Mechanus is one great machine, a Dyson Sphere that presses against the confines of the Crystal Sphere. Gears the size of worlds turn in space, pistons pump, and everything is bathed in terrible green light. The Modrons are not yet fully awake, and so Mechanus is merely as dangerous as being inside of an engine while it's running, rather than actively attempting to destroy everything that infests it.

Mechanus is a hellish place, beyond the imaginings of most. It is like a vast clockwork tomb, lifeless and yet full of movement. Necrodermis forms the bulk of the structures of the realm, that nightmare metal that somehow lives. Warp energy simply does not function in Mechanus. Spells fail, enchanted

weapons dull, and magical protections vanish. The deeper one tries to go into Mechanus, the more powerful this effect. On the outskirts, only those effects needing the most magical energy fail, but eventually even the simple spell becomes too much.

Should someone be foolish enough to go deep into Mechanus, they will find seas of black oil, forests of pipes and chimneys, and arcs of terrible green energy like impossible lightning. It is an utterly hostile place, where nothing natural is wanted or permitted to exist for long. Merely being here can quickly draw the notice of whatever foul systems run this Sphere, defense systems coming online with enough power to destroy anything that stands against them.

The whirling gears and moving machinery of Mechanus pose their own threat to anyone hoping to explore the place. The sheer size and hostility of Mechanus means that no one has really been able to sit and map out safe routes through the gears. The smallest, most maneuverable ships can get quite a long ways in, though the ones that dare to almost never return.

MECHANIAN INHABITANTS

Modrons, and nothing else. And the gods themselves can't help you if you run into a significant force of Modrons. Turn tail and run and hope that you're very quiet or you're with someone you don't care much for and can easily outrun. Fighting the Modrons here is a fool's task - not only will they just come back almost instantly, but every second a berk fights, more and more of the damned things will wake up to kill him.

MECHANIAN LOCATIONS

Black Oil Sea

One of the most obvious features in Mechanus are the seas of glistening black oil. The stuff seems to be as

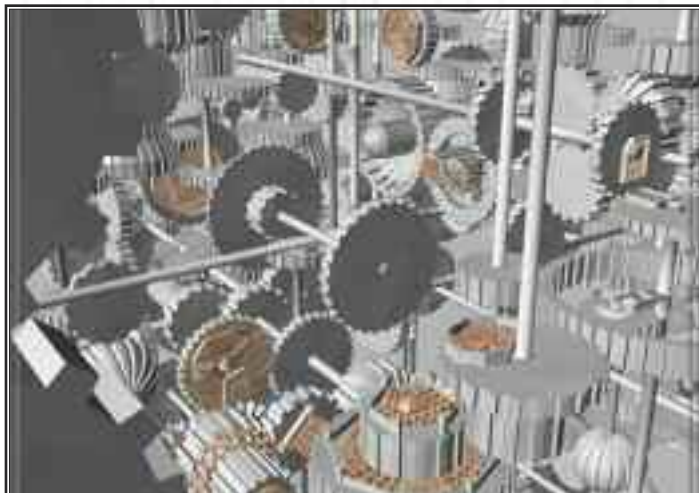
alive as the rest of the realm, horrible in its own way, pouring and pooling in ways that just don't seem natural, waves breaking in ways that are terribly wrong, and currents and flows like countless worms slithering around and over each other. The oil is dangerous on its own, carrying a terrible disease that destroys living tissue. Rumors say that it can even convert machines into Modron technology, the metal itself festering and turning to necrodermis, but no proof has ever been found to the wild stories.

The Pylon Forest

A perfectly regular forest of identical and bizarre machines, all standing perfectly still. The Pylon forest seems like it should be just a note on a map, but the pylons themselves seem to somehow distort magic around them, like lightning rods or mirrors. No one has discovered just what they are for, or how they are able to achieve this effect, though some suggest that the pylon's branches might extend not just through three dimensions but into the warp or some other higher dimension, and serve as some kind of beacon for the Modron's unexplained ability to teleport without using spellcraft.

The Afterlife

It's where you end up if you spend too bloody long here.



ADVENTURE HOOKS

* A worried scholar thinks that the Modrons are awakening, very soon. He needs hard data to back up his theories, though, and there's only one place he knows to get it. He needs the heroes to capture a modron alive (or whatever you call one that's still kicking) and extract the data from its clockwork shell.

* The black oil of Mechanus is a powerful poison, one that can even fell one of the Exalted, and this fact is not lost on those who deal in death. An alchemist is willing to pay through the nose for raw Mechanus Oil, especially if the heroes can find a large supply for him. Getting in and out is only half the danger, though. Who knows what it might do, just sitting around. Or worse, if even a drop got into the workings of the ship...

* It's a dangerous job, but someone needs to destroy the Mechanus Portal Relay. While it could serve as a way to mount an offense against Mechanus, the risk of the machines escaping is simply too great to ignore. The heroes must find a way to take the Portal Relay offline forever - no easy task when they've been running for tens of thousands of years with no sign of wear.

Mount Celestia

An impossibly giant mountain, larger than worlds, rising from an ocean that fills half of a Crystal Sphere, Mount Celestia is the home turf of the Blessed Pantheon in the same way The Abyss is to the Ruinous Powers. No mortal has ascended to the top of the mountain and returned to tell what he found at its glittering peak. Aasimar call this place home.

PHYSICAL CONDITIONS

Mount Celestia is one of the more impossible places in the Wheel. While some other impossible places are roiling chaos or great machines, Mount Celestia looks fairly normal at first. It's simply a mountain rising up out of the ocean. The problem is that the mountain is the size of a solar system, and

the ocean fills half of a Crystal Sphere. Gravity here, as you might expect, isn't quite normal.

Gravity, in fact, is the most interesting thing about Mount Celestia. It seems to vary not with time or place but with each person, as if they're weighed down by their guilt. Scholars have named the phenomenon 'Intelligent Falling'. It seems to be some form of Warp phenomenon, as anyone with sufficient magical resistance reduces the effect or even becomes next to weightless. Objects are all affected as though they were in a normal gravity well of average strength. The notable exception is that nothing can fly up the mountain. The only way to ascend Mount Celestia is by walking the paths or climbing the sheer cliff faces. Ships can only hover slightly above 'sea level'.

Natives divide the mountain into seven Traverses, starting at the seashore of white sand that marks the sea's end. The layers are like huge terraces the size of planets, yet the next highest is always just barely visible and shining brightly. Climbing from one Traverse to another is difficult, and dangerous for those who are feeling the effects of the Sphere's gravity. The next Traverse always looks beautiful and inviting, but the higher a body goes up the mountain, the farther off and more difficult they are to reach. Thin mist and haze prevents anyone from getting a good look at what lies ahead, though the glimpses and imagined sights are impressive indeed.

Mount Celestia contains the domains of the Blessed Pantheon. They make their homes at the very top of the mount, making them almost completely inaccessible to mortals. No one has ever conquered the mount and returned to speak of it. Whatever is up



there is either so beautiful that no one wishes to return or else so deadly that anyone who breaks into it is put down before they can escape with the secrets. Those who worship the Blessed Pantheon will assure you it's the former, but the dark of it is that the latter is more likely - no matter how much they might present themselves as benevolent, Mount Celestia is the center of the Pantheon's war effort, and it's likely they're doing something there that they don't want anyone to know about. The wise don't ask questions.

Justice and law here are meted out by the Aasimar. As servants of the Pantheon, they rule by divine will and make sure everyone knows it. Justice tends to be fair but immediate - the Aasimar here are ready for action and take it where they can find it. Death isn't the only punishment, though it comes pretty quickly if the criminal isn't willing to pay their fine or get thrown in jail or exile.

It's a nice place, really, despite the Aasimar occasionally taking a bolter to someone's skull. The weather is always pleasant and warm, with light rains that are more refreshing than annoying.

CELESTIAN INHABITANTS

Almost any sentient race can be found on Mount Celestia. Almost any. Tieflings are not welcome, and any Tiefling that does happen to find their way here are kindly asked to leave. Asked once and then exiled. Animals here are universally tame and small, with nothing larger or more dangerous than the sheep

some of the farmers here raise on the lower Traverses. Aasimar are born here, and form a kind of upper class (though they'll deny that and say everyone is equal).

CELESTIAN LOCATIONS

The Fortress of Sigmar

Sigmar's realm on Celestia is a massive palace the size of a continent, centered on a golden throne that wouldn't fit in many nations. Sigmar's most trusted servants, the Custodes, are all Aasimar Chosen with thousands of years of experience. Sigmar has a large personal army, though they're almost always out among the Spheres, on one crusade or another. He isn't the type to have an army and not actively use it. Anyone approaching Sigmar's fortress finds that every stream and hill, every tree and rock, everything is purposeful and planned. There is nothing here that is untouched and made useful, and that includes the people. Any heroes entering his realm find that they're directed where they need to go rather than his fortress, and can only approach if Sigmar allows.

Bahamut's Palace

Bahamut's Palace is a glittering wonder built entirely out of treasure, with windows of gemstones in settings of gold and silver, walls of inlaid copper and ivory, and floors of



jade and beaten electrum. It moves from place to place, and is one of the few realms of the Blessed Pantheon that mortals have much of a chance of really seeing, though approaching it would be foolish. Bahamut has the smallest personal army of any of the Blessed Pantheon, but the quality of that army is exceptional, as he leads a force of dragons, each one worth dozens of the best soldiers. This is also an exceptional way to discourage thieves. No one would be so foolish as to steal from Bahamut's Palace with guards like that. Well, no one who wasn't sure they could get away with it.

The Soulforge

Moradin's realm is a gigantic forge, with an anvil forty meters high and a river of pure divine energy. Moradin creates great wonders here. The Squats say that the souls of their race are forged here, each one personally made by Moradin. It's also said that this is the place where the Aasimar are born, reforged from what they were before into their new forms, like tempering a sword. No one is sure just what the process entails - the Aasimar lose almost all their memories of their former lives and all memory of whatever is done to them. General consensus is that it's probably better that they don't remember. The process is likely a long and painful one, given the massive changes made to their bodies.

The Unconquered Sun

Pelor's palace sits at the very highest point of Mount Celestia, providing the light that shines down over the rest of the Sphere. The palace shines like the Sun itself, blinding anyone who looks at it for too long. Most have to wear blindfolds here, as even a glimpse of the inside of Pelor's realm will render a man sightless forever. His servants are so familiar with the palace that they can guide visitors around without having to see their path, but to those who seek to invade the palace becomes a terrible maze that the unworthy cannot navigate. Thieves and spies find that every step twists and turns, and they soon find the ground under them changed to soft loam as they turn a corner and are abruptly outside of his realm. The entire structure is shaped like a sphere of orichalcum, glowing with heat and

yet never hot, just comfortably warm. Pelor's sanctum is said to be at the very center of the palace, a place of pure light, beauty, and hope, where he bathes in the light of all the stars of all the Crystal Spheres.

The Halls of Justice

Cuthbert's Realm is not located on the seventh Traverse, but on the very first. He prefers to keep his distance from the other gods. His realm is a gigantic prison, where he seeks to 'reform' captives to the worship of more proper gods and ways of life. There's a kind of aura about this place that makes it difficult to resist following the orders of the guards, and most of the countless prisoners just kind of mill about, confused and lost, when they're not being told what to do. It's a peaceful place in its own way, just horribly oppressive and not a very nice place. No one gets to see Cuthbert. He deals with everyone through underlings, locked away reading through his giant book said to contain every transgression and broken promise.

ADVENTURE HOOKS

* There's a man willing to pay a small fortune to anyone who can get one of his friends out of Cuthbert's prison. The chap seems to know the location of some hidden trove of relics from a massive theft before getting locked up on Mount Celestia for some minor crime. Getting him out is only going to be half of the problem - the heroes are going to have to find some way to deprogram him, and he doesn't want to return to his old ways.

* One of the Traverses of Mount Celestia has taken to worship of the Grey Council. The Blessed Pantheon is having the entire Traverse purged, and evidence suggests that this isn't the first time it has happened. The heroes are caught in the middle, and must find a way to escape or somehow stop this purge.

* On the first Traverse, an underground trade in a strange new drug has surfaced. Apparently someone has managed to get their hands on some of the divine energy that Moradin uses to forge his wonders, and is using it as an ingredient in this new, highly-addictive drug. If they can find the alchemist

mixing it, the heroes could become rich. Or they could stop him from getting thousands addicted to his vile poison. Whatever floats their boat.

* There are countless minor holy sites scattered throughout Celestia. The stewardship of one of these sites belongs to followers of Pelor, a small group of female paladins who are willing to lay down their lives to protect the shrine. A group of knights from another holy order has come to challenge their right to the shrine, as it is an important site to their god as well. Unless someone intervenes, and quickly, it will erupt into a holy war.

Pandemonium

We don't go to Pandemonium anymore. Not since the reports came out. Endless screaming tunnels in the blackness. Madness and death are all that await here. Don't go to Pandemonium.

PHYSICAL CONDITIONS

So for some reason you're stupid enough not to follow my good advice and stay away. More's the pity. The three things a person has to get used to in Pandemonium are

deafness, madness, and blindness. The very first thing more people notice about the Sphere of Pandemonium is the noise. Of course that's like saying the most noticeable thing about fire is that it's hot. In most places, the winds of Pandemonium blast with hurricane force, a deafening roar through the endless black caverns. There are some places where the wind is just a nerve-wracking moaning, but they're few and far between.

At this point one might wonder how winds can howl that strongly in space. Pandemonium is one of the stranger Crystal Spheres in structure. There's no planetary system, no giant megastructures. Just massive caves, starting as kilometers wide and enough for ships to find somewhere to dock and eventually narrowing to cracks in the endless black rock, wind moaning and pouring through them.

And that wind is the most dangerous thing in the sphere. It doesn't just blow air about and make noise, there's something about it that will drive a person completely insane. The constant howling is enough to drive a person barmy, sure, but everyone who hangs around the place long enough eventually goes crazy. Some are lucky and manage to go only a little insane, but spending any time here is call for a long session of therapy later.

The next thing most people will notice about the place is that it's dark. Pandemonium is utterly and completely without

light sources. The only light anywhere in the sphere is that maintained by those visiting or living here. Most would think that the lack of light would be the first thing most people notice, given that most folks rely on sight as their number one sense. But that just goes to show you how thoroughly noisy Pandemonium is.

Carrying



around a light source in Pandemonium has its own dangers - it makes the person carrying it an obvious target, and in a place full of crazy people, whatever monsters are lurking in the dark, and the nameless horrors of the endless caverns, well, being a target might not be a wise idea. Luckily, actually traveling the tunnels of Pandemonium bears some resemblances to actual spelunking. Gravity here points towards some unseen center of the sphere. No one has found their way to the center (or at least no one has returned sane enough to talk about it).

Travel through Pandemonium's endless caverns is further complicated by the foul water flowing here. Most passages have a stream of one size or another, whether it's a bare trickle or a raging torrent. If they're moving very fast, these streams can throw up a spray that fills the air with an oily mist and makes footing horribly slippery.

The last effect that Pandemonium has is one that people don't typically notice at first - lights just won't go as far. They're as bright as ever, illuminate just as well, but at less than half the distance they should go... they just stop, like they're hitting a wall of shadow. The darkness here is almost a physical force. And speaking of that, anyone going into the Umbra here will quickly learn that that's a bad idea. The Umbra's psychic landscape is not a friendly place in a sphere that is all darkness and madness. The number of predators there is very high, and they are so very hungry.

PANDEMONIUM INHABITANTS

Pandemonium isn't some summer resort where people go to spend holiday. There are not a lot of people who want to come here and spend any amount of time. It's one of the least populated Crystal Spheres, especially after some of the recent events. See, not too long ago one of the few permanent cities in Pandemonium was destroyed by something - no one knows what - and what was left behind



was so unspeakable that almost all of those who were sent in on the rescue operation were lost to the horror as well. Something lurks in Pandemonium's depths. Something horrible.

PANDEMONIUM LOCATIONS

The Black Flag

The one thing Pandemonium is really good for now is as a place to hide from the rest of the Wheel. There aren't many groups that'd pursue someone here - a thief would have to have something damned important for a government to consider the risk worthwhile. The Black Flag is the name of a huge pirate base, where pirates and crooked merchants meet to trade goods, stories, and to hide from the law. The exact location is a closely kept secret - the Black Flag is careful about just who is allowed to dock at their station. The place is built like an armored space station, airtight and with baffles and insulation to keep the worst of the noise out. The owner of the Black Flag is a pirate king named Atomsk, said to have such amazing skill as to steal entire planets.

Ravenholm

Ravenholm used to be the largest city in Pandemonium. Used to be. It was established to act as a mining camp, with some degree of success. The most attractive part of the city, for most, was that absolutely anyone was welcome. They would take people in, find them work, and let them forget about their

past as long as they behaved themselves in the present. It was the kind of place where a person could redefine themselves and escape the horrors of their past. But a few years ago, something terrible happened. No one knows if it's the result of some daemon infestation or an artifact that was supposed to be sealed away or some kind of contagious psychosis, but every single person living in Ravenholm was killed in a single night, just a few hours of terrible violence. Or at least it's assumed that everyone died. The rescue effort turned up mostly fragmentary bodies, people torn limb from limb, before the rescue team succumbed to the same psychosis and contact was lost.

Phlegethon

Phlegethon is a region of rare beauty in Pandemonium. This part of the Sphere is surprisingly cold, like the composition of the walls leeches heat away, but the walls are beautiful, dripping water giving rise to great columns, stupendous stalactites and stalagmites, and incredible curtains of rock in magnificent variations of color. The colors of this place make it great for sightseeing, but there are stories that there's something terrifying here, spirits of earth and air and cold, phantoms and faeries that lure people deeper into the tunnels where they're never seen again.

Agathion

Somewhere close to the core of Pandemonium is an area that explorers call Agathion, where the passages stop, and caverns are sealed away, bubbles in the endless rock. Where breaches exist, the wind howls into

miniature tornadoes. Bubbles without a breach are utterly still. Only about half have air, the rest merely vacuum. They're obviously incredibly hard to find, and it's rumored that the gods themselves use them as vaults to hide away things they don't want stolen, things they don't want running loose. It's certainly true that things are found in the bubbles, things that couldn't possibly be there.

ADVENTURE SEEDS

* The eldest daughter of a royal line, next in line for their throne, left her home Crystal Sphere and became a pirate. Unfortunately, her father has just found his way into the next world thanks to an assassin, and even if she isn't a fan of the idea she's needed back at home. Someone is going to have to go to the Black Flag and find her - before the assassin can.

* Whatever happened to Ravenholm, it's spreading. Several other small outposts have stopped responding after transmitting messages of such horror and fear that it's been hard to find anyone to even fly over the sites. Unless the cause of these disasters can be stopped, the entire place might become a charnel house. The last thing Pandemonium needs is to be an even worse place than it is.

* Rumors say that Aboleth and Mind Flayers have a massive city here, hidden somewhere in some massive underground sea. If there's truth to these rumors, then this hidden city represents a grave threat to the Great Wheel.

Marina Pheonix waited, perfectly still, behind the chest-high wall of reinforced concrete. She had only noticed the trouble moments after she had entered the room and her sensors picked up the fresh exhaust fumes. She had only just barely managed to get her light-bending implants active before the walking tank locked onto her. The thing was just waiting for her to leave cover now.

And she didn't have much choice. Her target was down there, the tank standing over it like a mountain of steel. She checked her rifle. She wasn't sure why she was checking her lasgun. It'd be as effective as shining a flashlight at the hulk of metal. She was really starting to wish she'd brought a bigger gun.

"Marina, can you read me?" came the whisper on her comm implant. It was Chief Anya. Marina touched her chin, a reflex from when she had been merely human and wore a radio instead of being one.

"Yeah," Marina subvocalized.

"We have your transponder location again. What's the situation?" Marina quickly glanced over the wall. She was able to look for half a second before a hail of fire from the tank's heavy machine gun blasted into the concrete of the wall. She ducked down as the bullets tracked up and nearly hit her.

"He's in the back of a ground transport. There's a spider-tank covering him. It's going to be hard to get to him like this."

"The ship will be directly overhead in thirty seconds. If you can get it out in the open and give us a firing solution, we can give you fire support." The sound was nearly drowned out by the thundering impact of the shells against the concrete. Marina wondered how long it would hold out. She felt it crack. Not long enough.

Marina activated her Veil system, and light bent around her as she channeled warp energy through her artificial body. She got up and ran for it just as the barrier shattered. The tank must have had one hell of a sensor suite - the bullets started tracking her motions after just a moment. She'd have only one chance.

The arcane pyros flowing through her mechanical heart flared, and power surged into her legs. The promethean jumped down to the lower level of the room, level with the tank, and ran serpentine for it. A lucky shell bounced into her left arm, shredding her artificial flesh and exposing orichalcum bones to the air. Marina ignored the warning alerts flashing in her vision and jumped again, cooling vanes on her body springing out and flaring with discharge as the Pyros surged through her again.

She landed on top of the car, and with another quick motion as the tank scrambled to get a firing solution that didn't include the thing it was trying to protect, she got on top of it. The tank stumbled off to the side, confused, and got right under the shattered skylight.

Marina grabbed the hatch with both hands, pulling with all her might. The hatch popped, and her damaged left arm went with it. She swore, then drove her right hand into her chest, tearing her transponder free.

"I want you to fire directly on my transponder signal!" Marina shouted, forgetting to subvocalize. She threw the transponder into the tank's hatch, then jumped away, rolling as she hit the ground. The tank spun to face her. The gun started tracking her. She had landed wrong. She had no speed. She couldn't run.

"Understood. Firing lance battery." Just as Marina was looking into the black void of a gun barrel, a blinding red light struck down from the heavens, and a hole was burned right through the tank. There was a crack as the superheated air expanded. The tank shook like a leaf for a moment as the VI systems inside it crashed. The beam drifted slightly, cutting the tank in two. Molten steel dripped to the floor.

"I think you got it."

"Is the target still in one piece?" Marina walked over to the transport, a mixture of machine oil and blood dribbling from her severed arm. She opened up the back door and unzipped the black bag there. A blank face stared up at her. She smiled.



XVI

The STORY MASTER



This chapter offers guidance for you to share stories about grand Heroes molding the fate of the Great Wheel and provides advice for running a game of DUNGEONS THE DRAGONING. You will learn the practicalities of running a DUNGEONS THE DRAGONING game, how to create your own campaign and how to simplify bookkeeping. You will also find some rules for character advancement and tips on the tone and themes of the game. Take what you need, ignore what you don't, and run the best damn DUNGEONS THE DRAGONING game you and your players can come up with.

GETTING STARTED

As Story Master, your first goal is to focus the options for the DUNGEONS THE DRAGONING game. You need to create some general parameters for your game, and the players need to do the same for potential characters. Next, you need to figure out the style of game you're trying to run and where it will occur in the Great Wheel. Finally, you need to work with your players so they can figure out how their characters interact with your campaign.

Initial Questions

Before you begin a DUNGEONS THE DRAGONING campaign, you and your players need to answer some basic questions about the characters, the setting and the rules. Story Masters need to figure out the following:

- * Are there any elements of the setting that you want to explicitly avoid? Will you need to change or ignore any of the rules before you play?

- * Who are the direct antagonists and recurring characters the Heroes will encounter throughout the campaign? With what allies do the heroes begin, or what aid can they initially procure? How far across the Wheel do you expect the game to span?

- * Where are the characters from? How did they arrive at the game's starting location? How do they know one another?

- * What areas of knowledge and expertise does each character bring to the party? Are there any hooks characters should possess or avoid? Should the characters have vastly different capabilities, or is it okay to overlap?

- * Should the characters form a balanced party with healing, skills, fighting, and magic? Can they possess similar Backgrounds such as belonging to the same organization or

matching artifact armor?

Use these questions to get started. If you like to plan ahead, come up with useful questions of your own for current or future games.

CHANGING THE RULES

You are in complete control of your game and can change any rule you want, at any time, for any reason. However, *DUNGEONS THE DRAGONING* rules often interlock with others, so be sure you understand what the rule affects before making changes. Players who find their spells and special attacks invalidated by your changes can become frustrated, particularly if they discover this during play. Be flexible in each case, and always apply the rules consistently.

KEEPING CHARACTERS UNIQUE

It's okay if characters have similar Characteristics and Skills or have the same race or Exaltation. If players have character ideas that overlap, have them work together to make sure their concepts aren't too similar. As long as nobody feels her character is overshadowed by another (whether by numbers on a sheet or involvement in the story), each should be able to fill her own niche. Character choices are broad and customizable enough that no two characters need be alike.

THEMES IN DUNGEONS THE DRAGONING

The universe of the Great Wheel, and the *DUNGEONS THE DRAGONING* game which resides within it, are different from any other science fiction setting. To better evoke this universe and weave its flavour and colour into his games, the Story Master should become familiar with its key themes. Being able to add these themes to a game will help to make it undeniably set within the



realms of the Great Wheel, and by extension, help the players to better sink into the roles of their characters.

The Ancient and the Forgotten

The Great Wheel's standard calendar runs from the disappearance of the Syrne over 40,000 years ago. There is an incredible depth of time, tens of millennia, ages of galactic history that lie forgotten and lost, either destroyed in war or simply forgotten over time. The Great wheel is filled with mysticism, fear, and superstition, and people survive huddled together away from the darkest parts of the universe. Crystal Spheres lie unexplored, Syneth ruins dot the stars, and the golden age of the galaxy is long past.

Into the Unknown

Every hero has their quest, goals for their gods or their avarice or their own personal moral values. These quests drive them to become prolific explorers, some of the few in the Great Wheel willing to take on the dangerous task of charting pathways into Crystal Spheres and breaking the ancient laws to open new paths on the Portal network. Such is the vast scope of the Galaxy that entire empires of aliens, lost worlds, and never-before-seen ce-

lestial phenomena have all been found hidden within the folds of the known stars or on their edges.

Points of Light

Civilization is not the norm in the Great Wheel. Most of the galaxy is unexplored wilderness and the centers of civilization are few and far between. There are great empires and powerful worlds, but the void and the unknown dangers in it separate them by huge gulfs of time and space. Anything could be lurking off the beaten path, and any journey carries with it the inherent dangers of Warp Travel. Almost anything could happen to a world without anyone noticing for a long time.

One Minute to Midnight

The galaxy is tottering on the brink of ruin and disaster. There are enemies around every corner, from daemons to the ancient nightmare automatons of the modrons to the vile aliens that lurk in the shadows. Across the Great Wheel, there is a constant struggle to survive. Doom fills the air, and the end is nigh.

Game Styles

There is no one true way to play DUNGEONS THE DRAGONING, but there are basic assumptions many players

bring to the table. If you need inspiration, or if your players want to try something different, use these style summaries for ideas. Each includes a 'focus' a general recommendation for building characters to suit that style.

"Vanilla" Dungeons The Dragoning

The most obvious DUNGEONS THE DRAGONING game involves the Heroes returning to the world, confronting their enemies, establishing a power base, conquering the surrounding regions and becoming god-kings. Their grand conflict could involve drawing a line in the sand and fighting anyone who dares cross it. It could mean working behind the scenes to spy and assassinate. It could even mean actively seeking to bring down the Factions, either from within or without.

The players' characters eventually end up calling the shots in their own empire carved in the stars, defending their people and the Great Wheel from all who oppose them. This style can emphasize rebuilding and restoration of society from the tragic mess of things made by the Factions, or it could focus solely on the long, hard road to seizing Sigil itself.

Focus: No change.

By Your Powers Combined

DUNGEONS THE DRAGONING is usually over-the-top, but this style cranks it to eleven and pours enough excess over it that Slaanesh would be pleased. This game might involve Heroes with color-coded powered armor riding drop pods down into a hot battle zone where they fight hundreds of enemies then return home to be embroiled in melodramatic, soap-opera relationships with storyteller characters (or each other). The players' charac-



ters may sport Lascannons, Null Rays, and the ability to call down orbital strikes upon their enemies. Powerful individuals and organizations will have complicated, intricate plots that might inadvertently destroy the world.

This style of game harks back to how the Wheel looked back when the Syrne were in charge, the golden age of the galaxy, but it can be really fun if you're going for a more extreme vibe. Be sure to throw in a vengeful Dragon Empire, an enraged behemoth that is slowly eating Crystal Spheres, and mysterious dead ship floating between the stars made of some terrible living metal.

Focus: Artifact Background.

Outlander

Perhaps the known Crystal Spheres don't interest you much at all. Whether the call of the stars has lured the characters to a life of searching out lost treasure or simply exploring to see what lies at the second star on the right, there are alien ways of living and surviving in the stars that might appeal to the Heroes. An Outlander game brings the character in close contact with these foreign elements, letting them boldly go where no man has gone before.

The Storyteller should concentrate on the differences between the new expanses the players are exploring and the familiar places they come from, highlighting the peculiar denizens and the strange logic by which they operate. Remember that the Heroes are powerful on a large scale, so even in these alien worlds they represent a force to be reckoned with - don't make them the smallest fish in a very big pond.

Focus: Lore skills.

The Clans

Similar to a standard game of DUNGEONS THE DRAGONING, this style of game focuses more on a single common background. Each character belongs to the same race or has the same Exaltation, allowing them to focus on the internal politics of that group.

This style of game can encompass smaller and more focused

problems, and typically allows characters to come together and focus because of their shared background. They might be seen as heroic special agents of their government, a special team of experts, or members of the same vampire clan or werewolf tribe. By having one element be the same for all characters, it gives everyone common ground to work from.

Focus: Social Backgrounds, Differing skillsets.

Miscellany

There are many other game styles you can apply to your DUNGEONS THE DRAGONING game. Here are a few more suggestions:

Bolter and Chainsword with Daiklave is a lighthearted, goofy take on the DUNGEONS THE DRAGONING setting. Perhaps the characters are all teenagers in a Sigil academy or must prove their worth to be a ruler by finding the Lady of Pain a date for an exclusive ball. This style doesn't take much of anything seriously and is mostly played for the lulz.

Invasion! presents your standard DUNGEONS THE DRAGONING game with a massive influx of otherworldly beings bent upon conquering, enslaving, or destroying the Great Wheel. The characters attempt to fight, delay, or flee from the seemingly unstoppable enemy, be they Daemons, the armies of the Modrons, terrible beings from beyond the stars, aliens from a newly-opened Crystal Sphere, angry ghosts, or anything else.





Perhaps the characters can stop the invasion with some form of Syrneath superweapon after finding allies among those who would normally seek to destroy them.

The Hero Who Came in from the Cold assumes a game of intrigue and espionage, perhaps with the characters working for one of the Factions, a powerful Rogue Trader, a particularly important government, or even a god. The characters won't always know who to trust, but they must rely on brains, skills, and cunning to survive rather than their combat capabilities.

Sorcery & Sorcery is similar to a standard DUNGEONS THE DRAGONING game, except every character plays a sorcerer. Should the players wish to emphasize this aspect, the game can take on a life of its own as the Story Master plays to their sorcerous ambitions.

Walk the Earth is perhaps the simplest form of game, for it follows the characters as they wander around the Wheel with no overriding purpose beyond a desire to see the universe and have unique escapades in new places. This style of game is a DUNGEONS THE DRAGONING travelogue, allowing Story Masters to alter the Wheel as they see fit to share cool, standalone stories set in a personalized backdrop.

FORMING A PARTY

There are many reasons why a group of Heroes might form a party. Some of the most common are these:

The Enemy of my Enemy

The easiest way for characters to encounter one another is when they're working against a common menace. They might be on the run from some terribly powerful evil, or they may simply be out to take down the same dark overlord or oppressive tyrant. Characters can come from almost anywhere in the Great Wheel, and even if they don't necessarily know each other, by the end of the first adventure they should decide to stick together for their own safety, at least for the time being.

The Gods Will It

If the characters have similar alignments, they may have been thrust together by the will of the gods themselves. The Ruinous Powers, the Blessed Pantheon, and the Grey Council can all exert an otherworldly impetus to unite the characters. If this pull is not subtle, the Heroes might receive prophetic dreams full of places they have never been. The Heroes travel to find one another, for their visions clearly indicate the importance of the other characters to the accomplishment of their divine task. This backdrop works well in a game with an emphasis on the more mystic elements of the setting.

Supernatural Conspiracy

There is no shortage of people looking to improve their position, and naive Heroes can make perfect tools if properly controlled. At least, that's how the ambitious and the arrogant view it, be they one of the Factions of Sigil, a collection of daemons, an ambitious government, a cunning Pirate Prince or any number of supernatural movers and shakers. While the characters begin the game serving a power they are told is greater than their own, they should have many opportunities to disabuse their controllers of this notion.

Beyond the Call to Action

The characters knew one another be-

fore they became Exalted. Perhaps they were all close friends. Whatever their backgrounds, they are now Heroes who stick together because of their previous connections. The implications of so close a group all ascending to become Exalted at the same time could easily become a major plot point.

RUNNING THE GAME

DUNGEONS THE DRAGONING is unlike a lot of roleplaying games when it comes to the level of control provided to the players. This can be daunting to even the most experienced Story Masters, to say nothing of those running a roleplaying game for the first time. The important thing for both you and the players to realize is that the characters control the direction of the game. While they regularly react to circumstances you provide them, you will just as often be the one improvising a response to what they are doing.

The Prelude

You might want to run a short session called a prelude as the players get a feel for their characters' personalities. We recommend you do this with each player individually before the first session. A prelude should be a short session focused more on roleplaying and involve few, if any, dice rolls. They provide a way to explore a character outside of the nor-

mal pressures of the game. These minisessions are also useful for deciding exactly what characters do during their downtime and as something to do if not everyone can show up for a full session.

The First Session

The first session of the campaign introduces your players to the game. Do everything you can to start it with a bang. Instead of the characters meeting in a dive onboard some space station before leaving to search through some ancient ruins for an artifact, have them start the game with the artifact in hand, escaping from the collapsing ancient ruins and being chased by beastmen hordes, then end it with a relaxing tavern visit.

Think of the opening to a James Bond movie - you see the action-packed culmination of an exciting adventure that seems unrelated to what comes next, but later on ties into the plot. Aim for this by setting an over-the-top scene and asking your players to describe exactly how they got into this predicament. Cut them some slack and let them get creative, because you can tie that into the ongoing campaign later.

If this is your first time running DUNGEONS THE DRAGONING or if you have players who are new to the game, you should primarily use this session to test out the limits of the system and show the players' characters exactly how cool they can be. Go lenient with stunt requirements to get people in the mood, giving examples of the kinds of things

they can do before letting them run with it. Encourage them to focus on the basics, to test out any rules they don't fully understand and to use any powers they're itching to try out.

While the characters should feel threatened in dangerous circumstances, killing off a character in the first session is discouraged. The point is not to show the players how easily you can destroy their characters, but for your players to test out what does and doesn't work. Should your players be



very timid and hesitant to put themselves into dangerous situations, you might want to tell them flat out that if they 'die' in this session you won't force them to Burn any Hero Points, but they'll just be incapacitated instead, maybe ending up with a cool scar for their troubles. Only do this if the characters are being too timid - DUNGEONS THE DRAGONING is a game about heroes, and knowing you're invincible doesn't make you brave.

Reworking the Characters

You might want to allow players who were unsatisfied with the way their character performed in the first session to rework their characters. If any player finds a character fundamentally boring to play or poorly balanced, now is the time to change it. However, be sure to take an active role with the player to smooth out the rough spots. Some players might want to completely remove non-combat skills in favor of ass-kicking. If your first session was mostly action, encourage them to keep any non-combat skills you foresee coming up in your game. While combat skills can certainly tip the balance in a fight, non-combat skills can sway whole nations.

Beyond the First Session

The first session lays the groundwork for your first DUNGEONS THE DRAGONING campaign. It is vital to recognize that the campaign itself is a shared experience. You are not dictating an unchangeable narrative, displaying the elaborate schemes of antagonists and extras punctuated by the occasional interruption of the players' characters. Instead, you are crafting a fun experience based around the characters themselves. Talk frankly with your players about what they want out of the game, and make sure you get their feedback, or you'll never be able to give them what they want.

EXPERIENCE

Character growth is measured with numerical points provided by the Story Master to the players, known as Experience Points. There are two kinds of experience points:



banked and total experience. Banked experience is any experience stored by the player for future improvement of a character's traits. Players who spend experience in this manner reduce their banked experience by the amount spent.

Total experience is the total amount received from the Story Master and is never spent or reduced. When the Story Master awards experience, the player adds this amount to banked and total experience. Keeping track of total experience gives you a good idea of the overall power level of your character, and makes sure you have the same amount as the other characters in the campaign.

There are two main ways for the SM to award experience to his players: the Abstract Method and the Detailed Method.

Abstract Method

This is the easiest and recommended (certainly for beginning SMs) way to award experience. It relies simply on the amount of time spent gaming and ensures a steady and smooth rise in power for the characters. For each game session each player should receive 500 xp. The SM can adjust the reward for longer or shorter sessions.

Detailed Method

A more detailed method of awarding experience is also possible, in which each reward is broken down on a case-by-case basis and players gain experience for completing specific tasks. For this method to work, however, the SM must assign a value to each encounter. For example, he might have a session that includes a dangerous journey through the warp, a space battle against orks, and a tense negotiation with some hostile natives. In this case, each of the three encounters would be worth a set amount of XP that would be awarded to the players when the encounters are completed or overcome.

The Encounter Difficulty table gives examples of encounters based on difficulty. To work out the difficulty of an encounter, consider how much it taxes the resources of the group and what it costs them in Hit Points, equipment, or time.

When using this method, it is important to remember to award experience for only meaningful encounters and obstacles, lest the players embark on the wholesale slaughter of worlds simply for the 'experience'. Likewise, as the player characters gain in power, some challenges will be so easily overcome as to be worth little or no experience.

Encounter Difficulty	
Difficulty	Award
Easy	50
Routine	70
Ordinary	100
Average	130
Challenging	170
Hard	200
Very Hard	250

Spending Experience

Players can spend a character's banked experience to purchase new traits or increase existing ones. Increasing a trait costs banked experience equal to a multiple of its current rating. This is the value of the trait before it is raised. Players should always bring up

the desired increase with their Story Master. The rank of some abilities - your Power Stat, Magic Schools, and Fighting Styles - are capped by your character's level.

Example: Mistress Scarlet wants to increase her Charisma from 3 to 4. Charisma is a characteristic, so it costs (100 x current rank) to increase. Her current rank is 3, so it costs (100 x 3), or 300 xp. Should her Story Master approve, Mistress Scarlet can subtract 300 from her banked Experience and fill in one more dot of Charisma.

Spending Experience

Improve a Characteristic	100 x Current Rank
Improve Devotion	50 x Current Rank
Improve a Skill	50 x Current Rank
Improve your Power Stat	200 x Current Rank*
Improve a Magic School	100 x Current Rank*
Improve a Sword School	100 x Current Rank*
Buy a Feat	100
New Skill	100
New Magic or Sword	200

* Your Power Stat, Magic Schools, and Fighting Style ranks are all capped at your current level.

Other Rewards

There are plenty of other rewards that a player can get aside from raw Experience. Backgrounds are the most obvious of these - a character may well be rewarded with a high-ranking position in some group (gaining Backing), a mystical talisman of power (gaining an Artifact), or simply a lot of cash (gaining Wealth). Fame and Status are probably the easiest to get - an Exalt will naturally get both as long as they aren't trying to keep their activities a secret.

A character can also gain Assets in this way. They might necessitate some downtime - a promethean might be rebuilt to use Necrodermis in his construction, or a Chosen could undergo a ceremony to gain the Mark of their patron. Similarly, a Vampire or Werewolf can become a member of a clan or tribe. Some Assets might be rather difficult to get in this way - there's no simple method for someone to become Large, after all.

XVII

ANTAGONISTS

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he galaxy of the Great Wheel is a strange and limitless place, filled with horrors and wonders in equal measure. So too are the individuals, creatures, and alien races in it. From the spires of Sigil to the darkest depths of Pandemonium, Heroes can encounter countless different foes, from mortal soldiers to otherworldly beasts and the most hideous terrors imaginable. The trick, of course, is to know which one is which...

Traits

Skills and Feats represent ability and knowledge gained over a character's life. Traits, then, are innate abilities gained by virtue of birth and racial circumstance. They may be gained through other means later in life, but almost never by choice. Racial abilities are one example of traits, albeit extremely specific ones that are limited just to their given races. Other characters can have various traits, features inherited from their particular type of species or their environment.

TRAIT DESCRIPTIONS

Amphibious

Amphibious creatures are more suited for underwater movement than crawling around on the ground. When moving underwater, Amphibious creatures never need to make tests to advance through less-than-ideal conditions like rushing water. They also double their listed speed while swimming.

Amorphous

Amorphous creatures don't have body structures that lend themselves to easy understanding. All hits on an amorphous creature go to the body. An Amorphous creature doubles its hit points.

Armor Plating (X)

Creatures with armor plating have a natural armor rating because of their tough skin, bone ridges, scales, or just generally being a tough bastard. The rating of a creature's armor plating is always listed, and by default protects all parts of a creature's body unless otherwise listed.

Aura (X)

As armor reduces damage from physical sources, Aura reduces damage from magical ones. Aura always protects all hit locations. Creatures with this trait typically have great magical power of their own, or are warded against spells.

Auto-Stabilized

The creature always counts as braced when firing heavy weapons and may fire on fully-automatic mode as a half action.

Caster

A creature with the Caster trait can cast a number of spells. Their effective ranks in magic schools are listed after caster. They follow all the normal rules for casting spells. A creature with Caster always counts as being sanctioned.

Crawler

Worms, serpents, and similar creatures crawl and slither rather than walk. The base speed for a creature with this trait is halved, but they don't take any penalties due to terrain.

Daemonic

Daemonic creatures are creatures of the Warp, but can manifest in real-space through sheer strength of will, hunger, or occult rituals. Creatures with this trait gain extra hit points and armor equal to their Constitution score. This armor stacks with all other sources of armor.

Dark Sight

A creature with this trait sees normally even in areas of total darkness, and never takes a penalty due to lighting conditions.

Fear

Creatures with a fear rating are horrifying things that can inspire terror in all those who see them. They gain the listed fear rating. When a hero encounters a creature

with this trait, they must roll against it as listed in the Fear and Insanity section.

Flyer

A creature with this trait has the natural ability to fly, whether with broad leathery wings, strange Warp energies, or inflatable gas sacs. This trait typically includes a number to indicate the Speed it uses while flying. If not otherwise listed, this Speed is double the creatures normal movement speed.

Machine

A creature with the machine trait is fashioned from inorganic materials and is generally more hardy than real people. Machines do not breathe, are immune to the effects of a vacuum, extremes of cold, any mind-influencing psychic effect, and they gain a number of armor points that apply to all of their body locations.

Mindless

Mindless creatures have no Charisma, Fellowship, Composure, or Intelligence scores. They automatically fail all social skill tests, are immune to social attacks, and are immune to any attempts to control their mind, since they don't have anything there to control.



Phasing

A creature with this trait can transform its body into an insubstantial state, passing ghostlike through solid objects or barriers of any sort. A creature may change to and from corporeality as a half action. An incorporeal creature gains two extra raises on Stealth checks when hiding inside an object and are immune to normal weapons. Magic weapons and weapons with the Power Field property can affect them normally.

Quadruped

Quadrupeds are much quicker over a distance than their bipedal counterparts. Their ground speed is doubled as they can use all four legs to sprint.

Regeneration

Creatures with this trait heal very quickly. Every round, at the start of its turn, the creature may regain a number of lost hit points equal to its regeneration score.

Resource Stat

A creature with a resource stat has a pool of points to pull from, just as an Exalt does. These follow all the normal rules for resource stats. The type and number of resource stats the creature has to spend are listed with the trait.

Stuff of Nightmares

Some warp entities and bizarre creatures are so terribly powerful that the will perpetuating their bodies in our reality is almost impossible to break or disrupt. Such entities are completely immune to the effects of poisons, diseases, the need to breathe, most environmental hazards, bleeding, stunning, and any critical result other than one that would destroy them outright unless caused by a Spell, Power Weapon, or similarly unusual source.

Undead

An undead creature isn't really alive. They're animated by terrible forces of sorcery and warp energy. They don't need to breathe, eat, drink, or really to do anything. Mindless

undead creatures can just stand in one spot until they rot away. They don't suffer blood loss and ignore stunning effects.

Unnatural Toughness

Creatures with Unnatural Toughness are almost impossible to put down. Their hit points are doubled, including from sources like Sound Constitution.

Dramatis Personae

There are a lot of berks out there looking to hurt someone because they're in a bad mood, they're on the wrong side of a fight, or just because someone slipped them a few Thrones to do it. Or maybe they're just hungry. Here are statistics for a few sample enemies to get you started.

General Noncombatant

The Wheel contains countless billions of men and women, from the hab-workers trudging to and from factories day after day, to the ratings that blister their hands working impossible hours onboard military ships, to ore miners providing fuel and raw material to fuel the galaxy's lust for wealth.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	2	2	2	2	2	2	2	2

Skills Common Lore 1, Perception 1, Craft 1

Speed	4
Size	4
Static Defense	12
HP	4
Feats	None
Armor	None
Attacks	Unarmed
Gear	Drab garb, a few coins.
Threat Rating	Very Low

Green Troops/Common Outlaws

The lowest of the low, these men represent barely trained conscripts and thieves. They present little threat to anyone armed or ready for them, preying upon the weak and afraid. Every day, wars and hardship drive more people to these extremes - many are not even bad people, just hungry and not able to see any other way out.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	2	3	2	2	2	2	2	2

Skills Acrobatics 1, Perception 1, Common Lore 1, Intimidate 2, Scrutiny 1, Weaponry 1, Ballistics 1.

Speed 5

Size 4

Static Defense 12

HP 5

Feats Weapon Proficiency (Ordinary, Parrying)

Armor Leathers (2 AP; Arms, Body, Legs)

Attacks Knife (4k2 R; Pen 0), Autopistol (30m; S/6; 2k2 I; Pen 0; Clip 12; Reload Full)

Gear Threadbare clothing, leathers, 2 autopistol clips, a few coins.

Threat Rating Very Low

Regular Troops/Rebels

A common, every day soldier, armed with standard service weapon and armor. They've gone through basic training, unlike conscripted soldiers forced into service, and can present an actual threat if there are enough of them around to concentrate fire.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	3	2	2	2	2	2	2

Skills Acrobatics 1, Perception 1, Common Lore 1, Intimidate 2, Scrutiny 1, Weaponry 2, Ballistics 2.

Speed 6

Size 4

Static Defense 13

HP 7

Feats Weapon Proficiency (Ordinary, Parrying, Las). Sound Constitution x 2, Jaded, Armor Proficiency (light, medium)

Armor Flak Vest, Gauntlets, (5 AP; Arms, Body)

Helmet (4 AP; Head)

Attacks Knife (4k2 R; Pen 0), Lasgun (60m; S/3; 3k2 E; Pen 0; Clip 60; Reload Full)

Gear Uniform, Flak Armor, Lasgun, 2 Energy Packs, Micro-bead, Torch

Threat Rating Low



Elite Soldiers/Raiders

Elite Soldiers are special forces, distinct not just in having somewhat better equipment, but also in having better training and experience. They tend to not only perform better in combat than the standard soldier, but also know when it's time to leave.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	3	3	2	2	3	2	2	2

Skills Acrobatics 1, Perception 2, Common Lore 1, Intimidate 2, Scrutiny 1, Weaponry 2, Ballistics 3.

Speed 7

Size 4

Static Defense 13

HP 8

Feats Weapon Proficiency (Ordinary, Parrying, Las). Sound Constitution x 2, Jaded, Armor Proficiency (light, medium, Heavy)

Armor Carapace Armor (7 AP; Arms, Body, Legs, Head)

Attacks Knife (5k2 R; Pen 0), Lasgun (60m; S/3; 3k2 E; Pen 0; Clip 60; Reload Full)

Gear Uniform, Carapace Armor, Lasgun, 2 Energy Packs, Micro-bead, Torch, Rebreather, 2 Frag Grenades

Threat Rating Low

Mortal Hero

The mortal hero represents a warrior near the very peak of mortal ability, armed with some of the best equipment and training that a person can get. To a newborn exalt, they present a threat in one-on-one combat, pure luck and bloody-mindedness taking the place of supernatural power.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	4	4	3	4	3	2	2	4

Skills Acrobatics 2, Perception 2, Common Lore 2, Intimidate 2, Scrutiny 1, Weaponry 3, Ballistics 3.

Speed 9
Size 5
Static Defense 20
HP 10

Feats Weapon Proficiency (Ordinary, Parrying, Las, Chain). Sound Constitution x 2, Jaded, Armor Proficiency (light, medium, heavy, extreme, power), True Grit, Blind Fighting, Lucky

Armor Light Power Armor (10 AP; All)

Attacks Chainsword (8k2 R; Pen 4, Tearing), Las-gun (100m; S/4; 2k2 E; Pen 2; Clip 40; Reload Full)

Gear Flashy clothing, Light Power Armor, Pulse Rifle, 2 Energy Packs, Micro-bead, Torch, Rebreather, 2 Frag Grenades

Threat Rating Moderate

Sabbat Thug

The Sabbat is a kind of vampire mafia, an organization whose tendrils reach into many major planetary cities and with political influence that stems from simply being around for over a thousand years and gaining lots and lots of wealth. The lowest members of the Sabbat are thugs, soldiers and enforcers who are at the bottom rung of the organization with nowhere to go but up.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	3	2	2	2	1	1	2

Skills Acrobatics 1, Athletics 1, Ballistics 1, Brawl 2, Drive 1, Intimidation 1, Perception 2, Weaponry 2

Speed 6
Size 4
Static Defense 17
HP 6

Feats Sound Constitution, Weapon Proficiency (Ordinary)

Armor None

Attacks Bite (4k1 R, Pen 0), Brass Knuckles (3k2, Pen 0), Hand Cannon (35m; S/-; 3k2 I; Pen 3; Clip 6; Reload 2 Full)

Abilities

Undead Resilience - As the Vampire power.

Sunlight Weakness - As the Vampire power.

Blood Dependency - As the Vampire power.

Traits Resource Stat (Vitae; 5), Dark Sight

Gear Dark clothing, Brass Knuckles, Hand Cannon, Chrono, 5 reloads for the Hand Cannon.

Threat Rating Low



Sabbat Prince

A Sabbat Prince is considerably higher up in the organization than the thugs they command. They have a huge amount of personal power, not just from their undead abilities, but also because they're so well connected with the local political scene. They are rarely seen alone or in any kind of vulnerable position, usually accompanied by bodyguards and hired thugs.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	4	5	4	2	4	2	3	4

Skills Acrobatics 2, Athletics 3, Ballistics 2, Brawl 4, Drive 1, Intimidation 3, Perception 3, Politics 3, Weaponry 4

Speed 9
Size 4
Static Defense 22
HP 12

Feats Sound Constitution x 3, Weapon Proficiency (Ordinary), Quick Draw, Swift Attack, Fearless, Wall of Steel

Armor None

Attacks Bite (6k2 R, Pen 0), Brass Knuckles (5k3, Pen 0), Hand Cannon (35m; S/-; 3k2 I; Pen 3; Clip 6; Reload 2 Full)

Abilities

Undead Resilience - As the Vampire power.

Sunlight Weakness - As the Vampire power.

Blood Dependency - As the Vampire power.

Traits Resource Stat (Vitae; 15), Dark Sight, Fear 1

Gear Sharp black suit, Brass Knuckles, Hand Cannon, Expensive Chrono, 5 reloads for the Hand Cannon.

Threat Rating Moderate

Skills Brawl 2, Perception 3, Intimidate 2, Weaponry 2

Speed 5 [8]

Size 4 [6]

Static Defense 12 [8]

HP 6 [8]

Feats Furious Assault, Heightened Senses (smell), Iron Jaw

Armor None

Attacks [Claws (7k1 R), Bite (8k2 R)]

Abilities

Shifting - As the Werewolf power. Stats in brackets are for Warform.

Lycan Resistance - As the Werewolf power.

Silver Bane - As the Werewolf power.

Traits Resource Stat (Rage; 6), Regeneration 1

Gear Torn street clothing.

Threat Rating Low



Zoanoid Thug

Werewolves are a divided group, and Zoanoids are the worst of the worst, changed and mutated by the powers of the Warp. They're barely distinguishable from daemons in their warforms, and it's entirely possible that they'll have abilities and traits that aren't listed here as a consequence of these mutations.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3[6]	2	4[6]	2	1	3	2	2	2

Zoanoid Heavy

More powerful than the standard Zoanoid, these monsters are deadly, sometimes simply berserk monsters that go wild in the streets but occasionally one with exceptional power or charisma will form a gang of mutant monsters and terrorize a city. Most appear as horrible abominations in their warform, a mix of insect and aquatic features that look unreal and terrible.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5[8]	3	5[7]	2	1	3	2	2	4

Skills Brawl 4, Perception 3, Intimidate 4, Weaponry 4

Speed 8 [11]

Size 4 [6]

Static Defense 17 [13]

HP 11 [13]

Feats Sound Constitution x 2, Furious Assault, Power Attack, Heightened Senses (smell), Iron Jaw

Armor None

Attacks [Claws (9k1 R), Bite (10k2 R)]

Abilities

Shifting - As the Werewolf power. Stats in brackets are for Warform.

Lycan Resistance - As the Werewolf power.

Silver Bane - As the Werewolf power.

Traits Resource Stat (Rage; 10), Regeneration 1

Gear Expendable suit, sunglasses.

Threat Rating Moderate

Monodrone Modron

Modrons. The very name causes some of the bravest heroes in the Wheel to shudder in terror. They are immortal things, battle shells of an unholy living metal. Their weapons fire beams that tear their targets apart layer by layer. They slowly and methodically seek out living things and destroy them, implacable and terrible. Monodrones are the most common Modron, simple creatures like metal spheres of skeletal metal with baleful eyes and long, birdlike legs.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	5	-	-	-	-	4	5

Skills Weaponry 3, Ballistics 3, Brawl 3, Perception 3

Speed 3

Size 5

Static Defense 10

HP 10

Feats True Grit

Armor Armor Plating 4 (All)

Attacks Gauss Flayer (80m; S/-; 2k2 X; Pen 12; Clip -; Reload -; Tearing), Melee Attachment (8k3 R; Pen 4)

Abilities

Gauss Weapon - Whenever a creature takes damage from the Modron's Gauss Flayer, they suffer 1 crit-

ical damage to that location even if they have HP remaining.

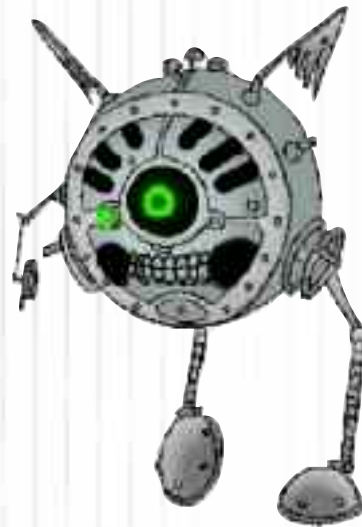
Frightful Presence - Whenever this creature charges or makes an all out attack, all creatures within melee range of it must test against its fear rating.

We'll Be Back - When 'killed', roll 1d10 at the start at each of its turns. On an 8+, the creature fades away, teleporting somewhere else. After three rounds, the creature comes back to life at 0 wounds.

Traits Armor Plating (4), Aura (4), Crawler, Fear 2, Mindless, Regeneration 1, Stuff of Nightmares

Gear -

Threat Rating Moderate



Duodrone Modron

Duodrones are more advanced and powerful than monodrones, capable of not only destroying life, but seeking out new targets when they have eliminated their targets. They have even more deadly weapons than monodrones, and are even tougher and stronger.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	3	8	-	-	-	-	4	8

Skills Weaponry 4, Ballistics 4, Brawl 4, Perception 4

Speed 4

Size 6

Static Defense 13

HP 16

Feats True Grit

Armor Armor Plating 6 (All)

Attacks Gauss Blaster (80m; S/3; 2k2 X; Pen 12; Clip -; Reload -; Tearing), Melee Attachment (10k3 R; Pen 4)

Abilities

Gauss Weapon - Whenever a creature takes damage from the Modron's Gauss Flayer, they suffer 1 critical damage to that location even if they have HP remaining.

Frightful Presence - Whenever this creature charges or makes an all out attack, all creatures within melee range of it must test against its fear rating.

We'll Be Back - When 'killed', roll 1d10 at the start at each of its turns. On an 8+, the creature fades away, teleporting somewhere else. After three rounds, the creature comes back to life at 0 wounds.

Traits Armor Plating (6), Aura (6), Crawler, Fear 2, Mindless, Regeneration 1, Stuff of Nightmares

Gear -

Threat Rating High

Cultist

A cultist is, naturally, a member of one of the more extreme arms of a religion. They're not any stronger, faster, or smarter than the average person, but they've got just enough crazy to make them really dangerous and the blessings of their gods mean that they shouldn't be underestimated.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	2	2	2	2	2	2	1	3

Skills Academic Lore 2, Forbidden Lore 2, Arcana 2, Weaponry 2, Persuasion 2

Speed 4

Size 4

Static Defense 12

HP 5

Feats Lucky, Powerful Charge, Weapon Proficiency (Ordinary)

Armor None

Attacks Hand Weapon (5k2 R; Pen 0)

Traits Resource Stat (Favor; 6)

Gear Tattered Robes, Hand Weapon, Heretical Writings, Charm

Threat Rating Low

Arch-Heretic

A dangerous and fanatical champion of their god, typically the leader of a radical sect. They might even worship a daemon directly. Regardless of their cause or master, they are dangerous, not just because they have magical blessings but because they cannot be reasoned with.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	4	3	4	4	3	3	5

Skills Academic Lore 2, Forbidden Lore 4, Arcana 3, Weaponry 3, Persuasion 3, Ballistics 3

Speed 4

Size 4

Static Defense 17

HP 11

Feats Lucky, Powerful Charge, Weapon Proficiency (Ordinary, Flail, Flame), Armor Proficiency (Extreme), Sound Constitution x2, True Grit, Divine Ministration

Armor Plate Armor 8 (Arms, Body, Legs)

Attacks Dire Flail (6k2 I; Pen 3; Two Hands, Flexible), Hand Flamer (10m; S/-; 3k2 E; Pen 4; Clip 3; Reload 2Full, Flame)

Traits Resource Stat (Favor; 8)

Gear Ornate Robes, Dire Flail, Hand Flamer, extra fuel tank, Plate Armor, Heretical Writings, Charm

Threat Rating Moderate

Heretek

A Heretek is a failed promethean, a being more machine than man and often driven insane by the bionic upgrades and surgeries that they've suffered in their attempt at immortality. Some are the poor victims of mad scientists, others are the mad scientists themselves, men with the will and drive to experiment even on themselves.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	2	4	2	2	3	4	2	3

Skills Academic Lore 3, Ballistics 2, Drive 2, Forbidden Lore 3, Pilot 2, Tech-Use 3
Speed 5
Size 4
Static Defense 12
HP 7
Feats Weapon Proficiency (Las, Ordinary)
Armor Subdermal Plating (2, All)
Attacks Laspistol (30m; S/-; 2k2 E; Pen 0; Clip 30; Reload Full; Reliable), Wrench (4k2 I)
Abilities
Man of Iron - The Heretek ignores critical effects that would cause death except for effects resulting from critical damage to the gizzards or head.
Traits Armor Plating (2), Stuff of Nightmares, Resource Stat (Pyros, 3)



Gear Tattered robes, Combi-tool, Data Slate filled with illegal data, Chrono, Laspistol, 2 power packs, Heavy wrench
Threat Rating Low

Dark Mechanius

A powerful and dangerous opponent, the Dark Mechanius is almost everything the Heretek wants to be, merely the barest traces of flesh remaining inside a machine shell. Nearly every part of them has been replaced with bionics, and many are little more than a few scraps of brain tissue controlling a machine.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	3	6	3	2	4	5	2	5

Skills Academic Lore 3, Ballistics 2, Drive 2, Forbidden Lore 3, Pilot 2, Tech-Use 3
Speed 8
Size 4
Static Defense 17
HP 14
Feats Weapon Proficiency (Las, Ordinary, Plasma), Crack Shot, Sound Constitution x3, Iron Jaw
Armor Subdermal Plating (4, All)
Attacks Integrated Plasma Gun (90m; S/2; 3k3 E; Pen 8; Clip -; Reload -; Recharge), Power Sword (9k2 R; Pen 4; Power Field)
Abilities
Man of Iron - The Dark Mechanius ignores critical effects that would cause death except for effects resulting from critical damage to the gizzards or head.
Mechendrites - The Dark Mechanius has a number

of extra mechanical limbs. These allow him to take an extra half action on each of his turns that can only be used for something those extra limbs could do, such as a ready action or attack.

Traits Armor Plating (4), Stuff of Nightmares, Resource Stat (Pyros, 9)

Gear Tattered robes, Combi-tool, Data Slate filled with illegal data, Chrono, Power Sword

Threat Rating High

Incarnate Lesser Daemon

A daemon brought from the warp and into the real world, the incarnate daemon presents a deadly threat. They're almost impossible to kill by normal means, made more out of warp stuff than any real matter. A lesser daemon is little more than an animal, clever and dangerous but not truly intelligent or with much magical ability.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	3	3	1	3	1	3	3

Skills Perception 1, Arcana 2, Brawl 3

Speed 6

Size 4

Static Defense 17

HP 9

Feats None

Armor Daemonic Toughness (3, All)

Attacks Claws and Teeth (5k2 R; Tearing)

Traits Daemonic, Dark Sight, Fear 1, Resource Stat (Essence; 7)

Gear None

Threat Rating Low

Incarnate Greater Daemon

Where the lesser daemon is essentially a wild animal, the greater daemon is an intelligent opponent that uses its abilities to their all. With its massive size and sheer toughness, the Greater Daemon can shrug off all but the most impressive attacks.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
6	4	6	3	1	3	3	3	5

Skills Perception 1, Arcana 2, Brawl 4

Speed 10

Size 8

Static Defense 14



HP 17

Feats Frenzy, Swift Attack

Armor Daemonic Toughness (6, All)

Attacks Claws and Teeth (8k3 R; Tearing), Warp Fire (50m; S/-; 4k3 E; Flame)

Traits Daemonic, Dark Sight, Fear 2, Resource Stat (Essence; 14)

Gear None

Threat Rating High

Beast of Burden

This stat block represents a great variety of creatures. From oxen to heavy horses or grox, the Beast of Burden takes as many shapes as there are worlds. They're hardly dangerous, but they're usually stubborn.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	4	1	1	1	1	3	2

Skills Perception 2, Athletics 2, Brawl 1

Speed 8

Size 8

Static Defense 4

HP 6

Feats -

Armor None

Attacks Kick (5k2 I)

Traits Quadruped

Gear -

Threat Rating Very Low

Ferocious Creature

A predatory creature much more dangerous than the simple beast of burden, the Ferocious Creature is typically cat- or wolf-like. They tend to be much less fearful than most animals, and many are not afraid to hunt people for food. Or sport.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	4	3	1	1	1	1	3	3

Skills Perception 3, Athletics 3, Acrobatics 2, Stealth 2, Brawl 3
Speed 12
Size 4
Static Defense 22
HP 6
Feats Heightened Senses (Scent), Step Aside
Armor None
Attacks Bite (6k3 R)
Traits Quadruped, Dark Sight
Gear -
Threat Rating Low

Flying Creature

From large hawks to severely pissed off swans, there are plenty of things that fly around that might give a Hero some trouble. They are more dangerous because their mobility and agility makes them difficult to hit than because of their low damage potential.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	5	2	1	1	1	1	4	2

Skills Perception 3, Athletics 2, Acrobatics 1, Brawl 1
Speed 7
Size 3
Static Defense 29
HP 4
Feats Swift Attack
Armor None
Attacks Claws (3k1 R)
Traits Flyer (14)
Gear -
Threat Rating Very Low

Slithering Creature

Most worlds have some form or another of sneaky ambush predator that uses poison and stealth to get to its prey. Snakes are a surprisingly common type of creature, with variants throughout the stars. This stat block represents something like a large rattlesnake or viper with a dangerous enough bite to prove toxic even to a Hero.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	4	2	1	1	1	1	4	2



Skills Perception 2, Stealth 3, Brawl 2
Speed 3
Size 3
Static Defense 24
HP 4
Feats None
Armor None
Attacks Bite (4k2 R; Toxic)
Traits Crawler
Gear -
Threat Rating Very Low

Walking Creature

A primitive humanoid creature like a gorilla or vegetarian, these beasts are fairly rare creatures on most worlds, but are sometimes surprisingly intelligent and capable of learning limited speech.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	3	3	1	1	1	1	3	3

Skills Brawl 4
Speed 7
Size 6
Static Defense 13
HP 6
Feats None
Armor None
Attacks Fist (4k2 I)
Traits -
Gear -
Threat Rating Very Low

Combat Servitor

A robot designed to kill, the Combat Servitor is a dangerous machine with an integrated multi-barrel las weapon that can put down an impressive volley of fire. It isn't a terribly intelligent machine, however, and its programming typically has it do little else but keep an overwatch over an area and fire at anything that moves.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	4	6	1	1	3	1	1	2

Skills Brawl 1, Crafts 1, Tech Use 1, Ballistics 3
Speed 9
Size 6

Static Defense 18
HP 14
Feats -
Armor Machine Toughness (6, All)
Attacks Claw (6k2 I; Snare), Multilas (60m; S/8; 3k2 E; Pen 0; Reliable)
Traits Machine (6)
Gear -
Threat Rating Moderate



Industrial Servitor

A more modest machine, the industrial servitor is designed to work in environments where people would be put too much at risk. They have hardened plating designed to stand up to the difficulties of an industrial workplace and an arc welder that can be set to an amazingly dangerous power level if it is programmed or ordered to defend itself.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	5	1	1	3	1	1	1

Skills Brawl 1, Crafts 1, Tech Use 1
Speed 6
Size 5
Static Defense 10
HP 8
Feats -
Armor Machine Toughness (2, All)
Attacks Claw (6k2 I; Snare), Arc Welder (10m; S/-; 3k3 E; Flame)
Traits Machine (2)
Gear -
Threat Rating Low

Dragon

Giant killing machines made of scales, wings, and fire. They're also smarter than you are, centuries old, and with more magic in their fingernail than the typical wizard has in his entire body. The stats presented here are only representative of a fairly small and young dragon. Ancient wyrms can be far, far more powerful.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
7	4	6	6	3	4	5	5	5

Skills Academic Lore 3, Acrobatics 2, Arcana 4, Athletics 2, Ballistics 3, Brawl 4, Charm 3, Command 5, Common Lore 2, Forbidden Lore 2, Intimidation 5, Perception 3, Politics 2, Scrutiny 4, Weaponry 3

Speed 11

Size 12

Static Defense 6

HP 22

Feats Danger Sense, Eidetic Memory, Iron Jaw, Power Attack, Powerful Charge, Strong Minded,

Armor Iron Scales (10, All)

Attacks Claws and Teeth (10k3 R; Tearing), Dragon Fire (80m; S/-; 6k3 E; Flame)

Abilities

Frightful Presence - Whenever this creature charges or makes an all out attack, all creatures within melee range of it must test against its fear rating.

Traits Flyer (22), Unnatural Toughness, Armor Plating (10), Dark Sight, Caster (Evocation 3, Divination 4), Fear 2

Gear -

Threat Rating Very High



Lich

Not everyone can become an immortal Exalt. That doesn't mean there aren't other paths to immortality. Well, being a Lich isn't quite immortality - being an undead horror is more accurate - but it's a pretty attractive option for a sorcerer getting on in his years and feeling mortality creeping up on him. Becoming a lich is a terrible process that involves the death of someone the lich deeply cares about as a sacrifice.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	3	3	5	1	4	5	4	4

Skills Academic Lore 3, Acrobatics 2, Arcana 5,

Athletics 2, Brawl 4, Charm 3, Command 5, Common Lore 2, Forbidden Lore 5, Intimidation 2, Perception 3, Politics 2, Scrutiny 4

Speed 5

Size 4

Static Defense 17

HP 7

Feats Wizard Tradition (All), Spell Specialization (All), Tested

Armor None

Attacks Unarmed



Abilities

Phylactery - Every Lich has hidden their death somewhere safe. They cannot be killed as long as their Phylactery exists. A lich's phylactery is invariably a constructed and typically valuable item.

Traits Undead, Dark Sight, Caster (Evocation 4, Illusion 3, Abjuration 3, Conjuraction 3)

Gear Musty but expensive robes, staff, ancient gems and jewelry.

Threat Rating High



Mind Flayer

Mind Flayers are some of the most dangerous creatures in the Wheel. They are evil, mind-controlling things with only simple desires. Desires like the subjugation of all living things, brains to eat, and countless slaves. They're humanoids with slick slimy skin, long fingers, and tentacles sprouting around a beaked mouth. They use those tentacles to pry open skulls from their victims and extract their brains.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	3	2	3	2	4	5	5	5

Skills Academic Lore 4, Acrobatics 2, Arcana 4, Athletics 2, Brawl 4, Command 3, Common Lore 2, Forbidden Lore 5, Perception 3, Scrutiny 5

Speed 5

Size 3

Static Defense 19

HP 7

Feats Danger Sense, Eidetic Memory, Strong Minded

Armor None

Attacks Tentacles (2k2 I; Snare)

Abilities

Mind Blast - The mind flayer may spend a half action to fire a 60' cone of psychic power. All targets within the cone must make a TN 25 Willpower test or else become stunned for one round.

Eats Your Goddamn Brain - A mind flayer's attacks in a grapple always hit the head. While grappling, a mind flayer's tentacles gain Tearing.

Traits Dark Sight, Caster (Divination 3, Enchantment 3, Illusion 3)

Gear Blasphemous Robes

Threat Rating Moderate

Aboleth

Aboleths come from the same blasted and forsaken place as the Mind Flayers. They're even more powerful and evil than Mind Flayers, if that's possible. They're bloated, scaled fish things with bony ridges and four powerful tentacles. They don't eat brains with them. They just poison with the barbs on them, and anyone who dies from this poison turns into a sludge that the aboleth consume. They typically have a few slaves on hand to deal with interlopers.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	3	4	4	1	4	6	5	6

Skills Academic Lore 4, Acrobatics 2, Arcana 4, Athletics 2, Brawl 4, Command 3, Common Lore 2, Forbidden Lore 5, Perception 3, Scrutiny 5

Speed 4

Size 8

Static Defense 9

HP 10

Feats Danger Sense, Eidetic Memory, Strong Minded, Swift Attack

Armor Bone Ridges (3, All)



Attacks Tentacles (4k2 I; Snare, Toxic)

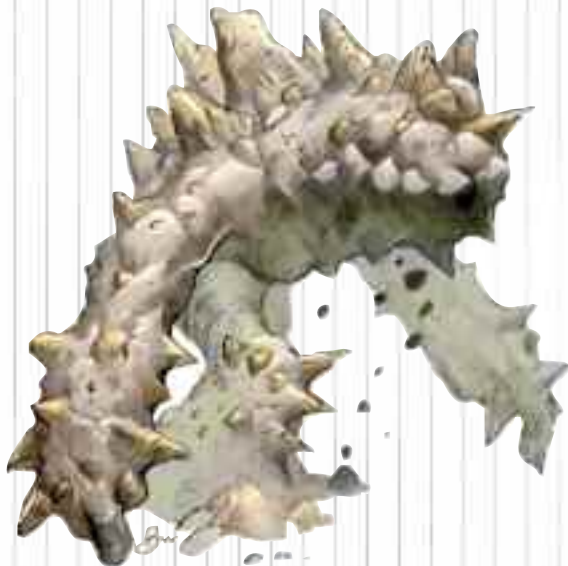
Abilities

Mindslaver - An Aboleth can concentrate to maintain Enchantment spells as a free action, and targets do not get extra dice to resist the effects of those spells based on the orders given.

Traits Dark Sight, Caster (Divination 4, Enchantment 4, Illusion 4), Crawler, Amphibious, Armor Plating (3)

Gear Slime

Threat Rating High



Elemental

Elementals are spirit creatures that create and inhabit bodies made of one of the four primary primal elements - Earth, Air, Fire, or Water. They're not really properly life forms, and are quite common in the Umbra and places where one of the elements is found

in exceptional natural purity. They're typically not dangerous as long as they're left alone.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	3	1	2	3	1	2	3

Skills Perception 3, Brawl 3

Speed 6

Size 6

Static Defense 13

HP 6

Feats None

Armor None

Attacks Slam (6k3 I)

Abilities

Elementals get one of the following, depending on their composition:

Earth - An earth elemental gains 6 armor to all locations.

Air - An air elemental gains Phasing.

Fire - Fire elementals deal E damage with their attacks and all targets within melee range must test Constitution against TN 15 every turn or gain a point of fatigue from waves of heat.

Water - Water elementals gain Regeneration 1.

Traits Amorphous, Stuff of Nightmares

Gear None

Threat Rating Low

The Walkin' Dead

Zombies. Shamblers. They go around biting people and eating their flesh. Sometimes they're caused by a plague or curse, but they're more often the result of evil sorcery and warp energy. While they only really pose a threat in huge numbers and to ill-prepared people, they still manage to cause a lot of trouble on more primitive or run-down worlds.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	2	2	-	-	-	-	2	2

Skills Brawl 2, Perception 2

Speed 5

Size 4

Static Defense 12

HP 4

Feats None

Armor None

Attacks Claws and Teeth (3k1 R)

Traits Undead, Mindless

Gear Bloody and torn clothing.

Threat Rating Very Low



Ghost

When someone dies, their spirit can linger, vengeful and angry. A ghost is just such a spirit, a warp echo of someone who has died. They're most commonly seen in the Umbra, but their influence can extend to the real world in places where the veil is thin.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	2	2	4	1	2	2	2	2

Skills Brawl 2, Perception 2, Arcana 3

Speed 5

Size 4

Static Defense 12

HP 4

Feats None

Armor None

Attacks None

Abilities

Possession - The Ghost may test Charisma and Arcana to affect a target as the Dominate spell.

Traits Undead, Flyer (10), Phasing, Fear 1

Gear None

Threat Rating Low

Fire Warrior

Fire Warriors are the Tau's standard military force, armed with better weapons and excellent training. They're somewhat shorter and stockier than the average Tau, and most are trained from birth for their expected lifetime of fighting for the Greater Good.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	2	2	2	3	2	2	2

Skills Acrobatics 1, Perception 1, Persuasion 2, Common Lore 2, Scrutiny 1, Weaponry 1, Ballistics 3.

Speed 6

Size 4

Static Defense 17

HP 5

Feats Weapon Proficiency (Ordinary, Parrying, Las). Sound Constitution x 1, Armor Proficiency (light, medium), Deadeye Shot

Armor Flak Vest, Gauntlets, (5 AP; Arms, Body) Helmet (4 AP; Head)

Attacks Knife (4k2 R; Pen 0), Pulse Rifle (100m; S/4; 2k2 E; Pen 2; Clip 40; Reload Full; Reliable)

Abilities

Fall Back - As the Tau racial power.

Gear Uniform, Flak Armor, Pulse Rifle, 2 Energy Packs, Micro-bead, Torch
Threat Rating Low



Ratling

Halflings typically live their life on the wrong side of the law. They've fallen through the cracks in modern society, and Ratlings are just such halfling, thieves and pickpockets that prey on unsuspecting people to survive in the slums and gutters of the Wheel.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	3	2	2	2	2	2	3	2

Skills Acrobatics 2, Perception 2, Common Lore 3, Deceive 2, Scrutiny 1, Weaponry 1, Larceny 3, Ballistics 1.
Speed 5
Size 2
Static Defense 21
HP 5
Feats Weapon Proficiency (Ordinary, Parrying), Sneak Attack
Armor Leathers (2 AP; Arms, Body, Legs)

Attacks Knife (3k2 R; Pen 0), Autopistol (30m; S/6; 2k2 I; Pen 0; Clip 12; Reload Full)

Abilities

Shifty - As the Halfling racial power.

Gear Threadbare clothing, leathers, Autopistol, Knife, 2 autopistol clips, a few coins.

Threat Rating Very Low

Slayer

When a Squat does something truly disgraceful and dishonorable, there is only one option left for them in their society. They go to find an honorable death, taking only the most basic equipment - an Axe, their body marked with the traditional paint used to bless those who are already dead, and a grenade to give them a way out that can take an enemy with them.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	2	3	2	2	3	2	2	3

Skills Athletics 2, Crafts 2, Intimidation 2, Weaponry 3, Common Lore 2

Speed 5
Size 3
Static Defense 14
HP 12

Feats Iron Jaw

Armor None

Attacks Axe (6k2 R)

Abilities

Squat Toughness - As the racial ability

Gear Axe, boots, loincloth, body paint, mean look, Frag Grenade.

Threat Rating Low



Living Ancestor

A wise and respected member of Squat society, the title of Living Ancestor is only given to those with wisdom and ability that comes only once in a hundred years. All other Squats try to emulate the Living Ancestors, and whenever a Squat is declared a Living Ancestor, they become the head of a new noble house founded in their name. While they have no special political position save as the head of their noble family, they have great pull in Squat society thanks to the respect others give them.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	2	5	4	2	5	2	4	5

Skills Athletics 3, Crafts 4, Intimidation 2, Weaponry 4, Common Lore 2, Command 3, Academic Lore 2

Speed 6
Size 4
Static Defense 12
HP 20

Feats Iron Jaw, Armor Proficiency (Power)

Armor Power Armor (12, All)

Attacks Power Axe (8k2 R, Power Field), Plasma Pistol (30m; S/-; 3k3 E Pen 8; Clip 10; Reload 4Full; Recharge, Overheats).

Abilities

Squat Toughness - As the racial ability

Gear Power Axe, Power Armor, Plasma Pistol, 2 extra plasma charges, mean look, beard jewelry, embroidered clothing

Threat Rating Moderate

Skills Command 2, Weaponry 3, Intimidation 2, Ballistics 2, Brawl 2, Athletics 2, Acrobatics 2, Perception 2

Speed 6
Size 5
Static Defense 13
HP 6

Feats Armor Proficiency (Medium), Weapon Proficiency (Ordinary, Fencing)

Armor Flak Jacket (5; Arms, Body, Legs)

Attacks Fencing Sword (6k2 R; Balanced), Pump Shotgun (30m; S/-; 3k2 I Pen 0; Clip 8; Reload 2Full; Scatter)

Abilities

Dragon Breath - As the Dragonborn racial abilities

Gear Flak Jacket, Pump Shotgun, 24 extra shells, Fencing Sword, Micro-Bead, Tough clothing

Threat Rating Low



Talon of Tiamat

Tiamat's followers have never died out. Some dragonborn carry on in her name, seeking to destroy Bahamut and avenge their fallen lord. Some rumor that Tiamat is still alive, taking a hundred centuries to recover from her wounds, almost ready to resume her war against Bahamut and forge a new Draconic Empire in her fivefold image.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	3	4	3	3	2	3	3

Dragonfire Adept

Some Dragonborn focus on the power within themselves, training themselves in magic. Especially fire magic. And when that doesn't work, they carry a really big gun that they can use to shoot people to death. Typically one or the other will work in any given situation.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	3	4	5	3	4	2	3	4

Skills Command 2, Weaponry 3, Intimidation 2, Ballistics 3, Brawl 2, Athletics 2, Acrobatics 2, Perception 2, Arcana 2, Academic Lore 2

Speed 7

Size 5

Static Defense 15

HP 8

Feats Armor Proficiency (Medium), Weapon Proficiency (Ordinary, Fencing), Spell Focus (Evocation)

Armor Flak Jacket (5; Arms, Body, Legs)

Attacks Fencing Sword (6k2 R; Balanced), Meltagun (20m; S/-; 4k3 E Pen 12; Clip 5; Reload 2Full)

Abilities

Dragon Breath - As the Dragonborn racial ability

Traits Caster (Evocation 3)

Gear Flak Jacket, Meltagun, 2 extra reloads, Fencing Sword, Micro-Bead, Brightly colored robes

Threat Rating Moderate

Tinkerer

Gnomes are generally harmless people, more concerned with playing with new technology (and fixing old technology) than hurting anyone. Sometimes, though, they have to defend themselves against thieves or, worse, saboteurs.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	3	2	2	3	2	3	1	2

Skills Academic Lore 3, Acrobatics 2, Arcana 2, Ballistics 1, Common Lore 3, Drive 2, Perception 2, Pilot 3, Scrutiny 1, Weaponry 2

Speed 5

Size 3

Static Defense 19

HP 4

Feats Blind Fighting, Evasion, Fearless

Armor Mesh Vest (4, Body)

Attacks Laspistol (30m; S/-; 2k2 E Pen 0; Clip 30; Reload Full; Reliable), Web Pistol (30m; S/-; Clip 1; Reload Full; Snare), Katar (2k2 R, Pen 3)

Abilities

Improvise - As the Gnome racial ability

Gear Laspistol, 3 energy packs, Web Pistol, 2 web loads, Katar, Mesh Vest, Auspex, Backpack, Chrono, Combi-Tool, Data Slate, Torch, Void Suit, Clothing with a lot of pockets.

Threat Rating Low



Ork Freeboota

Orks love nothing more than a good fight. An Ork freeboota is a fairly typical ork warrior with little experience, almost no scars, and all his own teeth. All of which mark him

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	3	3	2	2	2	3	3

as being very low on the totem pole indeed.

Skills Intimidation 2, Scrutiny 2, Ballistics 1, Weaponry 3, Brawl 2

Speed 6

Size 5

Static Defense 10

HP 6

Feats Cleave, Crushing Blow, Power Attack, Fearless, Armor Proficiency (Light), Weapon Proficiency (Ordinary)

Armor Heavy Leathers (3, Arms, Body, Legs)

Attacks Choppa (7k2 R), Autogun (90m; S/10; 2k2 I Pen 0; Clip 30; Reload Full)

Abilities

WAAAAAGH! - As the Ork racial ability.

Gear Charm, Heavy Leathers, Choppa, Autogun, 3 clips, Patchwork clothing

Threat Rating Low

Ork Nob

An Ork Nob is much larger than a mere freeboota, with the scars and a few bionik bitz to prove it. They're good at yellin' really loud and givin orders to make sure no one is muckin' about. Most Ork Nobs love nothing more than gettin' stuck in, and so they

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	3	4	4	2	2	2	3	4

can be found in the very thickest fighting.

Skills Intimidation 3, Command 4, Scrutiny 2, Ballistics 3, Weaponry 4, Brawl 3

Speed 8

Size 6

Static Defense 13

HP 8

Feats Cleave, Crushing Blow, Power Attack, Fearless, Armor Proficiency (Light), Weapon Proficiency (Ordinary)

Armor Heavy Leathers (3, Arms, Body, Legs)

Attacks Big Choppa (9k2 R; Pen 4), Autogun (120m; -/10; 3k2 I Pen 5; Clip 100; Reload Full)

Abilities

WAAAAAGH! - As the Ork racial ability.

Gear Charm, Heavy Leathers, SAW, Autogun, 3 belts of ammunition, Patchwork clothing

Threat Rating Moderate



Aspect Warrior

Aspect Warriors are Eldarin warriors, members of one of their great fighting schools. Many fighting schools have extremely specialized equipment or tactics - the following is a kind of baseline warrior type with standard (very deadly) weapons and armor.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	4	2	3	4	3	4	4	3

Skills Academic Lore 2, Acrobatics 3, Arcana 2, Athletics 2, Ballistics 2, Common Lore 3, Deceive 2, Perception 3, Scrutiny 2, Weaponry 4

Speed 7

Size 3

Static Defense 24

HP 5

Feats Blademaster, Armor Proficiency (Light), Blind Fighting, Catfall, Defensive Mobility, Fleet of Foot, Swift Attack, Weapon Proficiency (Fencing, Syrneth)

Armor Mesh Overcoat (4, All)

Attacks Fencing Sword (5k2 R; Balanced), Lightning Gun (30m; S/2; 4k2 E Pen 4; Clip 6; Reload 2Full; Scatter, Shocking)

Abilities

Warp Step - As the Eldarin Racial ability.

Gear Lightning Gun, 2 Lightning Charges, 3 Photon Flash Grenades, Fencing Sword, Mesh Overcoat, silk suit.

Threat Rating Moderate

Eldarin Farseer

Eldarin Farseers are leaders in their race, using powerful divinations and other magics to see through the veil of the warp and determine the best course of action. They're really too valuable for the Eldarin to lose, but because their powers are so useful they end up in all sorts of dangerous situations. Most Eldarin have the sense to start running once they see the Farseer absconding.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	4	2	4	4	2	4	3	4

Skills Academic Lore 1, Acrobatics 3, Arcana 4, Athletics 2, Ballistics 2, Common Lore 3,

Deceive 2, Forbidden Lore 3,
Perception 3, Scrutiny 3, Weaponry 2

Speed 6
Size 3
Static Defense 24
HP 6

Feats Common Sense, Danger Sense, Defensive Mobility, Fast Reflexes, Foresight, Spell Might, Spell Penetration, Strong Minded, Weapon Proficiency (Fencing, Synchroneth)

Armor Leathers (2, Arms, Body, Legs)

Attacks Fencing Sword (5k2 R; Balanced),

Abilities
Warp Step - As the Eldarin Racial ability.

Traits Caster (Divination 4, Enchantment 2, Illusion 3, Evocation 2)

Gear Fencing Sword, Staff, Leathers, Elaborate robes

Threat Rating Moderate

Space Marine

Armed with the best weapons, the thickest armor, knowing no fear and with the sole purpose of bringing the forces of Chaos to their knees. These are the Space Marines. They are Aasimar who are part of the elite forces of the Blessed Pantheon, going out into the Wheel to smite the enemies of their gods.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	3	5	3	3	4	3	5	4

Skills Acrobatics 2, Athletics 3, Ballistics 3, Common Lore 2, Perception 2, Scrutiny 3, Weaponry 3

Speed 8
Size 6



Static Defense 13
HP 12

Feats Sound Constitution x3, Combat Master, Armor Proficiency (all), Weapon Proficiency (all)

Armor Power Armor (12, All)

Attacks Chainsword (8k2 R; Pen 4; Tearing), Boltgun (90m; S/3; 4k2 X Pen 6; Clip 24; Reload Full; Tearing)

Abilities
And They Shall Know No Fear - As the Aasimar racial ability

Gear Power Armor, Chainsword, Boltgun, 2 Bolt clips, Plain clothing, charms

Threat Rating Moderate

Grey Knight

If the Space Marines are the best of the best, the Grey Knights are the best of the best of the best. They are issued relics and equipment that is of such value that it must only be given to those who can make the best use of it. They have training superior even to that of a Space Marine, and are sent to carry out missions with nearly no chance of success but which they cannot afford to fail.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
6	3	5	4	3	5	3	5	5

Skills Acrobatics 3, Athletics 4, Ballistics 4, Common Lore 3, Forbidden Lore 3, Perception 3, Scrutiny 4, Weaponry 4

Speed 9
Size 6
Static Defense 13
HP 15

Feats Sound Constitution x5, Combat Master, Armor Proficiency (all), Weapon Proficiency (all), Blind Fighting, Danger Sense, Luck, Strong Minded

Armor Power Armor (12, All)

Attacks Power Sword (9k2 R; Pen 4; Power Field), Boltgun (90m; S/3; 4k2 X Pen 6; Clip 24; Reload Full; Tearing)

Abilities
And They Shall Know No Fear - As the Aasimar racial ability

Gear Power Armor, Power Sword, Boltgun, 2 Bolt clips, Plain clothing, charms

Threat Rating High

Chaos Marine

As the Space Marines serve the forces of the Blessed Pantheon, the Chaos Marines serve the Ruinous Powers of Chaos. They are a more varied lot than the Space Marines, their armor altered to serve the various mutations each Tiedling gains over time, and covered in spiky bits and garish colors for good measure.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	4	5	3	3	4	3	4	4

Skills Acrobatics 2, Athletics 3, Ballistics 2, Common Lore 2, Perception 2, Intimidate 3, Weaponry 4

Speed 8

Size 6

Static Defense 18

HP 12

Feats Sound Constitution x3, Armor Profi-



ciency (all), Weapon Proficiency (all), Frenzy

Armor Power Armor (12, All)

Attacks Chainsword (8k2 R; Pen 4; Tearing), Boltgun (90m; S/3; 4k2 X Pen 6; Clip 24; Reload Full; Tearing)

Abilities

Bloody Minded - As the Tiedling racial ability

Gear Power Armor, Chainsword, Boltgun, 2 Bolt clips, Plain clothing, charms

Threat Rating Moderate



Obliterator

There is a kind of curse or magic or virus (or all three) that infects some Chaos marines. They become one with their weapons and armor, mutating to become a mass of weaponry with flesh stretched over gunmetal. They've almost all been driven insane by the torment of their condition, but serve well as engines of death and destruction.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
6	4	6	3	1	4	2	1	4

Skills Acrobatics 2, Athletics 3, Ballistics 3, Common Lore 2, Perception 2, Intimidate 3, Weaponry 3

Speed 10

Size 8
Static Defense 14
HP 15
Feats Sound Constitution x5, Armor Proficiency (all), Weapon Proficiency (all), Frenzy
Armor Armor Plating (10, All)
Attacks MP Lascannon (300m; S/-; 5k4 E Pen 10; Clip -; Reload -; Recharge), Heavy Bolter (120m; -/10; 4k2 X Pen 8; Clip -; Reload -; Tearing), Crushing Fist (6k3 I).
Abilities
Bloody Minded - As the Tiefling racial ability
Integrated Weapons Array - The Obliterator can create nearly any weapon from its body. In addition to the listed attacks, it can generate nearly any Ordinary, Las, Plasma, Melta, Bolt, or Flame weapon it needs to. An obliterator has effectively infinite ammunition with all of its weapons. It requires a full round action to shift weapons, and can have any two at a time.
Traits Auto Stabilized, Machine (10)
Gear -
Threat Rating High

Dark Eldarin Raider

The Dark Eldarin have a culture of slavery, sacrifice of souls to the Daemon Lolth, and incredible decadence that would make even the most jaded whore blush. They often send raiding parties out to capture fresh prey to bring, screaming, to their hidden dark city of Commorragh. Those that they take are typically never seen again.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	5	2	4	4	3	3	3	3

Skills Academic Lore 1, Acrobatics 3, Arcana 2, Athletics 2, Ballistics 2, Common Lore 2, Deceive 4, Forbidden Lore 2, Perception 3, Scrutiny 2, Weaponry 4
Speed 8
Size 3

Static Defense 29
HP 5
Feats Blademaster, Armor Proficiency (Light), Backstab, Catfall, Defensive Mobility, Decadence, Fleet of Foot, Sneak Attack, Weapon Proficiency (Fencing, Exotic, Parrying)
Armor Mesh Overcoat (4, All)
Attacks Officer's Cutlass (5k2 R; Shocking), Needle Gun (180m; S/-; 2k2 E Pen 0; Clip 6; Reload 2Full; Accurate, Toxic)
Abilities
Warp Miasma - As the Dark Eldarin Racial ability.
Gear Needle Gun, 2 Needle Packs, 3 Smoke Grenades, Officer's Cutlass, Mesh Overcoat, spider silk suit.
Threat Rating Moderate



Minions

In a setting Where heroes are expected to be more than human, some people simply aren't a threat. While there are supplied statblocks for peasants and the like, in larger combat areas it can be more fun and easy to abstract large groups of enemies into Minion Squads.

Minions come in groups of up to six, since it's hard for more people than that to attack a single person at once. These groups are referred to as "Minion Squads". Minions do not attack the same way as everything else in DUNGEONS THE DRAGONING does. Since they appear in large groups, they use a simplified version of the combat rules that allows them to act en masse.

Minions have a Threat Rating (from 1 to 5). This represents their general competence and ability. Peasants, hobos, and untrained men would have a threat rating of 1; Pirates, military men, and so on would be around a threat rating 3; and Lusty Vampire Bitches and Ninja Assassins would be a threat rating 5.

All combat rolls they make use this Threat Rating as the number of Kept dice they have, and roll a number of dice equal to the number of them attempting the action. Remember that you cannot keep more dice than you roll.

Example: A group of five roudy Space Pirates decide to get all up in Haruhara's face. They have a Threat Rating of 3. If all five decide to attack Haruhara, they roll 5k3 for their attack test. However, if only two of them attempt it, they roll 2k2. The Space Pirates are a lot more dangerous when they can gang up on someone.

Next, each Minion Squad has its Static Defense. It is normally equal to their Threat Rating, multiplied by 5. Whenever a Minion Squad is hit, one of the minions is removed from the squad (typically to the grave). For every raise a Hero makes on the attack, an additional Minion is removed. If Minions are hit with a Blast weapon, remove a number of minions equal to the Blast rating of the weapon.

Example: Normally, to get rid of one of these Space Pirates, Haruhara would have



to roll a 15 or higher on her attack test. If she wants to take out three of them at once, she must make two Raises, one for each Minion beyond the first, requiring a 25 or higher.

Finally, Minions have a Damage Rating (from 1 to 4). If a group of Minions hits a hero, rather than rolling for damage they simply deal 5 points of damage per Damage Rating, plus 5 more for every raise they get on the roll to hit. The Damage Rating of a Minion Squad will note the type of damage they do. If they have a ranged attack, it will be noted here. The Range of a Minion's ranged attacks is equal to 10x their Threat Rating.

Example: The Space Pirates attack Haruhara with their various blades. They need a 20 to hit her, and they roll a 26. Their damage rating is 3 and they got one raise, so they deal 20 damage (3 for their rating, +1 for the raise, all multiplied by 5).

Minions can also team up with Heroes or their enemies instead of acting as a Minion Squad. A character teamed up with Minions adds the Threat Rating of the highest-threat minion to every skill roll they make. A character cannot benefit from more minions than their Fellowship. Minions teamed up in this way must be targeted separately from the character, but multiple Minions may still be felled for one Raise per Minion beyond the first.

SAMPLE MINION SQUADS:

Kobold Stabbers

Threat Rating: 1

Damage Rating: 1R (Daggers)

Ninja Slayers

Threat Rating: 4

Damage Rating: 2R (Shortswords), Ranged 2R (Shuriken)

Fluffy Bunnies

Threat Rating: 1

Damage Rating: 5R (Sharp pointy teeth)

Space Pirate Crew

Threat Rating: 3

Damage Rating: 3R (Various blades), Ranged 3I (Various guns)

General Guidelines and Glossary

Some general rules and simple rules quandaries are sorted out in this section, along with a glossary, and a guide to the slang of Sigil.

RULE ZERO

It bears repeating that this is a game. It's about having fun. If it ain't broke, don't fix it. If it is broke, though, don't be afraid to nudge things around to solve a problem.

ROUNDING FRACTIONS

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger.

CHARACTERISTIC CHANGES

If a character's characteristics change because of magical effects, transformations, or so forth, it can have an effect on more than just their rolls. For example, a bonus to strength or dexterity will increase a character's speed. More interesting is when a character's constitution or composure changes, which affects a character's hit points. If a character's maximum hit points would increase, they get the additional hit points right away. If a character's maximum hit points would decrease, though, things get dangerous for them. The amount of damage they've taken has **not** decreased, so they lose hit points immediately. This can put a character into critical damage or even kill him.

STACKING BONUSES

Bonuses from different sources stack unless they specifically say they don't. Bonuses from the same source don't stack. So two mithril weapons don't stack their bonus to static defense, but a Get of Fenris' ability to increase their strength stacks with the ability changes of Warform.

Glossary

Action: A character activity. Actions are divided into the following categories, according to the time required to perform them: Full Action, Half Action, Reaction Action, and Free Action.

Adventuring Party: A group of characters who adventure together. An adventuring party is composed of player characters plus any followers, familiars, pets, hirelings, minions, or mercenaries they might have.

Alignment: The character's morality base, based on which deity is closest to his personal views on the universe.

Ally: A creature friendly to you. In most cases, references to 'allies' includes yourself. A character may freely designate creatures as allies or enemies at will.

Armor Defense Penalty: The penalty wearing a suit of armor gives to your static defense. Without the correct proficiencies, the penalty is equal to the armor points the armor provides.

Armor Points: The amount a suit of armor reduces damage taken. Armor Points are not applied against purely magical effects like spells.

Artifact: A magical item or weapon. They're of higher quality or have effects that can't be matched by standard gear.

Astral Sea: The void of space that lies between crystal spheres. There is no air, almost infinite room, and the general kind of unpleasantness that one would expect from outer space.

Attack: Any of numerous actions intended to harm, disable, or neutralize and opponent. The outcome of an attack is determined by an attack test.

Attack Test: A test made to determine whether an attack hits. The test is made with Dexterity. If you're proficient with the weapon you're using, you add Weaponry (for melee attacks) or Ballistic (for ranged attacks) as rolled dice.

Aura: Armor reduces damage from physical attacks, Aura reduces damage taken from magic attacks like spells but has no effect on physical effects like being stabbed or shot.

Blinded: Blind characters fail all tests based on vision and automatically fails all Ballistics tests, suffers a -2k1 penalty to Weaponry test and most other tests that benefit from vision. They also grant Combat Advantage.

Blood Loss: When someone's suffering Blood Loss, they're in great danger of death. They must roll 1d10 every round, and die if they roll a 1 on it. Medicae tests can be made to staunch the bleeding.

Bonus: A positive modifier to a test, expressed as +XkY, where X is the number of extra rolled dice the bonus gives and Y is the number of extra kept dice. Some bonuses modify the end result of a roll rather than the number of dice, and are instead expressed as +Z.

Character: A fictional individual within the confines of the game. The words character and creature are often used synonymously within these rules, since almost any creature could be a character and every character is a creature (as opposed to an object).

Characteristic: One of the nine numerical statistics that define's a character's physical, mental, and social abilities.

Characteristic Test: A test made that uses only a character's characteristics, almost always with the same number of kept and rolled dice.

Charisma (Cha): A character's force of personality and how good they are at making first impressions, their personal magnetism and persuasiveness.

Check: A check is missing the target number by 5 points. For every additional 5 points you miss the target number by, you get another check.

Class: A package of skills, feats, and abilities that defines what a character is studying and working towards. Most characters will change class at least once during their career as a Hero.

Composure (Cmp): A character's ability to control themselves and their emotions and remain strong in the face of challenges to their beliefs.

Concealment: Something that prevents an attacker from clearly seeing his or her target. Concealment makes it more difficult to hit a target, increasing their static defense.

Concentration: Some effects, especially spells, require that a character spend actions on each of their turns in order to maintain the effect.

Constitution (Con): A character's sheer toughness and physical health and stamina. It helps determine hit points and resist some deadly effects.

Cover: Cover is what helps you survive a fire-fight. It's been said that the only way an army can achieve victory in the modern age is through the use of chest-high walls.

Creature: A living or otherwise active being, as opposed to an object. The terms 'creature' and 'character' are sometimes used interchangeably.

Critical Damage: Wounds that have lasting, sometimes deadly, effects on a character. A character starts taking critical damage after they've lost all their hit points and someone is still pounding on them.

Crystal Sphere: A crystal sphere is the barrier around a star system that makes entry difficult. A ship must find a way through it like they'd find a way through a reef at sea. A crystal sphere looks like a kind of dull hazy glass from outside, and it's difficult to make anything out on the inside.

Current Hit Points: The number of hit points a character currently has remaining, as opposed to their normal full maximum hit points.

Daemon: One of the creatures of the Warp, made of magic, thoughts, and emotions. They take many forms and are nearly impossible to understand.

Damage: Hurt incoming on someone. Damage comes in several forms - Impact, Rending, Energy, and Explosive. When a character takes damage, their hit points are reduced. Characters determine just how many hit points they lose by dividing the damage by their size - larger characters take more to hurt.

Dazzled: Dazzled characters are dazed and confused. They take -1k0 to all tests and an additional -1k0 to all tests based on sight.

Dead: A character dies when they take enough critical damage for the critical damage charts to say he's dead. Dead characters really can't do much, what with being corpses, though others might manage to use them as decorative pieces, doorstops, or interesting furniture.

Deafened: Deafened characters can't hear. They automatically fail any test based on hearing. They also have quite a lot of trouble with understanding what people are trying to tell them.

Dexterity (Dex): Dexterity is the measure of a character's nimbleness, agility, and reflexes.

Dodge: A defensive action that can be made to counter any attack, ranged or melee.

Engaged: Characters are engaged once they're in melee combat with each other characters in melee combat are kind of stuck there unless they take a withdraw or shift action to end their engagement.

Exalt: One of the Exalted.

Exalted: The champions of destiny, with power beyond that which any mortal can hold, near limitless potential, and abilities that make them unmatched. The most prominent types of Exalted are

Atlanteans - People with the reincarnated souls of the Syrneth. They have the elder secrets of sorcery and skill flowing through them.

Chosen - The Chosen are given their power by the gods, their souls elevated to be divine in their own right.

Daemonhosts - Daemonhosts were people that, on the edge of life and death, allowed the powers of the warp to get a hold on their souls in exchange for life.

Paragons - Paragons are people who were born with exceptional ability, that top one percent of one percent of one percent, the one in a million chance.

Prometheans - Prometheans are very expensive and very powerful cyborgs using the best and newest technologies to create a perfect being.

Vampires - Vampires are cursed by the blood of the fallen Eldarin god of war, filled with blood lust and predatory power.

Werewolves - Werewolves are those blessed by Luna to have the ability to change their form, to become and be whatever they want.



Experience Points (XP): A numerical measurement of a character's personal achievement and advancement. Characters earn experience points by overcoming challenges and defeating opponents. At the end of each adventure, the SM assigns XP to the characters based on what they have accomplished. XP are spent to buy new feats, and improve skills and characteristics.

Exploding Dice: Whenever a die comes up as a natural 10, the dice 'explodes'. Roll an additional die and add it to the first die's result. If this second die also comes up 10, roll a third. Continue rolling dice until they come up with something other than 10.

Failure: An unsuccessful result on a check, saving throw, life, or other determination involving a die roll.

Fatigue: Tired to the point of impairment. Many critical effects, as well as some weapons, can cause fatigue effects. When a character gets enough fatigue, they call unconscious and become helpless. Even if they have only one level of fatigue, suffering -1k0 to all tests.

Fellowship (Fel): The measure of how attractive and expressive a character is, and their power to coerce or manipulate others.

Free Action: A free action is a type of action that takes almost no time at all. During their turn, a character may preform any number of free actions, to reasonable limits of what the SM allows, and no more than one action of a given type per turn.

Full Action: Full actions take up a character's full concentration. When a character takes a full action, it pretty much takes their entire turn aside from free actions.

Half Action: Most common actions are half actions. A character may preform two half actions instead of one Full Action. A character may not take the same half action twice in a turn.

Hero: A Hero is a character with heroic traits like an Exaltation or Hero Points.

Intelligence (Int): The measure of how good a character's memory, understanding, reasoning and deductive ability.

Kept Dice: How many dice are kept from a roll. Typically this is equal to the characteristic used in the roll.

Level: A character's level could be said to be a measure of his mastery and focus rather than raw ability or experience. The more a character devotes himself to a single path, the faster a character's level increases. The very best characters gain all the levels. All of them. Yeah!!!!!!!

Grapple: Engaging in wrestling or some other form of hand-to-hand struggle with one

or more attackers. Grappling and being grappled reduces the types of actions you can take.

Great Wheel: The Galaxy. The collection of crystal spheres spinning together in the Astral Sea like a big spiral wheel.

Helpless: A helpless character is effectively at the mercy of his opponents. A helpless target is in great danger of death.

Hit Points (HP): A measure of a characters heath, luck, skill and divine favor, all the factors that combine to protect a character from getting seriously hurt by an attack (getting seriously hurt would be Critical Damage).

Immobilized: Unable to use movement actions.

Incorporeal: Incorporeal creatures aren't solid. They can move through and inside objects and can't be hurt by normal weapons. Only artifact weapons and weapons with the Power Field property can hurt them.

Initiative: A system for determining the order of actions in battle. Before the first round of combat, each participant makes a single initiative check. Each round, participants act in order from the highest initiative check to the lowest.

Initiative Check: A check used to determine a creature's place in the initiative order for a combat. An initiative check is made by rolling 1d10 and adding the character's Dexterity and Composure scores.

Maximum Hit Points: A character's maximum hit points is how many hit points they have when they're fully healed and rested.

Melee: Melee combat consists of physical blows exchanged by opponents close enough to threaten one another's space, as opposed to ranged combat.

Melee Weapon: A handheld weapon designed for close combat.

Natural Weapon: A natural weapon is any weapon like a claw, bite, sting, or so forth. Natural weapons have their own damage profiles and use the Brawl skill when making attacks. Natural weapons cannot be disarmed or broken.

Nonplayer Character: One of the characters that's controlled by the Story Master.

Opportunity Attack: A single extra melee attack per round that a combatant can make when an opponent within reach takes an action with the Provokes keyword.

Parry: A defensive action that can be used to negate a melee attack.

Party: A group of Heroes that adventure together.

Penalty: A negative modifier to a die roll. Typically they're noted as -XkY, where X is the reduced number of rolled dice and Y is the reduced number of kept dice. Some penalties apply to the end result of a



roll rather than the number of dice, and are expressed as -Z.

Perfect Attack: A perfect attack automatically hits. There is no need to roll. The only way to stop a perfect attack is with a perfect defense.

Perfect Defense: A perfect defense automatically stops any attack, even a perfect attack. No rolls are made.

Player Character: A character controlled by one of the players.

Prone: A prone character has been knocked on their ass. They have to spend an action to stand up and until they do, they have a variety of penalties, though it does make them a bit harder to hit with ranged weapons.

Raise: Beating the target number by 5. You get an additional raise for every 5 you beat the target number by. If an ability says you get an additional raise on a test, you simply add 5 to the result.

Range: Guns and other ranged weapons have a given range. Beyond this range, they're less likely to hit, and past a certain point they simply become ineffective. At short range, it's easier to hit with weapons and at point blank range you get big bonuses. Of course, at point blank range you're also more likely to have the enemy walk up and stab you.

Ranged Attack: Ranged attacks are attacks made with guns, bows, and missile launchers (among other things). They're made with the Ballistics skill, and can't be used in melee range.

Ranged Weapon: Ranged weapons are the guns, bows, and missile launchers mentioned above, ideal for putting someone down without getting your hands dirty.

Reaction Action: A reaction action is the effort a character keeps in reserve to deal with problems as they come, their reflexes and reaction time. Typically, Reaction Actions are made to dodge or parry attacks, but there are other actions that use up Reaction Actions as well.

Resolve: Resolve represents how well a character can resist charms, arguments, and the points of view of others.

Restrained: A restrained character has managed to get himself tied up, figuratively or literally. They grant combat advantage and take -1k0 to attack rolls. If someone has thrown him in leg irons, he's also immobilized.

Result: What you determine by rolling dice. It's compared against a Target Number to see if you succeeded or failed.

Rogue Trader: One of the insanely rich and powerful merchants who plies their trade across the stars.

Rolled Dice:

The first number in the equation, the X in the XkY that tests are expressed as. This is how many dice you roll during a test, rather than how many dice you keep. This is usually the sum of the characteristic and skill used in a test.

Size: How big a creature is, which determines how many hit points they lose from damage.

Skill: One of the many fields in which a character can apply his characteristics. They represent education and training they've acquired.

Skill Test: A test made using a skill and characteristic, the most common type of test a character will be asked to make.

Sorcerer: A character with the ability to cast spells. A Sorcerer is viewed with respect, or at least fear, in most places.

Sorcery: Spellcasting ability. Sorcery is a rare talent, since not everyone has the ability or talent needed to rip power out of the Warp and bend it to their own ends. Most Heroes at least have some ability to learn the basics.

Speed: How quickly a character moves.

Spell: A one-time magical effect created by a Sorcerer. A spell is powered by warp energy and controlled by the will of the Sorcerer using it.

Spelljamming: The process of sailing a spelljamming ship through the void. It's more a traditional name than anything else, as very few ships are purely driven on spells.

Spelljamming Ship: A ship that moves through the Astral Sea. Also called starships, voidships, space-ships, and so forth.

Static Defense: How difficult it is to hit someone. A person's static defense is the Target Number needed to hit them.

Strength (Str): How physically strong a character is, how much they can lift and how much damage they do when they hit something.

Stunned: A stunned character grants combat advantage and cannot take actions. They are neither helpless nor unaware.

Success: The opposite of a failure. The good kind of opposite! Try to get lots of these.

Syrne: The Syrne were one of the first races in the Great Wheel, and most of the artifacts and ruins are attributed to them. While some claim there is evidence of even earlier civilizations, there is almost no evidence.



Syrneth: The descriptor attached to what's left of the Syrne's works. Syrneth ruins and artifacts are well respected and extremely valuable.

Target: The intended recipient of an attack, spell, supernatural ability, or magical effect.

Target Number: The number that one needs to reach for a test to be successful. Don't get up to the target number, and you fail.

Tell: The supernatural appearance or aura that an Exalt gets when he overextends his power. It's different for each type of Exalt, and even with individual Exalts.

Test: A roll made to see if a character succeeds or fails at a given task. Tests are made whenever determining failure is important. Most everyday tasks don't require tests.

Threaten: To be able to attack in melee without moving from your current space. You threaten all characters you're engaged in melee with. You can make opportunity attacks if people you threaten take actions with the Provoke keyword.

Throne: A throne is the most standard currency in the Wheel, issued by the Council and with the backing of Sigil's economy behind it.

Turn: The point in the round at which you take your actions. On your turn, you may perform one or more actions, as dictated by your current circumstances.

Umbra: A shallow part of the Warp, existing as a shadow parallel to the physical universe. Werewolves and many spiritual creatures can enter this place.

Unarmed Attack: A melee attack made using fists, kicks, or headbutts instead of weapons. Unarmed attacks use the Brawl skill instead of Weaponry.

Unconscious: A character who accumulates enough levels of fatigue falls unconscious. Unconscious characters are helpless and can't take any actions. Better than being dead, though.

Warp: The Warp is an alternate dimension of chaotic raw matter and energy. Because space and time work differently here, it's the only way known for ships to get around the Wheel in a reasonable amount of time.

Willpower (Wil): A character's strength of will and their ability to resist mental commands and magic.

Wisdom (Wis): Alertness and comprehension, how well a character notices the world around him and interprets what he sees and hears.

Knowing the cant:

A guide to Sigil's slang

Addle-Cove: A not-particularly friendly way to call someone an idiot. "Did you hear what that addle-coved commissar wanted us to do?"

Bar That: An almost-polite way to say "shut up" or "don't talk about that." it's quick and to the point, and it can be used as a warning: "Bar that, Nicodemus, there's Space Marines over there."

Barmies: The insane folks, especially those in Sigil, who've been "touched" by the impossible vistas of the Wheel.

Basher: A neutral reference to a person, usually a thug or fighter.

Berk: A fool, especially one who got himself into the mess when he should have known better.

Birdcage: A cell or anything that compares to it.

Bleaker: A faction, one of those disponent members of the Bleak Cabal.

Blood: Anyone who's an expert, sage, or a professional at his work. A champion gladiator can be a blood, just like a practiced sorcerer. Calling someone a blood is a mark of high respect.

Bob: The business of cheating someone, whether it's of their cash, honor, or trust. A good guide to Sigil will warn a cutter when someone's bobbing him. Thieves boast that they "bobbed some leatherhead on the street."

Bone-box: The mouth, named because of its teeth, fangs, or whatever.

"Stop rattling your bone-box," is telling a berk to lay off the threats or bragging.

Bub: Booze, wine, or ale that's usually cheap and barely drinkable.

Bubber: A drunk, especially if he, she, or it has fallen on hard times. Bubbers don't get any sympathy from most folks in Sigil.

Burg: Any town smaller than Sigil, either in size or spirit - at least that's how folks from Sigil see it. Other bodies don't always agree.

Cage, the: This is a common nickname for Sigil, used by locals. It comes from Birdcage, so it's a pretty harsh judgement on this place.

Case: The house or place where a cutter lives.

Cipher: A faction nickname of the Transcendent Order, because most folks don't know what they're talking about.

Clueless, the: The folks who just don't get it, usually someone who's never been off-world. Use this on an experienced traveller and it's likely there'll be a fight.



Chant, the: An expression that means news, local gossip, the facts, the moods, or anything else about what's happening. "What's the chant?" is a way of asking what's the latest information a basher's heard.

Cross-trade: The business of thieving, or anything else illegal or shady. "A cross-trading scum" is a thief who's probably angered the Mercykillers.

Cutter: A term that refers to anybody, male or female, that a person wants. It does suggest a certain amount of resourcefulness or daring, and so it's a lot better than calling somebody a berk.

Dark: Anything that's secret is said to be a dark. "Here's the dark of it," is a way of saying "I've got a secret and I'll share it with you."

Doomguard: One of the factions in Sigil. They think everything's going to run down and decay, and want to help it along.

Dustmen: One of the factions of Sigil. They believe everybody's dead.

Fated, the: A faction of Sigil which holds that if they've got something, it's because it belongs to them. This doesn't always sit well with others.

Garnish: A bribe, as in "Give the irritating petty official a little garnish and he'll go away."

Give 'em the Laugh: Escape or slip through the clutches of someone. Robbing a tiefling's house and not getting caught is giving him the laugh.

Give the Rope: What happens to condemned criminals who don't manage to give the law the laugh. Usually thieves are the only folks who use this term.

Godsmen: A faction of Sigil that believes everybody's got the chance to ascend to godhood.

Greener: A nickname for the Verdant Guild, one of Sigil's factions. They have very strong views on the way people treat animals.

Guvner: A faction in Sigil that believes knowing physical laws will give a cutter power over everything. Not the kind of folks to argue logic with.

Harmonium: A faction of sigil. "Do it our way or no way," could be its slogan.

High-up Man: This is what everybody - man, woman, and thing - in Sigil wants to be: somebody with money and influence. It's bad form to call one's self this; it's a phrase others bestow.

Jink: The goal of the poor; money or coins. "That's going to take a lot of jink!" for an expensive bit of garnishing.

Kip: Any place a cutter can put up his feet and sleep for a night, especially cheap flophouses. Landlords of good hotels get upset if a fellow calls their place a kip.

Knight of the Post: A thief, cheat, and a liar - clearly not a compliment unless, of course, that's what the basher wants to be.

Long Walk: Being pushed out an airlock, which is where some berks wind up after they've been scragged.

Leatherhead: A dolt, a dull or thick-witted fellow. Use it to call somebody an idiot.

Lost: Dead. "He got lost," means he ain't coming back.

Mercykillers: A faction of Sigil that believes there is an absolute justice.

Music: The price a cutter usually doesn't want to pay, but has to anyway. "Pay the music or you'll never find your way out of here."

Out-of-Touch: Outside of the material universe. A body is said to be "out-of-touch" when he's traveling through the warp. It derives from the fact that a spelljammer in the warp can't be contacted by any normal means.

Out-of-Town: In a different Crystal Sphere.

Peel: A swindle, con, or a trick is the peel. It's often used as a verb. Peeling a Space Marine is usually a bad idea.

Pike It: A useful, all-purpose phrase, as in, "Take a short stick and pike it, bubber."

Put in the Dead-book: Dead. Some people have others "put in the dead-book."

Scragged: Arrested or caught.

Sensates: Nickname for the Society of Sensation, a faction. It's members believe life's got to be experienced to be understood.

Signers: A faction nickname for the Sign of One. Its members figure everybody is the center of their own universe

Sod: A poor, unfortunate soul. Use it to show sympathy for an unlucky cutter or use it sarcastically for those who get themselves into their own mess.

Turn Stag: To betray somebody or use treachery. Saying "he's turned stag" is about the worst thing that can be said about a cutter.



There was a scream. Princess Claudia was used to hearing screams in the dungeon. That scream sounded different, though. Someone was walking up to her cell now. The footsteps were light, not at all like the heavy boots of the guards.

"Princess Claudia?" Asked a voice at the door. A woman's voice. That wasn't normal. All the guards here were men. And totally resistant to her charms. She had heard a woman could use feminine wiles to get out of any jail, but they hadn't helped her one bit.

"Ah... yes?" Claudia said. There was a pause from outside.

"Please stand away from the door and close your eyes." Claudia frowned. What was that supposed to mean? Before she could ask, there was a blinding flash of light and the door was punched inwards by a blast from outside. The princess screamed. The lights flickered as the explosion damaged power leads.

Before the smoke could clear, someone was already stepping into her room. Claudia coughed on the dust and looked at them. The girl there couldn't have been any older than she was, though her tone suggested she was athletic. A sword was strapped to her side and she wore a flak jacket.

Princess Claudia took a step back. She didn't like the person looking at her. There was something about the way she was staring, like the Princess was barely a person at all. It was a... very hungry look. Claudia swallowed. There was a moment when she wasn't sure if the person was going to attack her. The strange woman held out a hand.

"Come with me if you want to live." Claudia hesitated, then took the hand. The woman smiled. Claudia saw fangs. Lots of fangs. Just for an instant. The woman half-dragged her outside, past two dead guards. Claudia tried not to look at them. They looked like they had been... eaten. They ran out into a courtyard.

"STOP RIGHT THERE CRIMINAL SCUM!" Spotlights bloomed, blinding Claudia for an instant. A VTOL swung over them, dust kicking up. The woman let go of Claudia's hand. As the Princess' eyes adjusted to the light, she could see Harmonium guards, weapons drawn, in a semicircle around the door.

"Oh my~" the strange woman said, laughing. "All this for little old me and a princess?"

"YOU WILL COME PEACEFULLY WITH US OR PAY THE PRICE!" The speaker gave the impression that they really, really hoped the woman would choose the second option. "YOU CAN'T ESCAPE THIS TIME, HARUHARA!"



Name:

Race:

XP:

Age:

Exaltation:

Campaign:

Player:

Alignment:

Faction:

CHARACTERISTICS						
Power	Intelligence	000000	Strength	000000	Charisma	000000
Finesse	Wisdom	000000	Dexterity	000000	Fellowship	000000
Resistance	Willpower	000000	Constitution	000000	Composure	000000

SKILLS

Mental	
Academic Lore*	000000
Arcana*	000000
Common Lore*	000000
Crafts	000000
Forbidden Lore*	000000
Medicæ*	000000
Perception	000000
Politics*	000000
Tech-Use*	000000

Physical	
Acrobatics*	000000
Athletics	000000
Ballistics	000000
Brawl	000000
Drive	000000
Larceny	000000
Pilot*	000000
Stealth	000000
Weaponry	000000

Social	
Animal Ken	000000
Charm	000000
Command	000000
Deceive	000000
Disguise	000000
Intimidation	000000
Performer	000000
Persuasion	000000
Scrutiny	000000

Advanced skills are marked with *

OTHER TRAITS

Backgrounds	Power Stat:
_____ 00000	_____ 000000
_____ 00000	
_____ 00000	Resource Stat:
_____ 00000	_____ 000000000000

Feats	Devotion:
_____	_____ 00000000000

_____	Static Def: _____
_____	Hit Points: _____
_____	Resolve: _____
_____	Speed: _____
_____	Size: _____
_____	Hero Points: _____
_____	Armor: _____

Weapon:		
Type	Damage	Pen
ROF	Clip	Range
Weapon:		
Type	Damage	Pen
ROF	Clip	Range







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