

This book is dedicated to:

God, who blessed me with life

My mother and father, who taught me right and wrong

My grandparents, who saw in me something that is often difficult for me to notice

My brother and sister, who took it upon themselves to suffer my presence and my mannerisms

My friends, who helped me learn my skills and my passions

My enemies, who forged and defined me

Those who I have yet to meet, who will continue to shape me

TABLE OF CONTENTS

- 0 – Table of Contents
- 1 – This is a Game
 - 1.1 – How to Play a Tabletop Game
 - 1.2 – Themes
 - 1.2.1 – Secondary Themes
 - 1.3 – What You Will Need
 - 1.4 – General Concepts
- 2.1 – The Setting
- 2.2 – Losing Sight of an Era
- 2.3 – The Collapse
- 2.4 – The Resurgence of Power
- 2.5 – Nothingness
- 2.6 – The Book
- 2.7 – The Electrosphere
- 2.8 – The Divers
- 2.9 – Supernormals
- 2.10 – The Grand Experiment
- 2.11 – The Extranatural Threat
- 2.12 – A Modern Theatre
- 3 – The World As We Know It
 - 3.1 – North America
 - 3.2 – South America
 - 3.3 – Europe
 - 3.4 – Africa
 - 3.5 – Middle-East
 - 3.6 – Asia
 - 3.7 – Australia and Outlying Regions
- 4 – Equipment
 - 4.1 – Favor
 - 4.2 – Vehicles
 - 4.2.1 – Vehicle Zones
 - 4.3 – Frames
 - 4.4 – Overframes
 - 4.5 – Vehicle Mods
 - 4.6 – Vehicle Weapons
 - 4.6.1 – Physical Vehicle Weapons
 - 4.6.2 – Energy Vehicle Weapons
 - 4.7 – Food and Lodging
 - 4.7.1 – Food
 - 4.7.2 – Lodging
- 5 – Advanced Rules
 - 5.1 – Grogards

- 5.2 – Environmental Effects
- 5.3 – Living Zones
- 5.4 – Broken Limbs and Damaged Organs
- 5.5 – Vehicle and Mounted Combat
- 5.6 – Frame Combat
- 5.7 – Squad Combat
- 5.8 – Flight and Falling
- 5.9 – The Electrosphere
- 5.10 – Handling Death
- 5.11 – Death Boons and Curses
- 5.12 – Souls, Spirits, and Essence
- 5.13 – Subsuming Identities
- 5.14 – Corruption
- 5.15 – Magic
- 5.16 – Medical Science
 - 5.16.1 – Lichen
- 5.17 – Crafting
 - 5.17.1 – Trade Goods
 - 5.17.2 – Special Materials
- 6 – The Narrator
 - 6.1 – Starting Your Game
 - 6.1.1 – The Meta-Narrative
 - 6.2 – Rewarding Players
 - 6.3 – Narrator Storyline Tools
 - 6.4 – Managing Tension

1 – This is a Game

The first thing you should know is that The Navarro Knight, the content of this book, is a game. The entire purpose of this document is to provide a ruleset and an environment in which to have fun. If you're not having fun, something is wrong and needs to be addressed.

Ultimately, it is up to the Narrator to decide what happens in each game session. Before the game begins, the Narrator creates a general plot and the specific situations which the characters, which players have created and control, will be involved in. Rebel characters could be a sheriff of a province and his loosely associated posse. Soldiers could be from the cities that still stand, well armed and well equipped with discipline drilled into their bodies. Still other characters could be spies, working to destroy enemy factions from within.

The information in this chapter will provide information about what you're playing, specifically the nature of a tabletop role playing game as well as the various prominent themes of the game.

Chapter Two provides insight into the world: specifically the history of the Collapse, the geographic changes, and the changes to the environment.

Chapter Three discusses the specific factions present in the world as well as the landscapes and cities that make up potential campaign settings and areas for exploration.

Chapter Four discusses how to handle advanced and alternative rules for equipment, including how to handle vehicles.

Chapter Five details alternative rules that alter gameplay in a significant fashion, such

as handling living zones in combat and the electronic world of the Electrosphere.

Chapter Six contains information on rewarding players for the actions they take and preparing them for the next session.

1.1 – How to Play a Tabletop Game

Navarro Knight is not a game like those you play on the computer. Rather, the game revolves around the resolution of plot lines developed by both the characters and the narrator. As a result, 'winning' becomes a relative term. The most agreed upon way to 'win' is to continue the survival of your character. However, a better way to view 'winning' is to actively participate in the interactive story the narrator is attempting to tell and fulfill your character's contribution.

As a Narrator, your goal has an additional caveat. As Narrator, you are required to help facilitate the players in the community story being told by providing challenges for their characters to overcome as well as providing rewards for the actions they take. This requires careful balance between providing supplies for characters to use, presenting scenarios that reduce those mentioned supplies, and encouraging future play through recognition of the deeds that they have accomplished.

As a Narrator, you must always keep in mind that the players often want to play as heroes, and as such they will need to be treated as heroes and face the types of challenges that only heroes can resolve.

1.2 – Themes

A quick glance through this book may strike the reader with an eclectic collection of images, concepts, and settings about supernatural science fiction involving humans and

animal-people. However, though this is the case, this rulebook is built around the conveyance of an idea, a central theme that helps to define the nuances within.

Human will is at the core of this game.

You'll notice that no matter what you play, whether it's someone with mutations or someone with cybernetics, every player character is described as a human or demi-human. The actual classification of the supernatural and the monstrous is specifically reserved for the things that are your enemies.

Every encounter with both the unknowable and the understood serve to refine the player characters as well as offer venues for them to influence the universe around them, despite how transient a change might be. The game serves to question how far the human condition can stretch, and how much a person can sacrifice before they are broken. Continuing that line of questioning, it even dares to ask if people can be somehow recast and if, in doing so, they are improved.

The Navarro Knight accomplishes this by wiping away the comfortable confines of our familiar world, placing humanity upon a fleet of large, continent-bearing ships that necessarily submerges people in a constantly familiar, yet constantly alien environment. The things that hunt people are born out of collective fears, manifesting in the walled cities where an individual should necessarily feel safe.

These core tenets, mixing the familiar with the unfamiliar, keeping people on edge, is combined with a stagnant population level and a general haziness of overarching timeline, where people remember days but weeks and years seem to blur together, to emphasize the fact that something is seriously wrong with not only the player's environment, but the very nature of their reality.

Even the tools with which the players are tasked to explore and find a counter to these threats are a mixture of mundane and exotic concepts: bullets, kevlar, grenades, psychic

powers, autonomous armor, and directed energy weapons.

The only constant is that a human will wield these tools and continues to struggle through them.

Knowing the theme, knowing that each player only represents a small faction of the collective human will, the question then becomes: Just how much is someone willing to give up in search of absolution?

1.2.1 – Secondary Themes

Admittedly, human will is an incredibly broad theme. In order to understand it better, some people may require additional refinement of the core concept. As such, the following secondary themes may provide assistance:

Liberation – The inherent nature of the human condition is one that leans towards defiance and chaos. Though not necessarily negative or positive on its own, this tendency is increasingly prevalent in locations where basic human rights are ignored and the people caught within are unable to escape. In these situations, a human being often sees no alternative but to riot, or to cause enough social discord that demands are met. However, at the same time, alternatives are always visible to those perceptive enough to notice.

Subjugation - Those in power often want to extend their strength for as long as possible. The ultimate goal of such a plan is the vain hope that an extension can be rendered perpetual, inextinguishable. With immortality in reach, are people more willing to let someone have such an auspicious prize, will they destroy the method, or will they take it for themselves?

Legacy - When someone dies, what happens to their dreams? Do their goals simply fade in time, or are they spread and manifest somewhere

else, coalescing until they congeal in another form, in another interpretation. Is a legacy simply something genetic, something to be passed from person to person, or is it a broader concept and a more powerful motive force?

Deceit - A broad enough lie spread to enough people sometimes supplants the truth. Deceit on a large enough scale is possibly of supplanting the truth. An old concept, sometimes used to try to spread an idea, is to create a big enough lie that can alter how people perceive the world itself. Still, what are the costs of such an action, and whom would decide to forgo what benefits a lie would produce?

Power - Power to challenge the world and win. Strength enough to make the movement of a mountain appear simple. Does such power come at a cost, or is it available for everyone to take for themselves? Should it be made widely available on such a scale, or should it be a secret kept for an elite, egalitarian few?

Survival - When power isn't enough, when armor and guns fail you, what is left of a person? Scattered and rendered on the very verge of expiration, what will a person do in order to turn their luck around, to what lengths will a person travel to avoid ever having to be thrown so far into the dirt? Where does the line get drawn that someone cannot cross when it's 'us' or 'them'?

War - Those that follow and those that lead play an equal part, one creating ideology and separation while yet more follow through with plans and contingencies. How loyal are those that follow and how destitute are those that clash against one another with spear and shield? How absolute is authority and how far can fury sustain men and women with aching bellies, weary feet, and heavy hearts?

Escape - Those whom flee, whom were never attached to a conflict or an idea no matter how viral, can be said to be free. But when a person runs for so long, when they save themselves, do they actually possess anything of note or worth?

Is freedom built at the cost of collateral damage, or is the freedom given by running away limited by an ever-shrinking stretch of road?

Fate - Is everything destined? Does being thrown into combat over and over again, emerging victorious, only prove that a person is propelled by unseen hands, the universe itself appointing an arbitrary champion to act as its will? Or is there no such thing, no hand moving unseen through the populace, poking and prodding people into position until they snap, bend, and fold the way they were meant to?

Veils - Obscurity and obfuscation propel a human mind deeper and deeper. Is there an ultimate wisdom beneath the layers of understanding that provides the determination necessary to see an even through to its conclusion? Or is the knowledge gained through piercing the barriers nothing more than a poisonous meal meant to lay people to waste?

God - If a god is silent and his guidance is an imperceptible whisper, is that god dead? Does such a deity demand more faith, more believe on a wider, deeper scale? Or is such a deity merely watching, awaiting the decisions of its followers and acting accordingly? Did the god not exist, or is it the job of its offspring to push themselves further, to shed their humanity and embrace divinity?

1.3 – What You Will Need

Though a tabletop RPG is a mostly mental performance, the sheer information will often require notation and the randomization elements can only truly be performed with the use of dice or an electronic rolling program. For your convenience, a list of basic items has been listed that will help you run your first game with minimal hiccups:

- Pencils

- Dice (Six-sided, recommended at least eight so that multiple players may roll at once)
- An open play area such as a table or, alternatively, a whiteboard and a dry erase marker
- Miniatures or tokens if you are not using a whiteboard
- Character Sheets, which can be found in the back of this book
- The ability to cheat on a math test, regardless of whether or not you're caught
- Good attitudes, imagination, and thoughtfulness (Absolute Necessity)
- An understanding that you are playing as part of a group of heroes, not a singular hero
- An enviable amount of patience with regards to your players and their needs

1.4 – General Concepts

General concepts form the cornerstones of the tabletop RPG experience from a mechanical perspective. Many, if not all of these concepts are prevalent throughout pen and paper role playing games and therefore may seem familiar:

Player - You, the person with the pencil, paper, dice, and processing power capable of participating in the story.

Character - Your representation within the world of The Navarro Knight, summarized by the information present on your character sheet.

Narrator - The one player of the group that acts as referee and does not control an individual character. Instead, the narrator helps to present environments and ensure a challenge for the players through controlling NPCs.

NPC - Non-Player Characters, NPCs serve to provide the main point of human interaction with the game. NPCs are not limited to shopkeepers however, and include enemies such as monsters as well as humans.

Roll - The act of physically rolling dice against another player or the narrator in order to determine the result of a chosen action. In Navarro, rolls are direct between the parties involved, with one participant defending against another's actions.

Freeform Play - The default state of the game. In this state, the game is played somewhat leisurely, with players able to take multiple actions as well as being able to freely move characters and narrate details without worrying about initiative. Typically this is a back-and-forth conversation with the narrator discussing what a character does and the results.

Structured Play - A state of the game that involves both combat and time-sensitive crises, structured play is built to allow both players and enemies to act and react in turn, moving characters, making attacks, and performing actions in such a way that all parties are able to participate equally.

2.1 – The Setting

Earth. A beautiful blue sphere with smatterings of green and brown, every inch of it teeming with life. Humanity has existed on the planet since time immemorial, and as they thrived their population became larger and larger.

But that was so long ago.

Gone, devoured by the gibbering things that crawl beneath the black canvas of reality, all that remains of Earth consists of stories, books, and fragmented images scavenged from hard drives. The remnants of civilization drift lazily in the endless void beneath and between existences, their black ships trawling through a lightless nothingness.

Banded together out of need, continent-ships filled with power brokers, spies, and saboteurs trundle onward, all working both for themselves and a greater good. Those that survive shape

the ships they pilot, altering the cities they contain and the will of their populace, readying the people for inevitable conflict as they search for the blue jewel that started human existence.

They are the black fleet.

2.2 – Losing Sight of an Era

Earth spun on man's whim. People dreamt of going into space, dreamt of visiting other worlds, and dreamt of finding love and happiness. But mankind had also dreamed of apocalypse, of nightmares and bloodshed.

Two disparate views.

Nobody knows how the end of that hopeful era came about. All that they know is that it happened with the crackle of static and the tinny sound of breaking glass. Now mankind fights across deserts, through jungles, and within the mountains, a cascade of gunfire following the slow hemorrhage of memories.

The cities of the world before are still there, as are the men, women, and cultures, struggling to hold on even as the world itself slowly twists, floating endlessly through the black canvas of space. Yet so much within and without has changed, with armed militia roaming the streets, their presence a necessity, and a grim reminder that safety from the dark is an illusion or luxury.

To what end has humanity been fractured and spread across the continent ships that carry them onward? Mankind only hazards guesses, working tools of science, logic, and brutish force in order to understand the reason that they wander, to understand why it is that their world vanished.

All the while they find the things hiding beneath the fabric of it all, the famished nightmares rising up with glimmering teeth.

Some monstrous. Some beautiful. All hungry.

2.3 – The Collapse

The Collapse. A sombre name given to bad economies, the end of a regime, and the apocalypse. Nobody knows for sure what caused The Collapse, and the few that remember what happened allow their opinion to form justification.

Scientists theorize that too many people lived on the planet at one time. Some religions believe that too many people sinned and murdered one another. The madmen claim that the world lacked faith while the sane say the past was fated to be.

It is thought that the world literally collapsed under its own hedonistic weight. And as it fell, the collective subconscious of mankind swallowed it whole, pushing the world to crack and break under the strain of fear and contempt.

The environmental effects were devastating as Australia became frigid, Mexico cooled, and China became wrapped in sweltering savanna heat. Continents shifted and land-locked countries became islands. Panic and hysteria forced populations to flee their homes in a mass emigration, screaming as the sky began to burn with arcing fire.

2.4 – The Resurgence of Power

The first community to consolidate power was on the island of Sri Lanka. A tropical and warm climate by virtue of its position along the equator, Sri Lanka was able to survive relatively easily as it shifted southwards. By repositioning farms, the people managed to continue cultivating crops. Combined with relatively mild meteor showers, the island quickly recovered.

Sensing an opportunity in the world's disarray, the people of the island nation began claiming territory on the southernmost tip of India. Though unsuccessful, the move awakened many of the large cities, stirring a rapid expansion in those that could suffer the burdens of war.

The struggles were quick and violent. Men and women were pushed to the front lines by individuals who claimed they were nobility or belonged to a family of politicians before the world was cleansed. In doing so, they consolidated their power as world leaders, and carefully removed any opposition to their rule.

2.5 – Nothingness

Earth churned as war raged across its surface. Pieces of land simply disappeared into nothingness as something nibbled at existence itself, a slow and systematic consumption that wound its way across the globe without guidance.

Reality itself seemed to react to that presence, pushing great pieces of earth into the sky, suspending the chunks on massive roots and stalks. Through the atmosphere they traveled, spreading, forming a long, squirming ring that wound its way across the planet. As more disappeared the ring would shrink, collapsing upon itself, causing great fragments of blackened steel to bombard the surface.

Those brave enough to travel to the highest branches found themselves in diminutive vessels and grand, continent-spanning ships. As Earth groaned and shattered the survivors fled, taking all with them into the massive vessels, watching as their home far below disappeared, piece by piece, until all that remained was dust and distant memories.

One by one, the black leviathans awakened, pushing forward into the darkness of space,

slowly slipping free of reality's veil and ensconcing the remnants of humankind in the arcane aether that resides outside and between all existences.

A black fleet that moved of its own will, slipped within and beyond the bounds of reality itself.

2.6 – The Book

In the time that followed mankind's drift through the aether people began to dream and forget. The Book is one such dream, a rumor born of hope and thoughts that never could be completely lost. With pages of parchment and leather binding, it supposedly appears unassuming and mundane, yet archaic. Torn apart, ripped and fettered, all that remains is the front cover, a simple square speckled with circles linked within each other, and a single page.

The single page hints at its use, that somehow it leads to both the past and the future. Some say The Book is able to turn back time, to undo events of the past. Others claim that The Book is a weapon, and holds within its pages the means to end humanity. The scientific, when they permit themselves to dream, refer to The Book as the last remains of the Akashic Record. The religious believe The Book is the key to the afterlife, a map meant to guide humanity from its purgatory to salvation.

The Book is not alone, however. There are other objects that accompany it in the world, similarly mundane, similarly splintered, and yet possessing an enchantment that only a few can break free from.

It is said that each unique object has a power only it can utilize. People who have held them say the objects can be dismantled, but never destroyed, and those that wish to have their gift must first find all the pieces

2.7 – The Electrosphere

As humanity drifted and searched for the things it could and could not recollect, it acclimated to its new confines. A massive, wireless network spread through the black ships, connecting them to each other and housing the entirety of humanity's electronic knowledge. With the flick of a switch and the broadcast of a silent signal, those with computers could search the air waves for bastions of technology.

However, the network was not simply filled with humanity's knowledge. Schematics for synthetic limbs, weapons, and direct neural interfaces lined the layers of information. The first few who idealistically implanted those manufactured pieces whole-heartedly thrust themselves into the depths. What they discovered was a world wide network of information that danced invisibly above people's heads, an entire plane of organic information caught in each ship's web.

However, those idealistic few, after reporting their discovery to the world, were soon found dead by their computers. Autopsies showed their brains to be burned and blackened. An examination of their journals revealed something living deep within the realm they had named The Electrosphere

2.8 – The Divers

Inhuman images, gathered by diligent research teams, slowly surfaced across The Electrosphere. Behind the remarkably human veneer lay a wealth of information, of technology and philosophy. Unfortunately, most information was written without guide or translation, a state that rendered it useless in the hands of humanity.

However, those few images that mankind plucked from The Electrosphere's depths were more valuable than gold. Every diagram of alien

armor, video of unseen weaponry, and reference to machinery was hoarded with a mixture of fear, greed, and bloodlust. The hackers willing to directly connect to The Electrosphere became known as divers; men and women who fearlessly threw themselves into the alien electric architecture in search of more information.

To extend their adventures beyond the simple, mundane leaps into The Electrosphere, divers would have to separate themselves from reality, and in doing so they would become a horrific symbol of humanity's thirst for knowledge. Strapped into straight jackets, secured in metal harnesses, divers slipped free from the bonds of their bodies, let their minds roam across the global supercomputer, while their mortal frames screamed and thrashed like wild, instinctive animals.

Those divers whose mortal coil tears free from the bindings are lost as ghosts in The Electrosphere while their bodies roam the wastes as lost, feral beasts. Arguably, it can be said that those who become victims of The Electrosphere's many secrets are given mercy, their brains are burned and their presence in the electronic labyrinth simply ceases to be.

2.9 – Supernormals

As the black fleet trundled onward, humankind did not merely enhance itself with knowledge, its mundane components faced empowerment. With a single resonant thought, survivors found they could twist the very fabric of existence.

These psychics, self proclaimed 'supernormals', were extraordinary in every sense of the word. With a snap of their fingers, an errant thought, common household objects could warp into deadly weapons or be flung across the room with terrifying speed. Those who practiced could cause spontaneous eruptions of flame, freeze the earth, or burn a victim with violent bursts of

electricity. Many chose to capitalize on the disorganization of The Collapse and its subsequent exodus and secured positions of power, but their displays of violence marked them for retribution.

Crucified, hung, and gutted across each ship, the supernormals screams were broadcast through the black ships. The vessels trembled with the noise, their ebon hides quaking as the earth within the colonies shook. Then, as the last supernormal expired, the expression of those same talents began to appear in every citizen's hands.

2.10 – The Grand Experiment

Surrounded by people slowly learning to manipulate reality with their fingertips, with the idle misfiring of neurons, the advent of demi-humanity was almost completely ignored. The human genome, flexible with the usage of the lichen relic and the crimson fluids it produced, slowly shifted as people became used to their sons and daughters setting fire to candles at opposite ends of a room.

First were the moreaus, men and women who gave up pieces of their bodies to curiosity and desperation. Born with fur and fangs, they range in appearance from people with ancillary bestial traits and vestigial behaviours to creatures hulking and rippling with muscle. Some have faces that look unmarred and pristine, while others have traded for the skulls and snarling teeth of the animals whose genetics they have incorporated.

Second came the artificials, human minds and childish souls trapped in black vessels spread throughout the wastes, their liquid diamond circuits trapped outside the embrace of living flesh and bone. By chance a rare few were activated and given form, relics combined together to form limbs and organs that mimicked those of a human body.

As time passed these two events provided the continued strides that humanity required to survive, to understand the information that swirled throughout the electrosphere. Liquid ivory, a synthetic blood mixture came into common use in medical fields. Cybernetic modules became widespread within the bigger cities and scientists began to understand how to morph and meld a human's most basic components into something new and unseen.

2.11 – The Extranatural Threat

As the embers of revolution cooled and the people adapted to their newfound malleability, they discovered that the black ships had slowed their flight. No longer thrust outward at a speedy rate, they found themselves wandering from planet to planet, looking outward to alien skies as the metal hull retracted and showed the stars.

Warping between reality and some place above or below it, they found themselves skirmishing with things that had perfected the trails between the stars, breaking their ships and taking the knowledge within, manufacturing more of the designs within the Electrosphere's depths. Bound tightly by their ephemeral fleet, mankind became more than a band of nomads wandering the stars, striving to spread and grow larger, only to find themselves constrained by the rise of stillbirths, newborns only drawing breath when another took their last.

A state that grows tenuous and ever more dangerous. Marauding bands of things from every galaxy come across the fleet and trade blows with the slowly expanding vessels. Lives vanish in plumes of fire and smoke, the dead only reclaimed once the skirmish ends, and only if the black fleet has not deigned to leave of its own accord.

And all the while, the things in the dark started to make themselves known once more, growing

bolder and bolder until, at last, the light no longer dispelled their ephemeral forms. Fed, but still not sated, the creatures spill outwards with ravenous glee, arms stretched wide and welcoming.

2.12 – A Modern Theatre

With alien knowledge archived and used, psionics everpresent and only marginally controlled, and fragments of the world recovering from ruin, humanity continues much like it did prior to The Collapse. Men wage war based on ideology, fear, necessity, and conflicts begun long before the world was changed.

However, while mankind fights an internal war, creatures rise and threaten to break through the hulls of humanity's ships. Among the wastes, forests, and cities within those vessels, humans are forced to evolve, are forced to mutate into alien forms. And yet, as safe as they have been within the black fleet, gates to other worlds open within them, exposing enemies bent on conquest.

A single government struggles to decide upon the future of the United States while its boundaries buckle from constant assault.

Nomads wander the spreading desert in search of relics, chased by the Brazilian government.

The state of Germany struggles to defend itself from a rabid, festering environment while France watches its faltering power.

The collapsed remnants of China are consumed by civil war, its citizenry fueled and armed by Greater Korean armories while Japan slowly sinks into the ocean.

And in the final ship, militias sweep northward, cleaving a bloody path as they march towards Israel, led by a single man wielding the flag of

the forgotten United Nations. On his shoulder is a bandana with the number '216'.

And in the center of it all, ethereal agents, men and women of power, and horrific beasts slouch towards their prey, drawn to the prayers of those who dare to wait with weapons readied.

3 – The World As We Know It

The world has changed significantly from when the last records were taken. What were once green fields of wheat are now charred barrens. What was once frozen tundra is now sweltering and free. Old maps lead nowhere and roads always seem to lead further into the wilds. Each continent now floats aimlessly in the colorful void we know as the Aether, suspended in the hearts of black vessels born from earth's womb.

3.1 – North America

The United States are sundered by a massive blackened scar, held apart by blinding white sands, and only loosely connected by sparse badlands. Canada is an arctic land devoid of life. Mexico is swathed in jungle and ruled by corrupt government officials. North America, in its entirety, has been damaged beyond recognition. The multiple factions in the region are separated not by ideology, but geographic location.

The California Free State (CFS) is formed on the remains of California. Separated from the



mainland shortly after The Collapse, the island

of California has since been reconnected to the mainland through a series of bridges that use the island of Alcatraz as a midway point. Once considered a democratic society, the California Free State's political system has been ruled by the royal bloodline of President William Carmen since its original foundation and election. Recently, the island of California has begun to suffer from both diminished resources and limited space, two factors that have forced citizens to expand outward into the wasteland and into Mexican Coalition territory. Additionally, the California Free State has made claims that it represents the original United States government, which has caused significant unease with the Texan Commonwealth and the Mexican Coalition. Unfortunately, the California Free State is unable to maintain an extensive military presence due to a lack of finances and infrastructure. With such a limited size California Free State can only be described as an urban environment on the island with domed slums built onto the bridge and extending into the mainland. The insignia of the California Free State is a palm branch upon a winged shield.

The Mexican Coalition (MC) is a number of loosely associated organizations that claim Mexico as their country of origin. Though originally little more than criminal drug cartels, the Mexican Coalition gained influence by offering protection to its citizens shortly after the collapse. As such, the Mexican Coalition's government is best described as a multi-party dictatorship. The leaders of each party are not known to the public. The California Free State, the Mexican Coalition's neighboring civilization, has strained relations with the cartel state due to multiple instances of violence and smuggling. However, the California Free State has been unable to condemn the acts of violence due to the supplies the Mexican Coalition provides. The Mexican Coalition's other neighbor, the Texan Commonwealth, has declared open war and maintains a heavily militarized border. The Mexican Coalition's lands have not been affected by meteor impacts. Instead, they are covered in dense rainforest and jungle that

foster disease. With such an environment, the Mexican Coalition consists of both large towns that existed prior to The Collapse, and relatively new villages hidden by terrain and foliage. The insignia of the Mexican Coalition is an eagle perched atop two arching vines.

The Texan Commonwealth (TC) consists of the few mid-western regions within the United States of America that were unaffected by meteors during The Collapse. Reconstructed around the remains of United States infrastructure, the Texan Commonwealth amassed power through production of fuel for vehicles and rapid expansion into the Gulf of Mexico. Politically, the Texan Commonwealth was able to quickly reinstate order through a series of representative elections. The elections are held every four years, of which has recently resulted in the election of the present chairman, Sammuell Lonnigan. The Texan Commonwealth has strained relations with all its neighbors, of which the war with the Mexican Coalition is most prominent. The remnants of the United States also are an issue, as both the California Free State and the Confederated States of Columbia claim themselves to represent the fallen United States government. In all cases, the Texan Commonwealth has regulated trade of oil and gasoline to other nations and has maintained a secure border through strict measures. Both are viewed as necessary for continued Texan Commonwealth independence. The Texan commonwealth is covered in dense forests of spruce and pine at the northern tip of the territory and jungles on the southern tip. Building from previous cities, most of the Texan Commonwealth's towns are large and heavily populated. The insignia of the Texan Commonwealth is a single blue star within a red circle on a white background.

The Confederated States of Columbia (CSC) are the last remaining cities on the eastern shore of the United States of America. With Washington, D.C., the northern section of Virginia, and Maryland destroyed by the meteors, the Confederated States of Columbia lack a direct

connection to the District of Columbia and thus their authority is often viewed as negligible. The territory controlled by the Confederated States of Columbia extends from South Carolina, which is mostly farmland, to Maine, which is industrialized, following the coast. Politically, the Confederated States of Columbia are a democracy, rendering the northern regions of the Confederated States of Columbia with more legal and political power than the southern. The present leader of the Confederated States is President Joanne Carlson, a woman actively engaged in distributing aid to her citizenry and maintaining an open-door immigration policy within the Confederated States. Due to necessity, the Confederated States of Columbia have generally good relations with the Texan Commonwealth, though recently the Confederated States' claim to represent the original United States government has placed considerable strain on their interactions. The Confederated States of Columbia are covered in dense forests to the south, which quickly give way to frozen tundra to the north. Most of the cities within the Confederated States are large, with organized building layout disrupted by mountains and, in the case of the south, farmland. The Insignia of the Confederated States of Columbia are red, white, and blue rectangles with twelve stars.

North American armor is built to compensate for the wastelands that surround the cities. Rather than wear armor that is a cohesive whole, North American factions wear armor that is cobbled together from available materials, such as kevlar vests, leggings, and combat boots. The only universal equipment supplied to North American troops are gas masks, cloaks, and overcoats. Standard North American weaponry consists of pistols, rifles, and shotguns.

North American power armor is built to ensure the survival of its wearer. Using thick pieces of steel reinforced with ceramic, Blackfoot power armors make use of physical mass and resilience to halt bullets and other projectiles. Unfortunately, the size of the metal shoulder

plates interfere slightly with the wearer's peripheral vision, though this is compensated for by larger lenses. Standard North American power armor is complimented with heavier weapons such as flamethrowers and rocket launchers.

North American frames are walking tanks that focus on physical strength and defense over mobility. Capable of withstanding fire from small arms, Crow frames favor direct confrontation as a distraction while more mobile infantry surround opponents. Heavy, even without equipment, Crow frames have enhanced artificial muscle and servo systems that allow the machines to directly mount weapons to the arms. Standard North American frames wield either one 105mm cannon or two light machine guns.

North American vehicles remain similar to those prior to The Collapse. The only new creations are the Atsina multi-role helicopters, which are produced in single and dual rotor models. The single rotor model is used for recon and as an emergency extraction vehicle, while the dual rotor model is used as a gunship and assault transport, often carrying a squad of Crow frames.

3.1.1 - The Black Dogs

Most individuals live safely in the comfort of domed or walled cities, some individuals hide in the wastelands. The Black Dogs are not such individuals. Rather than hide, the Black Dogs are perpetually on the run, living within large rolling fortresses powered by relics and the remains of scavenged cities across north and south America. Occasionally they will also travel to other continents, such as Asia, by hiring vessels to ship their vehicles as cargo. Sometimes, through tight lipped conjecture, one supposes they may own their own black ships.

The Black Dogs have a relatively limited government within their moving fortresses. A

single elder, determined by age and knowledge, instructs the citizenry on its ultimate goal, a goal which is normally vague. Under the elder are a panel of knowledgeable individuals that have experienced much of the world that see to ways that the elder's commands will be accomplished. All others are workers that may consult the elder and the panel for instruction and may freely input comments and their own thoughts, though they hold no actual power.

All workers are intimately familiar with the insides of the maze-like rolling fortresses. Where a normal individual can easily become lost within the bowels of the machine, a worker knows his way to any specific place with a calm and quiet passion. This intimacy with machines, and the ever-moving nature of the rolling fortresses has developed to a honed point in many of the workers, which in turn allows them to effectively perform delicate and complex surgery on vehicles and machines while they are in motion, often in excess of sixty miles per hour, a superhuman task that has earned these individuals the title of 'freerunners'. Chasing the Black Dogs across the wasteland to be accepted into their rolling fortresses is regarded as nearly impossible, yet many individuals nonetheless desire this and have coined the activity 'Black Dog Duty'.

3.1.2 - Followers of Enya

Started in the heart of the ash-choked wastelands, the Followers of Enya actively worship the fires that still rage in the burned-out cities and ruins of North American civilization. Working with simple wooden wagons, the husks of ancient cars, and horses, the followers of Enya are a blight upon the wasteland despite their relatively low understanding and application of technology.

The Followers of Enya are best described as a tribe, though their individuals do not profess loyalty to a singular individual. Instead, the

Followers of Enya follow a religious leader, an individual that has been gifted or has written a copy of a particular wood-bound or paperback book penned by the science fiction author Marcus Johannes Enya.

The Followers of Enya are not a peaceful people. The book that they follow is a hedonistic piece, one that expounds upon the virtues of culling the weak, fighting to prove and maintain position, and removing what they consider the impure. Due to their knowledge of the wastes, however, often people must communicate with the Followers and negotiate a deal for safe passage through their migratory paths.

3.1.3 - The Ghost Legion

Originating from the state of Pennsylvania, the Ghost Legion is a paramilitary unit that has dedicated itself to serving as a mixture of police force and garrison across the United States. Due to a mishandled contract, they have suffered a number of low bids from both Texan and Columbian employers. At this time Californians refuse to work with them.

Led by Charles Grayson, the Ghost Legion is run first and foremost as a military unit. Soldiers, officers, specialists, each individual within the Ghost Legion is responsible for a piece of the machinery that makes up the faction. Discipline is not often doled out, however, as the legion simply relieves an individual of their contracts and equipment and removes their ability to continue working with them.

The desperation that most people have for work drives the Ghost Legion to become professionals through-and-through, operating both to the letter of their contract as well as attempting to fulfill the spirit of it. The Ghost Legion endeavors to rebuild their clout and provide stability to the cities that they're placed within. Doing so requires that they embed themselves with the local populace, talking other

jobs on top of their standard paramilitary work in order to have closer ties with the community as well as to stay ahead of any underground aggressors.

3.1.4 - The Scavengers

Typically regarded as little more than a nuisance by most wanderers, scavengers have become a more organized point of contention around the California border. Looting, raiding, and demolishing what are often abandoned, though serviceable buildings, the numerous gangs that make up the scavengers should be avoided by most travellers.

Politically, the scavengers are the castoffs from the Free State that both feed off of the limited welfare it provides and yet refuse to completely adhere to its rules. The result is a strange political amalgamation, attempting to spread out from the Free State and expand its borders, though without the consent of the nation itself.

Flight is not recommended for any individual caught in the path of a scavenger group, nor is holing up in a safe area. Instead, it is recommended that wanderers keep weapons holstered and pass through the region without drawing attention.

3.1.5 - Vinson Pharmaceutical

A corporation started shortly after the Collapse struck, Vinson Pharmaceutical has always been at the forefront of medical research. Often employing smaller mercenary companies, the organization has been able to maintain its status as a worldwide producer through careful placement of resources and bids to acquire land for raw materials production.

Originally created by Arthur Vinson, the company no longer is under his supervision due to a settlement between the Texan people and the Californian government. It is rumored that the circumstances around his resignation involve, in part, an attempt of a group of individuals to poison the air supply for a major Californian city.



Vinson Pharmaceutical maintains a presence in almost all continents and nations, running high-quality clinics where individuals may have cybernetic surgery performed. It is even rumored that Vinson himself has encouraged the use of his cybernetic technology through proliferation of blueprints through the electrosphere, though such rumors fail to address why he would do so when such proliferation has caused the profits of his company to be slowed.

3.1.6 - Viridian 16

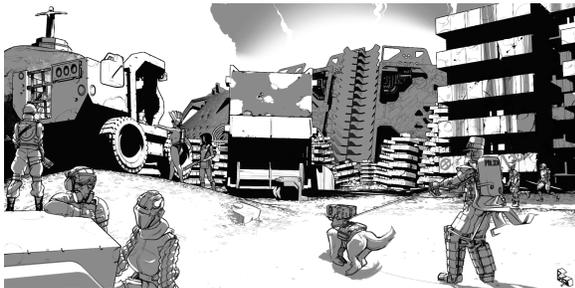
A remnant of the old political power circles, the Viridian 16 operate in the shadows of multiple cities around the North American continent.

Their base of operations is assumed to be within the deep jungles of Mexico or Canada, though no information has been able to be provided as to their members or power structure.

It may well be that the Viridian 16 are simply an up and coming cartel that are involving themselves in a bid for political power by using their relative anonymity to deflect any deeper probing. This supposition is supported by the fact that numerous attacks have occurred throughout that the Viridian 16 claim ownership of, attacks against lawyers and police officials that are directly investigating their activities.

In any case, all are advised to be aware of the Viridian 16 and report suspicious activity that may be related to their presence as soon as possible.

3.2 – South America



South America's environment has been altered. The northern half of the continent has been transformed into wide desert plains while the south has disappeared under a cloak of rainforest and jungle amidst the mountains. Controlled by three factions, South America has suffered, but not to the extent of other continents.

The Greater Republic of Brazil (GRB) is the most powerful faction within the confines of the South American continent. Centered in the middle of the newly formed desert, the Greater Republic of Brazil has found excess of land to develop and manipulate into useable terrain.

Unfortunately, the nation has been unable to expand beyond the national boundary present before The Collapse, mainly due to a massive reconstruction and energy independence effort that forces the nation to spend more time and money constructing farms for biological fuel than reaching out into other nations. Politically, the Greater Republic of Brazil is a dictatorship with a cabinet of advisers elected by each major city. In this political system, the royal family of King Maseff holds the final say in all decisions, but allows the cabinet to make minor legislative changes regarding their respective cities. Recently, this system has caused many cabinet members to increase spending without finding sources of revenue, which in turn has created inflation of the local currency. The insignia of the Greater Republic of Brazil is a flying fish.

The Chilean Colony (CC), located along the western coast of South America, has become the central hotspot for all conflicts within the region. An almost anarchic community created from survivors of the Argentine genocides, the Chilean Colony is little more than a series of nomadic tribes that hide from the GRB and the ASF. Unable to fully support themselves, the Chilean Colony resorts to scavenging along the border of its narrow nation and brief forays into other territories for supplies. Largely isolated, the Chilean Colony has only maintained its power through guerilla tactics, fostered by an abundance of incan ruins, the vast jungles that have covered the lower half of the continent, and their limited numbers. Politically, the Chilean Colony is lead by militaristic sergeant-chiefs who are elected to a position of leadership through combat experience and votes of confidence by their peers. Due to the nature of this political system, the position of sergeant-chief is constantly in flux and is normally decided by the tactical requirements of each situation. Remarkably, the Chilean Colony has retained a societal structure despite its numerous separate tribes. This is likely due to the large percentage of Christians within the communities. The insignia of the Chilean Colony is a cruciform star.

The Argentine Security Force (ASF) encompasses all territory on the southeastern quarter of the South American continent. Located in the dense Argentine jungles, the Argentine Security Force has rapidly expanded in the wake of the apocalypse to industrialize and utilize available resources that were once located in neighboring countries. Politically, the Argentine Security Force is a militaristic dictatorship run by the benevolent President Locura, who has already ensured that his bloodline will remain in political power for years to come. Due to its innate warlike nature, and its history, the Argentine Security Force has made major forays into CC territory in hopes of finding the rebellious tribes that lie on its borders. Though not immediately a threat, the government fears that the CC will commit terrorist acts or will cause conflicts upon introduction to its organized society. Located among jungle steppes, the Argentine Security Force makes use of vehicles, such as jeeps and tanks, to great effect in policing its borders. The insignia of the Argentine Security Force is a triband of light blue, white, and light blue.

South American armor is a standard uniform with white leggings, dark blue coats, and thin cloth pauldrons that are used to both to deflect dirt and act as a form of proper dress. Body armor is applied in the form of kevlar and ceramic breastplates, pauldrons, and greaves designed to protect vital areas. Standard South American infantry carry smoke grenades, shotguns, and flamethrowers.

South American power armor is built to withstand punishment while maintaining agility in the dark confines of the South American jungles. The most notable feature of standard South American, also known as Peruvian, power armors is its elongated helmet, which is fused with the machine's shoulder harness in order to contain its advanced light amplification devices, numerous sensors, and multiple cameras. Peruvian armor has a relatively low damage resistance as most of its protection is not

derived from solid steel plates, but rather ceramic components. Standard South American powered armor is complimented with flamethrowers and numerous grenades that would obscure normal vision and lesser sensor systems.

South American frames continue a traditional balance of mobility and protection. Commonly known as Guyana frames, these large bipedal tanks tend to be relatively short and wide, especially when compared to their North American counterparts. The dimensions allow the machine to handle the weight of additional generators, which are necessary for the use of thermal-optic camouflage. Though the weight of the machine prevents Guyana frames from being used for stealth missions, the ability to remain effectively invisible for long periods of time make the frames effective at ambushing convoys. Standard South American frames utilize light machine guns and flamethrowers.

South American forces mainly use vehicles that are applicable in guerrilla warfare and hit and run tactics. Most notable are their light tanks, which are armed with large cannon shells, reconnaissance vehicles, which are equipped with light machine guns, and their mobile artillery pieces, which are capable of striking enemies from afar. Recently, South American engineers have perfected a tank design that allows a single person to control all elements of the vehicle as though it were being operated by a full crew.

3.2.1 - Carrera Family Exports

Broken down into its core elements, Carrera Family Exports is a large-scale corporation built in the core of the continent that has pushed its way out to the ocean. Specializing in rapid transport through the mountainous territories, the Carrera Family was originally a minor bullet-point until the moment that the Collapse occurred.

Armed with savvy survivalists and excess weaponry due to the dangers of the line of work, the Carrera Family has since fought its way to the top of the regions it now controls, ruling with an iron fist and pressing civilians into service for their monetary gain.

The desertion rate from the Carrera Family has been so high that many people jokingly state that their primary export is personnel. Such jokes only carry so far, however, as manhunters from the growing corporation are responsible for a growing number of murders throughout the world in their search for those who have abandoned the company.

3.2.2 - The Colombian Cartel

Built in the ruins of Columbia, the Columbian Cartel is a mixed group of runaways and street thugs that have built the broken city into an arms-dealing recruitment center. At all times, visitors are recommended to be in a group and to be heavily and openly armed.

Unlike many bandit nations that have arisen, the Columbian Cartel mostly works as a port of call for blockade runners and illicit tradesmen. The resulting marketplace is full of men and women that either want to be left alone, or who are searching for a way to improve their lot in life through any means at their disposal.

It should be noted that the Columbian Cartel does possess an active military and has set its sights on expanding its territory. Accomplishing this through a mixture of scorched earth policies that have cut down the forest, cultivating farmland in the wake, and attacking other nearby nations for supplies, the Columbian Cartel has come to a point where it must decide the type of nation it wants to be.

3.2.3 - Capstone Heavy Industries

Owned by Gerard Capstone, Capstone Heavy Industries was one of the few lucky companies to not suffer greatly in the wake of the changing world. Centered in Venezuela, but protected legally both due to being a foreign company in a foreign land and maintaining an effective paramilitary police force, they have since turned their machinations to more benevolent work.

A corporation at its core, Capstone Heavy Industries has worked closely with the Venezuelan Free Market in order to bring back regions of the city, restoring power and working conditions to the public in exchange for manpower and supplies.

Currently the industrial giant is working to develop new weapon systems and is expanding into microtechnology in the hopes of developing automated weapons without having to outsource production to other continents such as Asia.

3.2.4 - Ramon's Silverbacks

Leather-clad and rugged, Ramon's Silverbacks are little more than thugs to most people that live throughout the South American continent. As of late, however, they have received numerous supplies either through raids of a third party supplier that has allowed them to increase their destructive capacities significantly.

Politically, Ramon's Silverbacks search for a means by which to carve out a fledgeling nation. However, unlike most factions within South America, they are unwilling to start such a project in territory that no other faction already owns. As a result, they have caused an extreme escalation of violence throughout the continent, striking from camps in the jungles that repeatedly and consistently move.

3.2.5 - The Traveler's Guild

Originally created from a cabal of mystics and shamans that permeated the South American jungles and mountains, the Traveler's Guild is a tribal paramilitary outfit specializing in providing safe travels between the numerous smaller communities that dot the region.

The Traveler's Guild is, at its core, a group of individuals that follows a fairly simplistic, peaceful creed. However, despite this, they are not pacifists and are more than willing to commit violence if it will stop an attack from happening, especially if said attack would affect one of their communities directly or indirectly.

Specializing in psychic attacks and marksmanship, the Traveler's Guild also maintains incredibly good relations within the South American continent. Most will never speak to or assist anyone that has willfully harmed a member of their guild, even after reparations have been paid.

3.2.6 - The Venezuelan Free Market

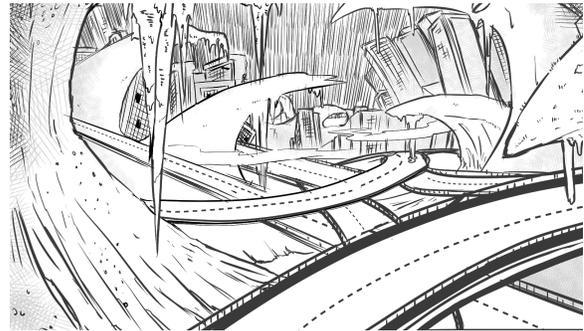
Originally limited to machetes, knives, and clubs, the Venezuelan Free Market has recently expanded its manufacturing ability with the help of numerous contracts they have completed with other nations.

As a contractor, the Venezuelan Free Market mostly operates without direct contact between the individuals that are sent to a location to complete a contract and the actual employer. That said, the soldiers within the VFM's ranks are often incredibly eager and willing to do what they have to to make ends meet, employing resourceful methods to accomplish their tasks.

Made up of everyday men and women, the VFM does suffer morale problems when exposed to heavy fighting. Even so, the chaos that they have been exposed to during their lives makes

them mentally hardy, often disregarding some ills and inconveniences that others would consider unbearable.

3.3 – Europe



Europe has been relatively unaltered in the wake of The Collapse, at least in terms of climate. However, the meteor showers from the red comet were especially damaging to the region, burning what relatively little farmland remained and creating large chasms across the region. An exceptionally large piece of meteorite has also bridged the English channel, eliminating what natural defenses the island has had against invaders as well as limiting trade within regions beyond the British isles.

The English Union (EU) has taken control of the British isles and uses the remains of London as its capital. Using what infrastructure remains, the English Union has managed to reconstruct a defensive army that maintains the comet bridge that links the islands to the rest of Europe. Due to a lack of natural resources present on the British isles, the English Union has engaged in trade with the GV, which controls much of the mainland. Unfortunately, this trade agreement has set the nation at odds with the GFM, which has actively worked to decrease the industrial growth of both nations. Politically, the English Union is ruled by the Royal Knights of Britannia, which are an organization of twelve knights, each of whom owns a large province on the island. These knights rule much like lords or

knights of medieval Britain, demanding tribute from the villages that they protect and provide services to. A new knight may only be affirmed by a knight leaving his present position or, in the case of a knight's death, appointed by the remaining knights. The insignia of the English Union is a coat of arms with two lions.

The German Vanguard (GV) has formed from the remains of Germany and its surrounding nations. Much more industrialized than the other nations, the German Vanguard owes this particular advantage to its growth and government preceding The Collapse, which created numerous factories that were capable of being utilized despite the damage that affected most of the other regions of Europe. Unfortunately, the damage caused by the apocalypse affected a majority of the fertile farmland and has forced the nation to rely on the EU for supplies of food in return for weaponry. Politically, the German Vanguard is ruled by a matriarch chosen and elected by the the nation's citizens. The matriarch has control over the nation's treaties and trade agreements while also being capable of forming a cabinet of peers to assist in the legislative process. Presently, due to ideological differences, the German Vanguard is at odds with the GFM, which has repeatedly demanded that they demilitarize under threat of violence. So far the German Vanguard has refused. The insignia of the German Vanguard is a black crescent.

The Green France Movement (GFM) is an anarchic movement formed from the survivors within the nations of France and Spain. With The Collapse, most of France's industrial and agricultural development was destroyed, a situation that quickly caused the overarching legislative and judicial structures to collapse as riots spread through the cities. The only power structure that exists is pseudo-tribal in origin, with groups forming around individuals with influence or power. Some of these individuals have been peaceful in nature, however most have been warlords capable of rousing armies through demagoguery that often focuses on

portraying the GV and the EU as powerful imperialists. The warlords capable of uniting the entire nation, referred to as an Errant, are able to maintain their position of power for lengthy durations of time, often using threats, subterfuge, and a manipulation of the Green France Movement's creed to their advantage. The present ruler, Errant Vasquez, has recently begun a campaign against the EU and GV, listing minor incursions of EU and GV investigators, traders, and scavengers as proof of an invasion. His actions have also caused a shift in the Green France Movement's view of The Collapse, namely that the world was destroyed to make way for a newer, better version of humanity, and that the Green France Movement should work to spread this ideology. The insignia of the Green France Movement is a cracked sphere.

European armor is built to be practical while displaying Europe's elegant heritage. A typical military outfit consists of a cloth or leather shirt, leggings, and boots, all of which are light and easily relieve heat. Layers of body armor are worn atop these light vestments, often in the form of a leather-covered bulletproof vest, armored skirt, and combat gauntlets. Often one soldier in a platoon will be equipped with a guitar, bagpipes, or another instrument and will lead the platoon with war chants when entering combat. Standard European troops use hunting rifles, swords, axes, and bows.

European power armor resembles a medieval suit of armor, though its construction is slightly larger due to its synthetic musculature and servos. Officially designated as Templar armors, European power armors sacrifice speed for stability, emphasizing slow and oppressive tactics when worn. Individuals who wear a Templar armor find that the armor lacks certain components that other regions take advantage of, such as integrated displays and fire control systems. Instead, the armor has been developed to rely on the wearer's own skill in determining targets. Standard Templar power

armor utilizes light machine guns, shields, hammers, and poleaxes.

European frames, referred to as Crusaders, are wide and offer improved stability that allows them to use heavier weapon systems. Designed much like an ancient suit of armor, a Crusader frame can fulfill multiple roles by removing or adding armor plating to various locations over the frame's body. Traditionally, a Crusader frame wields an impact hammer for vehicle combat, with a rotary cannon mounted on the opposite arm for anti-infantry operations. This limited equipment requires the pilot of a Crusader frame to rely on either guerrilla or evasive tactics to engage armored divisions.

Europe maintains the vehicles it was capable of producing before The Collapse, though many of these have fallen into disrepair due to a lack of available raw materials. In the absence of large machinery, Europe has instead developed a specialized power armor for warhorses, dubbed Missionary armor, which both enhances mobility and prevents harm from smaller weapons. Additionally, the power armor for the horse maintains an enlarged saddle and a single weapon mount above the posterior that may be used to hold a light machine gun. The standard weapon for an individual mounted on such an armored horse is an anti-vehicle lance or a hunting rifle.

3.3.1 - 97th Airborne

The 97th Airborne is one of the few vestiges of Russian culture that remains in the shattered world. Originally only a military that had been stationed at Saint Petersburg, the 97th was forced into a moment of fame when the Collapse occurred and the Russian landscape began to twist. Immediately placed under the control of the Russian emergency legislation, the 97th was responsible for the evacuation of eighty percent of the population of the city and for easing them into Poland.

With the destruction of the Russian government due to riots, the 97th Airborne has become a nationalistic mercenary corporation within Poland, a partially civilian military unit that specializes in engineering in order to expand the towns that it now guards.

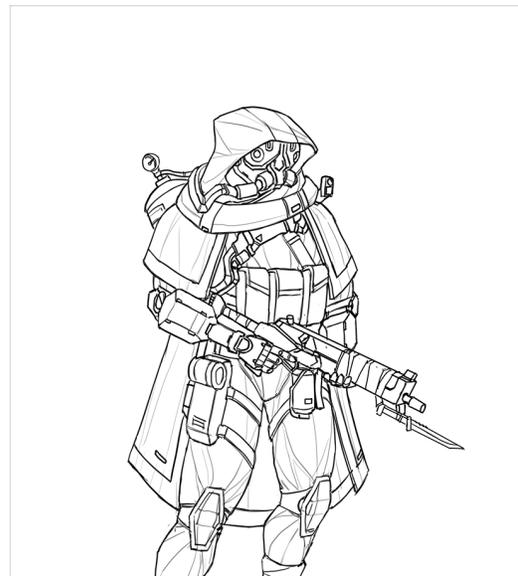
A large amount of the equipment that the 97th Airborne maintains has been roughly used and rugged in appearance. Even so, the technology is effective and their ability to quickly redeploy has allowed them to build connections with other community.

3.3.2 - Blake's Blighters

Known as a terrorist cell in almost every nation, Blake's Blighters are an underground movement of ruffians and blackguards that have attempted numerous times to cede the authority of the remaining power structures.

Despite their claims, the Blighters are neither a nationalistic nor what they refer to as a 'blue-collar' movement. Most of the Blighters are immigrants from other nations that have worked for large corporations. With the Collapse, these individuals see the resulting chaos as an opportunity to reform their current circumstances.

The desperation of the Blighters is specifically what makes them dangerous to deal with. Often smaller mercenary companies have taken a



contract, only to end up being betrayed once their tasks have been completed.

3.3.3 - Der Runde Tisch

Born from the need to be protected from incursions from aetherial beings, the Runde was formed specifically for the purpose of destroying the nightmares that hunt humanity. As a result, their organizational structure depends highly on each individual member's ability to judge a situation and react appropriately.

The Runde are often clad in black power armor or field plate, wielding weapons that are edged with Vitae and other such enhancements that allow them to hit harder and more effectively against the supernatural.

Though they are indispensable for the European continent, very few individuals choose to join the Runde due to the nature of their prey. As a result, the Runde has taken to the adoption of orphaned youth, teaching them self control while, simultaneously, placing them on a dangerous path.

3.3.4 - The Faust

The Faust were originally sighted in the skies of eastern Germany long after the collapse had devastated much of the area. Riding massive airships and piloting airplanes powered by both jet engines and pusher propellers, the Faust struck terror into the outlying towns and villages and, though they never directly assaulted any nation, their presence encouraged the German Vanguard to increase resource acquisition and expenditures on defense which would later prove useful.

The massive floating ships that make up the homes of the Faust are effectively massive carriers. They are capable of launching and

providing a safe landing area for airplanes and possess enough firepower and armor to drive off lesser attackers. It is presently suggested that these airships are held afloat by inert lighter-than-air gasses, while their engines run on diesel fuel provided by oil platforms and refineries in the oceans that have survived the collapse. This, combined with a resin found on deceased members that significantly reduces their rate of fuel consumption, has given the Faust the ability to travel across the globe with relative ease, so long as they avoid factions with weaponry capable of tracking fast targets.

3.3.5 - Knights of Malta

An old order that found itself renewed in the wake of the Collapse, the Knights of Malta operate as the mostly benevolent ruler of what remains of Italy. Maintaining stores of power armor, crusader frames, and the supplies required to make them effective, the Knights of Malta would be able to capture a majority of Europe on their own.

Honor, the core tenet of the Knights, prevents them from going on a rampage or conquest. Unlike historic knights, the Knights of Malta do not owe fealty to any particular group or to any particular employer. They instead draw their sense of honor from the favors that are owed to them by the common populace, and from the skilled craftsmen and laborers that are willing to join their ranks. As a result, they are not prone to taking contracts from larger employers.

3.3.6 - The Red Tribes

Warlike, unending, the Red Tribes are a series of warbands that have erupted from the eastern reaches of the continent. Marching forward, garbed only in hides and carrying blood-streaked banners, the men and women that make up these roving armies are best

described as emaciated and possessed of a zealous fervor.

The Red Tribes possess no allies as they roam from place to place, fighting everything that is in their path, looting and raiding in order to survive. Carrying their homes with them, often the only hints that indicate the passage of the Red Tribes is the refuse and gnawed bodies they leave behind.

At this time it is unknown how the Red Tribes continue to persist. The amount of food they find is relatively negligible, however the Knights of Malta and Der Runde Tisch both agree that their numbers have been increasing.

3.4 – Africa

Though significantly behind other continents in terms of technology, Africa has been blessed with major climate alterations due to the impact of the comets. What little pockets of life once existed have spread rapidly across the arid landscape to transform much of the continent into grassland broken apart only by large ravines. Unfortunately the continent has also acquired a vast array of life not seen in other locations on earth. These new plants and animals are primarily located around regions where large comets have fallen, which have made many people believe that they are extra-terrestrial in origin.

Greater Egypt (GE) was the first nation to spread across the northern edge of the continent. Due to both its position along the Nile river and its military, which easily gained control in the aftermath of The Collapse, Greater Egypt stabilized quickly and began to push its boundaries outwards. With the spreading grasslands Greater Egypt was able to develop new economic infrastructure, while the regions desiccated by meteor storms were used as military training fields and sites for research. Unlike many other nations, Greater Egypt is

relatively complacent Post-Collapse. Instead of engaging in battles with its neighbors, Greater Egypt instead focuses on environmental efforts to reverse the encroaching biological disorder emerging from the southern portion of the continent. Politically led by a military junta, a committee of military leaders, Greater Egypt exists in a perpetual state of transition due to constant transference of power between generals. Should any one general gain the upper hand in the political system the effects on Greater Egypt's politics would radically shift to a military dictatorship. There are claims of sabotage within the citizenry that prevent any general from gaining the upper hand, but no physical proof has been found. The insignia of Greater Egypt is a bronze eagle lying atop a shield with red, white, and black vertical stripes.

The African Union (AU) controls the territory that GE is unable to enter, though is often encroached by FZ to the south. Having unified most of Africa under its banner prior to The Collapse, the African Union was easily able to reinstate itself as the representative government of the continent of Africa. Though GE did not accept the African Union as its overarching government, the African Union has been able to support itself through cultivation of its rainforests and displacement of community members in packed cities into such regions. Due to such expansion the African Union has been able to develop an internal economy between its many 'member nations' and regularly ships products made in certain locations to remote regions in order to control price through availability. The politics of the African Union are strained, despite their apparent success. Following The Collapse, a cleansing was performed by undisclosed African Union member nations that resulted in the death of a majority of the population that suffered from the human immunodeficiency virus and auto-immune deficiency syndrome as well as many individuals of foreign descent. The cleansing has been rebuked by the African Union's leader of the assembly, Teido Mbelsang, as have all other rumors regarding assassinations of parliament members that have

been removed from their offices. The insignia of the African Union is a green representation of the African continent surrounded by a circle.

The wildlands, plagued by alien life, blasted terrain, and unnatural mutations, comprise the southern edge of the continent. United under the banner of Free Zimbabwe (FZ), the people in this region are easily identifiable by their rampant mutations and strange symbiosis with their surroundings. Since The Collapse, Free Zimbabwe has rejected offers to join AU as a member nation citing rumored events as cause for apprehension. Politically, Free Zimbabwe is little more than a series of tribes that have gathered under warlords that have agreed to work with one another in a complex series of alliances. Unfortunately, this political structure has caused the population to have suffered economically, culturally, and technologically, forcing the citizenry to adopt skirmishing tactics for vital resources. The brigands willing to perform the assaults form the nation's 'grey market' economy, which sells directly to warlords and towns in exchange for protection from warlords whose towns and troops have been assaulted. Name changes are common among the brigands and groups are prone to dissolution after large attacks. Due to the incredibly violent climate of Free Zimbabwe the AU has intervened in numerous civil rights violations, though the individuals apprehended are seldom seen. The insignia of Free Zimbabwe is a hoe and a rifle crossed atop one another.

African armor is surprisingly minimal in a world with violent mutants and heavy weapons. A typical military outfit consists of a light military jacket and combat leggings, which provide no true protection. What body armor is worn over these clothes consists of thick animal hide and bones often gained from mutants that are tailored to cover the chest, stomach, thighs, and legs. Standard African troops use hunting rifles, axes, and machetes.

African power armor is remarkably similar to their normal armor. Instead of wearing a full suit

of metallic plates African power armor consists of a powered skeleton that amplifies strength and speed. Protection is provided by bone plating as well as leather hides on the extremities, all of which only provide a minimum amount of protection from impacts. Officially designated as Igbo armor, namely for the often solitary attitudes of those who wear the armor, the armor has an integrated Heads Up Display and lacks fire control systems. Standard Igbo armor is armed with a light machine gun, a rocket propelled grenade launcher, or an assault rifle.

African frames, known as Akachi, are an interesting mix of vehicle components and a standard frame chassis. Sometimes referred to as 'striders', the Akachi frames are immediately recognizable by their lack of large mechanical arms. Instead, their manufacturers have preferred to directly mount weapons on the chassis.

3.4.1 - Balmour Institute

Originally a relatively unknown financial institution, the Balmour Institute was on the verge of declaring bankruptcy before the Collapse. In the wake of the devastation Leon Frank Balmour, the owner of the small corporation, met with his employees and pulled a consensus from their ranks. Despite a lack of morale and constant pressure to dissolve his company while the world fell around him, Leon managed to maintain his position and worked with his employees to gather food and supplies and provide for as many refugees as they could.

Once a small structure, the Balmour Institute rapidly expanded, scavenging materials, acquiring nearby buildings, and using the skilled labor of its refugees to expand outwards. From the outside, the Balmour institute now seems much like a large college campus located on the southwestern coast of the African continent. Its many buildings are filled with research supplies

and subterranean passageways link all the structures together and provide panic rooms that are safe against all but the most devastating creatures.

Whereas many factions merely cope with the Collapse, the Balmour Institute actively seeks to halt, if not undo the apocalyptic world in which people now live. What successes the Balmour Institute's teams have had have been entirely based on their knowledge and foresight of the situations they find themselves in, all of which is doubtless based on the stores of information that reside within the Institute's underground facilities.

3.4.2 - Deadlanders

What few tribal societies exist in Africa have become what are known as Deadlanders. Wholly constructed from refugees and the remnants of warlord's armies, the Deadlanders are not a uniform group of individuals with a singular ideology. Rather, most of the people that have come to be known by the title are simply a portion of numerous small groups that have banded together to survive.

Typically armed with only pistols and rough hides for protection from the elements, Deadlanders still pose a significant threat due to the high numbers of people gifted in Psionics that fill their ranks. Any group that meets with Deadlanders should be aware that some sects are devoted to cannibalism as well as ritualized murder, and due to the fact that Deadlander iconography rapidly changes one can never be fully sure of the group that they are speaking with.

3.4.3 - Karro's Chosen

No more than a whisper to most cities and locales on the African Continent, Karro's Chosen are said to be in every place at every time,

watching silently from the shadows and striking key targets that would possibly threaten their dominion in the future.

Known alternatively as the 'Black Hand', Karro's Chosen are not isolated to the African continent. It is rumored that Karro's Chosen are a remnant of a slaving group that once moved human cargo between the continent ships, purchasing both the stillborn, yet alive bodies of youth and adolescents as well as conscious individuals. Those men and women that were not conscious and awake were implanted with cybernetics that allowed them to move under instruction. Those that were aware were submitted to experiments that changed their anatomy and later sold to buyers as human cattle.

3.4.4 - Section 27

Originally a branch of the British intelligence service, Section 27 has been forced to adapt to an environment and situation where they have no support or ability to retreat. Maintaining a roving camp on the edge of the Wyrding, the group has managed to not only survive, but thrive within the hostile environs.

Their success has come from their dispersal throughout the region prior to the collapse as well as their ability to mask their presence with skill and subterfuge. Striking from afar, Section 27 has often disappeared long before anyone is capable of investigating the origin of their bullets.

It is unknown how far the Section 27 supply network runs, as well as to whom they maintain contacts with. Based on the high caliber weaponry they possess as well as their ability to blend into the local populace within a moment's notice, one might assume that they were an omnipresent force with a finger in every mercenary, warlord, and criminal's back pocket.

3.4.5 - Warlord Barrun

A paramilitary outfit formerly known as Baron's Breakers that has since become a rogue nation in and of itself, those that follow warlord Barrun have become almost fanatical in their devotion. The construction of idols to their human leader is commonplace, the worship of his visage whenever it passes by them causes those loyal to the warlord to halt in the streets regardless of any danger.

It is unknown who the warlord actually is and, in fact, Barrun may only be a concept created by the paramilitary outfit in order to provide the men and women under them with an air of mysticism. Despite this, the forces loyal to Warlord Barrun will present images of a figure when asked, one that changes from photograph to photograph, that they claim is the warlord. It should be noted that the individuals in these images are of different genders and bodily construction, and a single follower of Barrun often holds multiple different individuals.

3.5 – Middle-East

The Middle-East is considered the center of the world. To date it remains the one location politically untouched by The Collapse, and though most of the land is shrouded in desert it is alive with gunfire and the smell of rocket propellant. Small skirmishes erupt between the resident faction of Jerusalem and all outsiders, where the common man hiding behind all-too-thin walls. At the end of days all eyes turn towards the holy city.

The Sovereign Nation of Israel (Zion) is rarely considered a nation of generosity and care. While territories around them burned, the Israelis merely watched behind closed gates, fearful that the devastation was a ploy. Men and women died beyond their walls, burned with fire and choked by ash while the cries of children were silenced by howling winds. After some

time, when they saw the suffering around them their fear relented for compassion, drawing in what sick and weary they could find, though many more cursed them as cowards and genocidal bigots. To this day, the nation of Israel is cursed and spat upon, though there are those who would still seek to serve the ancient city and its parliamentary democracy. Presently Albert Rivlin fills the seat of the prime minister, and it has been under his influence that the Sovereign Nation of Israel has extended its aid to the displaced of other nations, though not without frustration from within his own nation. To mollify his people, Rivlin has also enlisted the aid of scavengers, forming a new economy for technology, components, and materials harvested from the wastelands, all of which have served to solidify the city of Jerusalem as a fortress waiting to be raided. Though they possess technology that no other nation has been able to reclaim, the political tensions surrounding and within the Sovereign Nation will eventually produce a siege from all people around the world. The military symbol of the Sovereign Nation of Israel is a light blue Star of David.

A second faction also resides in the Middle-East, though it lacks a nation of origin or a concentrated power structure. Referred to only as a legion, the faction is known to sweep across the desert, raiding and pillaging wayward caravans before disappearing into the night. What few survivors have been found have described them as a combination of humans, mutants, and creatures beyond the scope of human comprehension. They lack any true political structure or banner to identify them from the other nations of the world, but it has been stated through anonymous threats that the legion is in control of the world and that their number far exceeds those of the surviving countries. Nothing can be assumed of these people as, aside from threats, half-mad witnesses, and rumors, there has been no other concrete information about the faction. All that can be stated is that they may be anyone, anywhere, and are an ever-present danger to

those who wander the wastes and those who visit Zion.

Middle-Eastern armor is built for survival in the heated climate as well as resisting gunfire. Most soldiers and scavengers make use of highly customizable leather armor rather than the standard kevlar and ceramic armors that other nations use. It should be noted that all Middle-Eastern armors make use of a lightweight full-body shroud that serves to repel heat. Standard Middle-Eastern troops make use of assault rifles, shotguns, and knives.

Middle-Eastern power armor is reverse engineered almost directly from surviving relics, reformed and retooled to fit the human body. Many of these are symbiote armors, which directly link to the user's nervous system, and take on a decidedly more form-fitting appearance than the power armors of other regions. Troops that make use of Symbiote armor are trained in all forms of weaponry and often choose those which they prefer on an individual basis.

Middle-Eastern frames, much like power armors, carry no official designation. Rather, they are identified by their unique appearance. Built much like a large-scale power armor, Middle-Eastern frames often are human in basic appearance, though they also possess additional appendages, such as additional arms, heads, or multiple tails to match the anatomy and combat style of the pilot. It is not uncommon to see frames of this type that use claws and impactors without significant ranged weaponry, though such frames are often piloted by the elite.

3.5.1 - The Black Wings

Though not referred to in an official sense, it is well-known that the Black Wings are a special unit hosted by Zion. Composed of the best soldiers available to the nation, the Black Wings

have dedicated themselves to maintaining a semblance of peace outside the limits of Jerusalem.

Due to the fact that they are a clandestine unit, Zion is unable to directly provide them with supplies. However, at the same time, it appears to be an open secret that the faction has ties to many of the manufacturing and medical power players across multiple nations, some of which may have been created through subterfuge and sabotage of other companies.

3.5.2 - Pardblooded

A sect that makes its home on the multiple flotillas that line the middle-eastern oceans, the Pardblooded consist almost entirely of demihumans. Working with mutated animals, the Pardblooded terrorize coastal towns across the region, moving their flotilla whenever they strike so as to remain hidden.

The Pardblooded are typically armed with spare hides, spears, and pistols. Masters of underwater combat, they have developed the techniques necessary to sap submarines and to critically damage naval vessels that try to track them down. Finally, for their incursions onto dry land, they do possess an unnatural tactical acumen and a disciplined willingness to retreat before their raiding forces are routed.

The factors that make up their equipment and skills are especially disturbing to anyone attempting to make their way in the middle-eastern ship. Both hint at a supplier and an educator that is able to remain hidden while also creating a devastating strike force.

3.5.3 - The United Global Cooperative

Built from the remains of NATO and certain member nations of the UN, the United Globe

Cooperative seeks to reform much of the global governance that was originally lost in the collapse. While originally born from a legitimate power structure, the United Globe Cooperative is not officially recognized by any nation of the world in the present day and is currently attempting to invade Zion in order to remove the inequalities centered there. Despite this, the faction has managed to receive funding from numerous anonymous donors across the multiple continents.

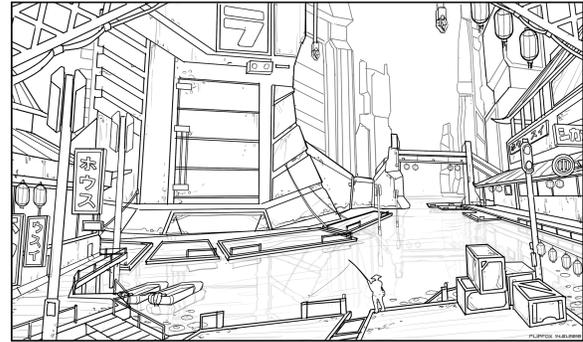
The United Globe Cooperative operates under the pretense that all nations should be under its care and supervision and run by a global government. Censorship and restriction of rights must be incorporated in order to ensure that any inequalities are removed from nations under their care so that individuals do not infringe upon one another's rights. The government of the United Global Cooperative is administered by representatives from each nation that the United Global Cooperative has a hand in running, which appears to be growing each day that the cooperative exists.

The laws that are created are readily enforced by soldiers directly under the United Global Cooperative's employ. Soldiers that enforce these laws typically wear camouflage to match their surroundings and are equipped as individual task forces designated to complete specific roles. Recently, rumors have arisen that these soldiers may not be entirely human, but substantial evidence supporting these claims has yet to be produced.

3.6 – Asia

While many consider North America a wasteland and Africa an alien continent, few have ventured into Asia. Though much of the region now is covered in tropical heat, initial reports had proven that Russia suffered the worst that The Collapse had to offer. What few scouting parties that have dared to make the trip north have

come back with tales of of a blasted, ash-strewn land barren of life. Those that have ventured deeper claim to see floating continents in the distance, but have always been forced to turn back due to roaring winds and swells of radiation.



Following The Collapse, the People's Republic of China (PRC) exercised a policy of isolationism that was quickly followed by expansionism. Spurred on by a lack of resources and spared the desolation of most other countries in the surrounding region, China's military capabilities allowed them to quickly acquire multiple resource-rich countries in a very limited amount of time. Unfortunately, the altering climate caused most of the population to shift closer to the expanding border, causing the ghost cities created prior to The Collapse to become incredibly dense population centers disconnected from the main political structure. Despite the distance the president of China, Long Fai, has been able to maintain his power through propaganda and use of militaristic police policies. Unfortunately, the acquisition of foreign lands and Long Fai's use of the police to assert his dominance has caused significant turmoil between China and its neighbors. It has also caused the city of Hong Kong to reject Long Fai as its representative, creating a governmental schism. The insignia of the People's Republic of China is a single golden star on a red background.

Opposite to the PRC rose the Indian Primarchy (IP), offering safe haven and political backing to those nations that resisted Chinese occupation.

Though blessed with rainforest after The Collapse, India has remained impoverished as its society works to restructure itself to compensate for the influx of citizens from other nationalities within its borders. Despite the lack of resources, the Indian Primarchy has managed to stave off incursion from China through the usage of guerilla military tactics while public broadcasts and demonstrations within Chinese territory encourage the populace to question their government. The brainchild of Prime Minister Cover Singh, inspired the assassination of India's president, these assaults on China have proven effective, especially within the industrialized city of Hong Kong. Combined with expeditions northward into Russian territory that serve to bring back weapons from hidden supply caches, India is poised to reclaim numerous territories for its displaced citizenry. The insignia of the Indian Primarchy is three golden lions standing on a ledge.

To the north, Russia remains silent. All who travel there quickly find themselves entering a barren wasteland of blackened rock and smoldering glass. The surface of the entire region is estimated to be depressed by forty to sixty feet compared to its surrounding territories, which has in turn exposed numerous Russian labs and military facilities to the elements. Some of these have been destroyed by the meteor storms, while others have been merely exposed, creating concrete towers that push upward from the surface. The 'Glass-Eyed Men' roam this territory, a loosely associated group of caravan stalkers and soldiers that are born of fierce individualism and loyalty. Though lacking any political structure and comparatively ill-equipped, the Glass-Eyed Men possess incredible skill and have been proven capable of deflecting most unwanted invasions from both the PRC and the IP. The insignia of the Glass-Eyed Men is a crossed-out circle.

Asian armor is a mixture of both expensive and common materials designed to assist the wearer in enduring a toxic environment as well as assault. The standard military outfit for an Asian

soldier is a polymer jumpsuit with emblems on the shoulders and badges over the left breast to display name and rank. Armor consists of a second synthetic suit made from anti-radiation materials that is further reinforced with lightweight composite plating. Helmets with gas masks are standard issue. A soldier will often use an assault rifle, a pistol, and a combat knife.

Power armor from Asia is a combination of angular and rounded armor that serves to deflect bullets while also resist detection by radar. Operating on hydraulics and motors with a lower weight limit than other nations causes Asian power armor to be more efficient and cheaper to produce for combat, however they also tend to fail more readily than other armors due to soldiers overextending the capacities of the machinery. These malfunctions are also present in the higher grade technology incorporated into the armor such as mobile radar, flight systems, heads up displays, and fire control systems. Designated as Si Battle Suits, these armors were originally worn by PRC shock troops during their expansion, though the design has been sold to other nations on the black market. The Si Battle Suit is most often equipped with a light machine gun and an axe.

Asian frames, named Baat, are highly armored and treasured pieces of technical machinery. While most other nations utilize hydraulics with small amounts of synthetic musculature for finer operations, Baat rely almost entirely on an advanced muscular motivation system. This allows Asian frames to be more agile, and to take on an eerily human appearance, at the expense of stability, strength, and the ability to directly mount weapons on any location aside from the shoulders.

3.6.1 - The Black Dragons

A cult formed from the depths of the Korean nations, the Black Dragons have operated much of the stranger portions of the underground

market across Asia for an extremely long time. Specializing in exotic exports, the lack of information that most people possess about their existence is by both their very careful design and the support of the governmental structures over them.

It is the Black Dragons that have allowed many of the stranger political deaths to occur, their expertise in acquiring goods such as elephant bone knives and bullets made from tiger bone often providing the only explanation for victims being wounded with such implements.

In any other nation it may be that their reasoning, their claims that they are nothing more than traders of the strange and valuable, would not deflect inquiry. In China, however, they move like an open, accepted secret, a viper clutched to the nation's bosom.

3.6.2 - The Golden Dream

An old Chinese clan that has maintained its power despite the events of the Collapse, the Golden Dream maintains a large presence in the city streets. Due to multiple conflicts that have arisen in its power structure, the Golden Dream remains at a crossroads as to its role in Chinese society.

A large number of the youth that have joined the Golden Dream prefer to think of themselves as conquerors and look for various means to overthrow the current political state. The others seem themselves as vanguards, the various street gangs possessing a responsibility to work together to eject the Kiseki that have invaded their territory.

Most members of the Golden Dream are no better equipped than common street thugs and scavengers. Despite this, they are still dangerous due to the psychic capacities of the elders that lead each individual sect and the minor talents of the youth.

3.6.3 - JSDF

Once considered a less than effective military force, the JSDF has consolidated itself into a fighting force in support of the Kiseki's ideals, even though they are publicly opposed to one another. By absorbing the American armed forces stranded on the island and incorporating personnel, technology, and tactics into their structure, the JSDF now possesses the necessary infrastructures to keep the fledgling nation safe.

Unlike the image its name suggests, the JSDF is not beholden to a singular nation. Originally acting as peacekeepers, they often found themselves running afoul of individuals they had recently helped, rapidly transitioning between celebrated heroes and villains. Recently, changes in their leadership have pulled them into a more conservative role, attaching contracts and terms to the assistance they render.

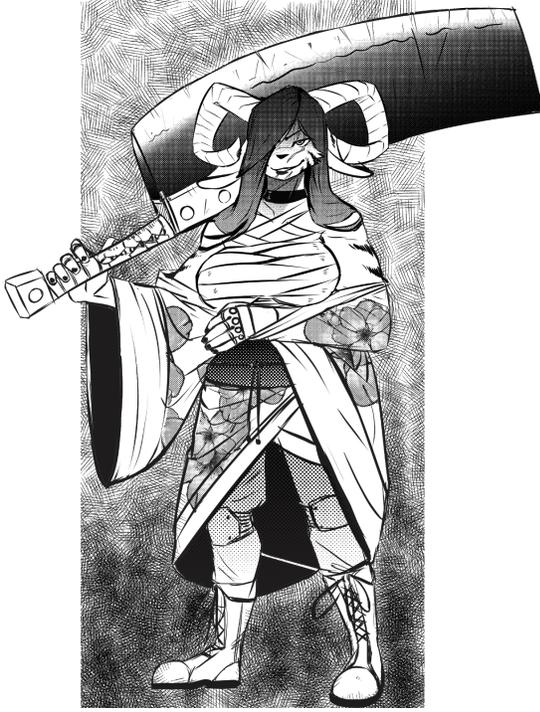
3.6.4 - The Kiseki

Originally no more than a Japanese street gang outnumbered and outclassed while in Japan, the Kiseki were granted a second chance with the Collapse. With leadership dead and manpower to spare, the Kiseki rallied behind the few individuals that remained with a modicum of charisma and proceeded to aid and assist those individuals suffering within the drowning island nation.

Their limited holdings on the mainland of China were rapidly converted into shelters, men and women moved into the unoccupied ghost cities that the larger nation had constructed prior to the breakdown of basic physics.

At this time the Kiseki are dedicated to two causes. The first is the protection of the Japanese culture and the way of life of the

remaining people. The second is the reclamation of the sunken cities of Japan, rebuilding them into a floating nation capable of supporting life once more.



3.6.5 - Sixth Diadem

Worshipping darker powers is an act that many within the Asian continent abhor. The Sixth Diadem, however, delve in those acts that others would consider vile. It is these cultists that claim responsibility for the ritualized murders that force policemen into the empty ghost cities, their dark handiwork often placed on display to warn citizens of leaving their districts.

Their acts, however, are not wanton and pointless. Each member of the Sixth believes that their acts enable them to commune with the otherworldly, to bargain with them and encourage them to leave the greater masses of people alone. Though their acts are gruesome, horrid even in their own minds, they commit them willingly.

What terrifies the citizens of the Asian continent more than anything is that the Diadem may well

be right. Paranormal events occur to a lesser number of the population of China than any other nation, remaining low despite the JSDF's concern that events may not be reported as accurately as any other nation, or may not be as common due to the number of people living in such close proximity.

3.6.6 - Vajra Kuning

Hailing from the mountains that line the border of the Chinese continent, the Vajra are Indian in origin. Wandering from location to location, the Vajra are hostile to nearly all other cultures on the continent, taking what they want from travelers and executing the survivors of their raids.

Experienced ambushers, the Vajra rely on rifles and traps in order to subdue their prey. Alternatively, should their standard tactics fail, they utilize their knowledge of the surrounding terrain to simply vanish.

At this time, it is believed that the numerous small villages that dot the mountainous landscape currently provide shelter and prevent individuals from fully investigating the Vajra.

3.7 – Australia and Outlying Regions

Beyond the expanse of the Collapse, Australia still remains. Relatively untouched by the massive devastation, Australia has become a modern Atlantis, a sparkling city that spans the continent, thrusting ivory towers towards the sky while a single black spire descends to meet it. Unlike the others, this black spire has been torn apart and severed only a few feet from the tallest building, where it slowly sways and spreads its tendrils across the city skyline.

The Australian Edge, as this nation-state has come to refer to itself, is a land of relative anarchy. Every individual has a vote, much like a

democracy, but the populace very rarely assembles for deliberation. Instead, the citizenry choose to live their lives in a near-lawless state, with private military firms and protection agencies settling disputes with their presence. While other countries have enough laws to force a black market into existence, the Australian Edge's lifestyle has caused a red market instead, where lies are the standard and the only method of dispute leaves brass casings and powder burns.

Many larger corporations find that the Australian Edge suits their needs for employment. It provides a large talent pool while the genetic stock of the nation remains largely unaltered in the wake of the Collapse. That being said, the instability often keeps corporations from creating installations or shops. Instead, companies opt to recruit individuals for extraction to other locations around the world.

3.7.1 – The Australian Edge

Beyond the expanse of the Collapse, Australia still remains. Relatively untouched by the massive devastation, Australia has become a modern Atlantis, a sparkling city that spans the continent, thrusting ivory towers towards the sky while a single black spire descends to meet it. Unlike the others, this black spire has been torn apart and severed only a few feet from the tallest building, where it slowly sways and spreads its tendrils across the city skyline.

The Australian Edge, as this nation-state has come to refer to itself, is a land of relative anarchy. Every individual has a vote, much like a democracy, but the populace very rarely assembles for deliberation. Instead, the citizenry choose to live their lives in a near-lawless state, with private military firms and protection agencies settling disputes with their presence. While other countries have enough laws to force a black market into existence, the Australian Edge's lifestyle has caused a red market

instead, where lies are the standard and the only method of dispute leaves brass casings and powder burns.

Many larger corporations find that the Australian Edge suits their needs for employment. It provides a large talent pool while the genetic stock of the nation remains largely unaltered in the wake of the Collapse. That being said, the instability often keeps corporations from creating installations or shops. Instead, companies opt to recruit individuals for extraction to other locations around the world.

3.7.1.1 - The Broken Circle

Originally known as Red Circuit Programming, The Broken Circle was no more than a startup technology company prior to the Collapse. Releasing numerous third party software patches and expansions, Red Circuit acquired enough personnel and clout to work for major companies to rely on them for their outsourcing needs.

Discreetly incorporating backdoors and the ability to mine for financial information in the products that they were contracted to update, the company managed to gather a substantial sum of money prior to their indictment in an international court.

With the Collapse, the company's fear of legal repercussion dissolved. With their finances, they were able to hire security personnel to maintain their holdings, guards that could easily become enamored with the promises of riches and enthralled by the sense of invulnerability that weaponry purchased from the black market provided. At this time it is these same guards that serve their corporate leaders, scavenging for resources, personnel, and information that allows the Broken Circle to manufacture goods at inflated prices.

3.7.1.2 - Churchill Recruitment

Originally a temporary employment agency, Churchill Recruitment has since been reformed as an outsourcing center for companies on other continents. Regarded as a preferred alternative to sending individual recruiters to the nation of Australia, the demands of the many larger corporations and mercenary outfits to find uniquely tempered individuals has since encouraged them to raise prices.

The increased cost of personnel found by the recruitment center has slowed the rate which their contracts are received. In return, Churchill Recruitment has opened its barracks to the recruiters that the companies have sent, offering clean and relatively safe quarters for them for a nominal fee. Even so, caught between two opposing business models and attempting to compromise has caused members to begin to take their concerns and worries out on one another. Time and external pressures will eventually force management to determine which direction the company will take.

3.7.1.3 - The Dropbear Tribe

A group of military contractors that had been placed in Australia to maintain the peace prior to the Collapse, the Dropbear Tribe possesses the dubious honor of being almost entirely composed of individuals that were dishonorably discharged from their native militaries.

Misfits with foul tempers, the Dropbear Tribe makes its living in the wastelands surrounding the city of Sydney, hunting game for sale and maintaining peace amongst the smaller communities that dot the landscape. Despite their more peaceful role, the tribe is highly dangerous to any member of a group that does not belong to those smaller tribes, even going so far as to commit to raids against the city of Sydney in order to obtain supplies and manpower.

At this time their favored targets are the companies that have come to recruit new personnel. Spreading propaganda that such outsiders are ripe targets has only allowed them more opportunity to strike without repercussions.

3.7.1.4 - The Hollowmen

Originally considered a rumor amongst the more fearful scavengers that wander into the wastes of Australia, recent hunting parties have returned with corpses of humanoid creatures that appear gaunt and sickly. Despite this, their bodies are capable of exerting extreme pressure and force upon their prey, their flesh hard enough to deflect gunshots, yet still supple enough to shift around blunt force trauma.

Genetic research identifies these individuals as being purely human in nature and origin, which makes their almost necrotic appearance even more disconcerting. Australians consider themselves fortunate that these Hollowmen, as they have come to be known, are singular individuals that do not conform to an organized group insofar that anyone can identify.

3.7.1.5 - The Marroweaters

A mixture of cult and street gang, the Marroweaters are all that remains of the broken 47th Street Reapers. Originally isolated from the many other gangs roaming the area by their aboriginal ideology, the Reapers eventually became trapped within the warehouses and abandoned factories that they had been using as homes when the Collapse caused tectonic shifts.

The Reapers, running low on food and supplies, eventually were forced to rely upon cannibalism in order to survive. With the event of psionics to quickly follow, a large number of those individuals came to believe that their ingestion of

others allowed them their supernatural control over their reality, and in turn they began to convert others to spread what they believed is an enlightened ideology.

A subversive group, the Marroweaters have been able to hide in populated areas of the city of Sydney despite their cannibalistic tendencies. Any that are able to positively identify a member of the Marroweaters is recommended to inform their neighbors as well as any corporate representative of their presence regardless of affiliation.

3.7.1.6 - Vasiliev Heavy Industries

A company previously housed in Russia dedicated to manufacturing construction equipment as well as smaller-scale vehicles, Vasiliev Heavy Industries expanded into Australia prior to the Collapse in a desperate bid to avoid bankruptcy through the search for government welfare. Retaining only a modicum of relevance before the Collapse struck, the company had only transferred half of its wealth and production capacities before Russia disappeared.

Low on funds, seated in the center of a dissolution of the Australian government, Vasiliev Heavy Industries' only saving grace came in the form of its willingness to hire military personnel and transition them into civilian life. These individuals were instrumental in saving the company, turning all of its employees into soldiers trained in defensive tactics and skirmishing, maintaining a zone around the factory and living areas into which no gangs dared to enter.

Vasiliev Heavy Industries has since maintained its strict security measures, developing such modifications as external rigging for power armor in order to equip its troops with room-clearing weaponry and the demolitions gear necessary for maintaining their minefields.

4 – Equipment

For narrators, equipment provided to players fulfills a special role in that it is both an extra measure to reward players with new or more powerful options to resolve conflict or solve puzzles as well as a way to adjust the challenge of future events.

As a narrator, remember that every piece of equipment that a player character acquires is a new solution to a situation that you may not have considered previously. Flexibility is paramount, especially when a piece of equipment is a reward that you have given your players through exploration or problem solving.

4.1 – Favor

A third, optional concept can be used in the place of slats and script, though it does not apply in all cases. Termed 'Favor', this currency is not actually physical, instead it is the value of your person and your words as determined by your actions, your loyalty, the respect you've earned, and your affiliation with certain power groups.

Favor is acquired by the player requesting to deny any cash reward for a task. The script reward that would normally be given is then transferred to favor and given to the character. One script is worth one favor. If a group does not wish to reward favor for a task, the group may deny the request for favor, but must still pay the character for his or her service.

Unlike script and slats, favor is highly malleable. What you can purchase from one group for some favor may be a completely different price for another group. Certain factions may also have a limited store and not be able to provide items that other factions have access to. When purchasing items from a faction with favor, items may be half cost, be regular price, or cost twice

as much as they typically would. The choice between these three price points is determined by how much a particular group or faction likes the character that they owe favors to.

Favor is not merely for items either. Favor may be used to ask a faction for assistance with a task, such as attacking or defending territory or even providing indirect support such as intelligence. The prices for these services are subject to the difficulty of the task requested and the amount that the particular group likes the character, all ultimately decided upon by the Narrator.

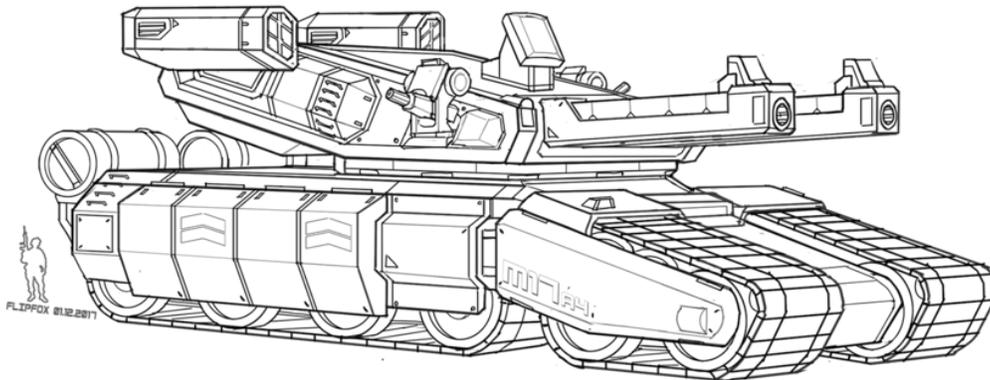
Favor may also be traded between groups to increase the character's standing amongst them, or to improve the standing between the groups themselves. Whenever this is performed, the character spends an amount of favor determined by the willingness of the two groups to cooperate. If two groups do not wish to work together, this cost is often large. The character cannot gain any favor by spending favor, but may either increase his or her standing with the group that benefits from the transaction or may be rewarded with money.

Favor may also be used to ask for money from a group. This money is given to the player at a rate of one script for one favor. Money may not be used to gain favor.

It is important to keep in mind that if favor is only partially used, such as when a selection of items are not worth a full script, the favor is still wholly consumed.

4.2 – Vehicles

Vehicles are an expensive luxury, both in terms of their acquisition and their regular maintenance costs. However, vehicles can also travel immense distances relatively quickly and safely, making them valuable assets to both small squads of scavengers and large infantry divisions. Vehicles are also capable of carrying active weapon systems, tools, and other objects in an inventory (all large slots accessed with the same AP cost as a character accessing his or her backpack), the number of which depends on the vehicle classification. Vehicles move between zones for six AP.



All vehicles, save for the emplacement, personal transport, scout, skimmer, and ultralight classifications, require that the character acquire the Piloting Expertise discipline in order to use them without penalty. Attempting to pilot a vehicle without the appropriate rank of the piloting expertise discipline infers a four die penalty to all skill rolls related to the vehicle.

Due to their natures, Stations and Motherships cannot be piloted directly. Instead, these vessels use their own dice pools and are directed with pathics skill usage.

When in a vehicle that requires a discipline to pilot a character may not be targeted by attacks or abilities, save by other passengers of the same vehicle or by weapons that specifically state otherwise. If a vehicle is destroyed, all passengers take all damage dealt beyond the vehicle's remaining health, which cannot be absorbed, and populate the zone the vehicle resides in. Entering or leaving a vehicle, aside from being thrown from the vehicle when it is destroyed, costs the same as changing a zone.

If a vehicle has not been maintained once every three months, it cannot be used due to a lack of fuel and replacement parts. Vehicles use gasoline for fuel. A character may attempt to maintain a vehicle him or herself once every

day, in which case he or she must make a mechanical and survival roll. The total number of successes for the survival and mechanical rolls must be equal to the indicated difficulty for the vehicle. If a roll fails, the difficulty lowers by the number of successes for all subsequent checks until both the survival and mechanical rolls succeed. After both the survival and mechanical rolls succeed, the required number of successes returns to the indicated value.

Vehicles possess health and armor. Vehicle health functions similar to a character's health, however armor does not function similar to absorption. Armor automatically reduces incoming damage by one per point of armor. Explosive weapons force armor to be rolled similar to absorption, while Vehicle weapons permanently reduce armor by one for each point of damage. Vehicles may not be damaged by vehicle weapons until their armor reaches zero. If an attack reduces armor to zero, the remaining damage immediately affects a vehicle's health.

Vehicles may attempt a ram attack, which is resolved as an attack with a melee vehicle weapon that has a base of ten lethality and ignores armor. Failing a ram attempt deals damage to the attacker as though the defender had successfully struck with a five lethality vehicle weapon that ignores armor.

Chassis	Health	Armor	Mods	Weapon Slots	Passengers	Inventory	Cost	Maintenance	Roll
Arachnid	40	15	3	4	2	2	22500	1200	9
Assault	50	50	2	8	3	6	18750	1000	8
Command	30	50	5	-	-	-	42550	1950	10
Corvette	42	30	7	-	-	-	78250	-	-
Emplacement	45	10	6	2	0	6	5000	500	2
Frigate	42	35	9	-	-	-	92750	-	-
Helicopter	35	12	5	1	1	2	32500	900	9

Mothership	400	100	-	-	-	-	-	-	-
Personal Transport	20	2	1	0	0	1	2275	200	2
Plane	40	22	2	2	2	0	22500	1400	14
Runabout	42	25	5	-	-	-	52250	-	-
Salvager	45	20	3	-	-	-	19100	950	10
Scout	25	5	4	2	2	3	6250	500	3
Shipping	40	40	5	3	-	-	42450	1750	12
Skimmer	60	10	3	1	4	4	17250	800	5
Station	200	100	-	-	-	-	-	-	-
Submersible	45	30	5	-	-	-	51750	2550	15
Superheavy	60	60	2	10	5	8	47250	2250	16
Transport	30	30	4	3	2	3	13750	650	6
Ultralight	25	0	3	1	0	1	2000	-	-

Arachnid – Arachnid vehicles rely on a combination of hydraulic legs and synthetic musculature to move instead of standard wheels or tracks. Unlike frames, which also may include multiple legs, these vehicles are a solid hull without turrets or a humanoid body. Though this allows arachnid vehicles to move easily in difficult terrain, it renders vital system components vulnerable to stray weapons fire. An arachnid vehicle may, once per round, ignore an environmental effect chosen by the driver.

Assault – Assault vehicles are heavily armed and armored and maintain a decent speed, though not as fast as a transport or a scout. The most common assault vehicle is a light tank, though some raiders use heavily armored buses and trucks to create the same effect. Unlike other vehicles, an assault possesses no special abilities.

Command – A mobile base of operations, a command class vehicle makes up the largest of all ground-based vehicles. With a hull that

contains five to ten zones within three elevations, a command vehicle may repair and rearm other vehicles when properly stocked. Once per round, a command vehicle may choose to attack, for no AP cost, any subject that an allied vehicle attacks after that attack is resolved.

Corvette – A heavily armored, turreted vehicle capable of traveling through the void, the corvette exists in the space between the light runabout and the heavy frigate. As such, its hull often contains between twenty and thirty zones, of which at least two are dedicated to turrets. Once per round, a corvette may utilize its multiple firing angles to gain two extra dice on an attack. This ability must be used before the attack roll is made.

Emplacement – Technically not a vehicle, a gun emplacement is a motorized platform for a pair of vehicle weapon systems. Immobile and heavily armored, emplacements are often used in strategic locations to halt the advances of

infantry and vehicles. Unlike most vehicles, an emplacement may only carry a single passenger responsible for the weapons and may never move on its own.

Frigate – The heaviest starships to exist, aside from those that house the continents, frigates are almost exclusively owned and operated by governments. As such, they often are not seen in combat, as their presence generates conditions of mutually assured destruction. The typical frigate hull contains between thirty and fifty zones. Due to their size, frigates are immune to damage from being rammed by other non-frigate vehicles.

Helicopter – Helicopters are light, relatively unarmored vehicles capable of rapid ascent and descent within the confines of urban environments. Note that not all helicopter chassis rely on a single set of rotor blades and may instead use wing-based internal rotors in order to control their elevation. Helicopters may not move unless active, and, when active, are considered capable of flight. A helicopter may, once per round, raise or lower three elevations to a minimum elevation of ground level.

Mothership – The continent-ships that humanity has drifted within are the only things known to be of this classification. Though they are sturdy and resilient, mankind still fears that they can be destroyed, and that there are other things wandering the void that also possess such massive constructions. A mothership is incapable of movement in combat, though it may warp its location after the tenth round of combat, ending the encounter immediately and positioning the ship, and anything surrounding it, to another location, often ripping apart smaller ships not docked within its hull from the distortion. There is no limit to the number of zones that comprise a mothership. Anything smaller than a station will not deal damage to a mothership upon ramming it.

Personal Transport – A two, three, or four-wheeled all-terrain vehicle, a personal

transport is often regarded as the cheapest, least versatile vehicle for a person to own and operate. Even so, the powerful suspension allows these vehicles to travel over rough terrain with ease. A personal transport may, once per round, move three zones instead of one when movement is directed.

Plane – Planes are large airborne vehicles that are capable of high speed maneuvers. Though not often applicable in urban combat, planes are capable of traveling large distances quickly to deliver weaponry and troops. A plane does not exist in a single zone, instead a plane circles a single zone in a large circle, which allows it to be considered an occupant. A plane is capable of flight. A plane must reside at least six elevations above the ground's elevation level or else risk crashing. A plane may, once per round, move three zones instead of one when movement is directed.

Runabout – Lighter than corvettes, runabouts comprise the fighters and bombers that make up the Black Fleet. Though comparatively lightly armed, they are more than capable of destroying threats from land, sea, and air. Their size prohibits their direct interference in such conflicts, however, as the smallest runabout hulls contain between ten and twenty zones. Due to their agility, once per round a runabout may roll twice to avoid being struck by an attacker.

Salvager – Though most have been created from derelict yachts and numerous other types of boats, salvagers are still highly varied in their appearance. Salvagers typically are of enough size to be composed of multiple zones, with the standard hull size containing between two and five zones. Due to the resilience of the hull, a salvager vehicle may reduce the damage taken from an attack by half once per round.

Scout – A light vehicle created to quickly scout remote regions and create lightly armed patrols, the scout vehicle chassis is a basic, high speed vehicle that reflects some light arms fire, but is

not capable of withstanding heavier weaponry. A scout vehicle may, once per round, move two zones instead of one when movement is directed.

Shipping – A heavy aquatic vehicle, Shipping-class vehicles include fishing boats, oil tankers, container transports, and classic aircraft carriers. Their size is highly malleable, based mostly on the purpose the ship was created, and ranges from thirty to forty zones within five elevations. Though incapable of rapid movement, shipping vehicles are still used due to the fact that every cargo area installed provides twice as much inventory space as it would on another vehicle type.

Skimmer – A light vehicle often used for aquatic patrols, the skimmer is capable of reaching high speeds quickly. As such, it is often used by smugglers wishing to evade police forces. A Skimmer may, once per round, move two zones instead of one when movement is directed.

Station – Large ships capable of self-propulsion, stations are often placed in a single area to act as a refueling point, or to produce or supply materials. Most are capable of constructing other, smaller craft such as frigates, corvettes, and runabouts. These massive constructions are only capable of being created by a motherships, and as such a station may not be purchased. There is no limit to the number of zones that a station may contain, or its population. Due to their size, a station may not be damaged by being rammed by anything smaller than a frigate.

Submersible – Aquatic vessels capable of diving beneath the surface of the water and withstanding the heavy pressures that occur in such an environment, submersibles take up multiple zones, often ranging between twenty and sixty zones, simply due to their requirements of having multiple heavy systems.

Superheavy – The heaviest of tanks belong to the superheavy classification. Though their movement is little more than a crawl, the vehicles are more than capable of downing all other terrestrial vehicles and causing major damage to runabouts and corvettes. Unlike most vehicles, superheavy vehicles possess no special abilities.

Transport – A heavy all-terrain vehicle built to withstand the impact of almost all weapon systems. A transport vehicle chassis lacks speed, but is capable of being altered to fit various roles, including main battle tank. Once per round, a transport vehicle may eject all occupants, save the driver, into one adjacent zone without costing them AP for movement. This ability requires the driver to expend ten AP.

Ultralight – Though not a common civilian aircraft, the ultralight hang-glider nevertheless useful for individuals that want a relatively cheap and silent transit from location to location. Once per round, an ultralight may lose a single elevation to move three zones instead of one when movement is directed. An ultralight may not gain elevation when being flown due to being powered by a weak solar cell.

4.2.1 – Vehicle Zones

Certain vehicles are composed of multiple zones. In the case of these vehicles, each zone has the vehicle's health and armor values and the vehicle does not have a set passenger limit. In order for the vehicle to be piloted, or for any weapons to be used, each zone must be assigned a task and have equipment for that task purchased. If all zones with that task are destroyed, the related benefit is lost. Zones that are not assigned a task are designated as walkways or connectors and provide no benefit aside from shaping the vehicle.

Zone Name	Limitation	Cost	Benefit
Cargo	-	2000	Provides the vehicle with eight inventory slots
Comm. Array	-	2500	Allows the vehicle to communicate with others through radio waves
Condenser	-	3000	The addition of small vents into the vehicle's hull allows it to capture ambient hydrogen and oxygen and condense it as water for usage. Combined with life support and hydroponics, this allows a vehicle to operate indefinitely in space or the aether.
Domestic	-	3000	Provides accommodations for one passenger and allows for daily needs such as food and water
Dormitory	-	2750	Provides accommodations for up to four passengers per dormitory
Engines	1 per every 10 zones	2250	Allows the vehicle to move when directed by a pilot or captain
Fire Control Center	-	6000	Allows the pilot of the vehicle to link two weapons together into a single attack. When firing linked weapons, the vehicle uses the greater of the two AP costs for the two weapons and adds lethality of both together before applying excess. One fire control center is required for every set of paired weapons a pilot desires.
Gunnery	-	3250	Provides ten weapon slots for this zone.
Hydroponics	-	4000	Allows a vehicle to generate food onboard as well as recycle waste products. Combined with life support and condenser, this allows a vehicle to be used in the aether or space indefinitely.
Life Support	-	5000	Allows a vehicle to, when sealed, provide a breathable atmosphere for occupants
Light Gunnery	-	2150	Provides six weapon slots for this zone.
Piloting	1 per Vehicle	3500	Allows a vehicle to be directed by a pilot or captain
Shielding Generator	1 per Vehicle	7500	Allows a vehicle to create a short-term shield, acting as an extra amount of health over the entire vehicle, not individual zones, that is damaged before zones begin to be affected. This health is equal to one per zone the vehicle contains and regenerates fully at a cost of twenty AP.
Structural Reinforcement	-	6000	A bay filled with maintenance drones that continually reinforce and repair a vehicle's superstructure, adding fifteen health to every zone. The vehicle also restores five health to every zone every day.
Workshop	-	5750	Allows for the vehicle to function as a single specialized facility, such as a factory, hospital, or hydroponics lab

4.3 – Frames

Frames are the evolution of modern combat. By encasing an individual in an overly large damage resistant suit of motorized armor

capable of mounting weapons restricted to vehicles, frames allow individual soldiers to maintain maneuverability without sacrificing access to heavy weaponry. This translates to requiring four AP to move between zones. Additionally, frames may fit into locations a vehicle may not, though this is per the narrator's discretion.

All frames and overframes require that the character acquire the Piloting Expertise discipline in order to use them without penalty. Attempting to pilot a vehicle without the appropriate rank of the discipline infers a four die penalty to all skill rolls related to the frame or overframe.

When in a frame, a character may not be targeted by attacks or abilities, save by other passengers of the same vehicle or by weapons that specifically state otherwise. Similarly, those inside a frame may not affect anyone outside a frame with abilities or weapons other than those

mounted to the frame. If a frame is destroyed, all passengers take all damage dealt beyond the frame's remaining health, which cannot be absorbed, and populate the zone the frame resides in. Entering or leaving a frame, aside from being thrown from the vehicle when it is destroyed, costs two extra AP over changing a zone.

Like vehicles, frame pilots also have access to an internal inventory. However, this inventory is significantly reduced in capacity compared to a vehicle, being limited to three medium items. Accessing a frame's inventory costs the same amount of AP as accessing a backpack.

Like vehicles, frames require maintenance every three months. Frames do not rely on standard fuel such as gasoline or oil, instead they rely on internal nuclear power generators or the sheng artifact harvested from the black spires. If a frame is not maintained, it shuts down and remains inoperable until repaired and refueled.

Chassis	Health	Armor	Mod. Slots	Weapons Slots	Cost	Maintenance	Roll
Heavy	50	15	2	4	22500	1250	11
Light	25	10	4	2	10000	700	4
Medium	40	10	3	3	15000	950	7

Heavy Frame – Heavy frames are designed to be slow and powerful, built specifically to assist with siege attacks and prolonged warfare. Often found maintaining a defensive position, heavy frames are also capable of providing support fire to medium and light frames. Due to an enhanced, yet heavy engine, a heavy frame may mount a weapon in each hand rather than requiring both to sustain the impressive weight. Additionally, a heavy frame may mount a weapon on each shoulder, bringing a total of four weapon systems to bear. Unfortunately, the weight of the weapon systems and armor require that a heavy frame build momentum in

order to move, requiring an extra two AP to move between zones.

Light Frame – A light frame fulfills basic reconnaissance and shock roles within hostile environments. While incapable of withstanding damage like other frames, light frames are nimble and, with modification, may move quickly and quietly. Weaponry is mounted in a light frame's hands and upon one shoulder.

Medium Frame – The medium frame maintains an average quality of armor, structural integrity, and mobility. Often used as heavy infantry,

medium frames are capable of mounting a single weapon in the frame's hands as well as upon the back and shoulder. Unfortunately, the increased weight of a medium frame causes it to require one extra AP to move between zones.

4.4 – Vehicle Mods

Vehicles and frames are heavy enough and supported with a powerful enough engine that

many modifications can be made to their basic structures.

Each modification only requires a single slot. However, when a modification is installed into a vehicle, it may not be removed. A vehicle may not possess two modifications of the same name unless otherwise instructed.

Name	Cost	Benefit
Active Camouflage	4550	Provides a three die bonus to remain hidden
Anti-Personnel Mount	850	Allows a vehicle to be equipped with a standard weapon in a single weapon slot
Artificial Intelligence Integration	2650	Allows an AI to integrate itself into the vehicle.
Biological Adaptation	-	Removes all maintenance for a vehicle
Camouflage	800	Attempts to hide the vehicle receive a 2 die bonus
Cargo Space	550	Vehicle gains 3 extra inventory slots
Chassis Reinforcement	1750	Maximum vehicle health increased by 10
Drone Pod	2100	Allows a vehicle to carry a deployable drone equipped with a standard weapon
Engine Limiter Removal	2850	20 miles per hour bonus when driving long distances. 2 bonus die to close or gain distance with another vehicle
Engine Torque Enhancement	2250	2 bonus die to piloting rolls
Fire Link Computer	5000	Allows the pilot of the vehicle to link two weapons together into a single attack. When firing linked weapons, the vehicle uses the greater of the two AP costs for the two weapons and adds lethality of both together before applying excess. This causes a two die penalty to attacks.
Flight System	4450	Allows a vehicle to function as a plane
Frame Configuration	10250	Allows a frame to become another vehicle
Hardjack Port	2550	Allows a pilot to directly interface with the vehicle. User dies after five rounds without personal life support
Hydrogen Engine	3150	Reduces monthly cost for vehicle maintenance by half

Life Support	3350	Allows occupants of a vehicle to ignore airborne ailments, gas-based attacks, and asphyxiation from being underwater
Lightweight Frame	1150	Reduces AP cost of vehicle movement by 1 (minimum: 1)
Nitrogen Boost	1650	4 bonus die to close or gain distance with another vehicle. Functions for 5 rounds. Costs 200 to refuel
Passenger Space	950	Allows one extra character to ride in the vehicle
Personal Life Support	4200	Stabilizes an occupant or allows indefinite use of a hardjack
Psi Latticework	4100	Allows occupants of a vehicle to affect the outside world with psionics. Psions may affect occupants of the vehicle.
Reaction Verniers	3850	Allows a vehicle to move one zone without expending AP, gain a two die bonus to evade, or gain one elevation
Reactive Armor	1050	Ignores all damage from a single attack, including explosives. Usable after damage is calculated. Costs 200 to repair
Shielding Generator	5150	Provides 15 bonus health to vehicle that recharges an hour after use
Space Adaptation	14550	Allows a vehicle to be operated in outer space. Vehicle gains the benefits of the life support and hydrogen engine modifications
Steel Plate Armor	750	Increases a vehicle's armor by 5
Triple-Linked Weapon Systems	7200	Fires three identical weapons at once, increasing lethality by nine
Turbofan Hover System	3100	Allows a vehicle to function as a helicopter
Twin-Linked Weapon Systems	5600	Fires two identical weapons at once, increasing lethality by six
Weapon Mount	1450	Adds three weapon slots

Active Camouflage – The installation of advanced sensors and panels capable of displaying a high-resolution image allows a vehicle to project the terrain beneath and around it to all observing angles. The improvised invisibility provides a three die bonus to hide a vehicle, or for a vehicle to remain hidden while moving. This replaces the benefit provided by standard camouflage modifications.

Anti-Personnel Pod – Used to mount a weapon that may be wielded by an individual to a frame or vehicle's surface, taking up a single weapon slot. These turrets are linked to the vehicle's fire-control system, if any is present, or may be mounted in a passenger's seat for their use. The weapon in the pod may not be reloaded remotely. This costs two script. Multiples of this modification are permitted.

Artificial Intelligence Integration – The incorporation of sensors throughout a vehicle connected to an artificial intelligence nexus allows a vehicle to operate as though it possesses an extra occupant. This occupant is capable of operating any weapons integrated into the vehicle and driving the vehicle (so long as no other character has performed a similar action).

Biological Adaptation – A replacement of a vehicle's external and internal structure with components grown and harvested from the black ships that form the original portion of the human fleet. A vehicle with the biological adaptation modification no longer requires maintenance and restores one health every fifteen minutes that it is not being operated. Spacecraft without this modification are not considered true black ships regardless of their capabilities. Unfortunately, due to the rare nature of the components utilized, biological adaptation is prohibitively expensive, and often requires express permission from a government.

Camouflage – The addition of digital camouflage and thermal dampeners allows a vehicle to remain slightly less visible than it would normally be. Attempts to hide a vehicle, or for a vehicle to remain hidden while moving, are given a two die bonus.

Cargo Space – Installing extra access panels and emptying portions of a vehicle's frame allows a vehicle to possess three extra vehicle inventory slots. This may be installed multiple times. Installation of cargo space is the only way for a frame to be able to reload weapons in the field without assistance.

Chassis Reinforcement – The addition of metal plating and redundant system components allows a vehicle to engage in heavier use than others of similar design, providing ten additional health. This may be installed multiple times.

Drone Pod – An autonomous weapon system capable of propelling itself, the drone pod relies

upon either user instruction or artificial intelligence to determine its actions, with its statistics determined exactly like a normal drone. All drone pods are capable of flight and are equipped similarly to an anti-personnel pod. Multiples of this modification are permitted.

Engine Limiter Removal – Often performed through the installation of a high performance drive shaft and custom engine parts, removing an engine's limiter increases fuel efficiency and speed for a vehicle, causing it to improve its speed by twenty miles per hour over long distances. A vehicle also gains two bonus die whenever attempting to close or gain distance with another vehicle or creature.

Engine Torque Enhancement – A modification that involves complete replacement of a vehicle's gearbox and weight distribution, the engine torque enhancement increases the durability of an engine and provides more horsepower, granting a two die bonus to piloting rolls.

Fire Link Computer – A computer that is capable of slaving two weapon systems together into a single firing group. When firing linked weapons, the vehicle uses the greater of the two AP costs for the two weapons and adds lethality of both together before applying excess. Only one fire control computer may be installed in a vehicle. This causes a two die penalty to attacks.

Flight System – A flight system allows a vehicle to function as a plane without altering its armor or health values. Likewise, the speed of the vehicle becomes that of a plane. The maintenance required on the vehicle is equal to either a plane's or the vehicle's standard, whichever is greater.

Frame Configuration – Alterations to the basic figure of a frame allow it to transform between its standard combat figure and that of another vehicle. The vehicle chosen must not be comprised of multiple zones. When shifted into

the form of a vehicle, the frame gains the vehicle's armor values and movement characteristics, if any are possessed. If the vehicle included in the alteration is capable of flight, the frame possesses flight in its non-vehicle form. The transformation between different forms requires four AP.

Hardjack Port – A vehicle with this addition allows a character to transfer his or her consciousness into the vehicle, so long as the character possesses a hardjack. This system includes sensors, cameras, and calibrations that allow a character to control a vehicle without the use of his or her body. Due to the limitations of the system, the user's body will die immediately after five consecutive rounds of use, unless said character is hooked into a personal life support system. If the vehicle is destroyed, the character instantly dies.

Hydrogen Engine – A relatively experimental engine design that uses hydrogen synthesized from water as fuel instead of the typical gasoline. When incorporated into a vehicle, a hydrogen engine reduces the monthly cost to keep up with a vehicle by five script. This benefit only applies if the hydrogen engine modification has been installed for the full month.

Life Support – A series of modifications that causes a vehicle's interior to be completely insulated from the outside. While the vehicle is turned on, or until the seal is broken, the occupants are immune to any airborne pathogens or gasses and cannot be asphyxiated if the vehicle is underwater. When the engine dies, such as when a car is submerged, this benefit is lost.

Lightweight Frame – By drilling holes into sturdier portions of a vehicle's structure, a mechanic reduces a vehicle's overall weight without significantly impacting durability. The end result is higher mobility, reducing the AP cost of movement by one (to a minimum of one).

Nitrogen Boost – A system which is linked to the vehicle's engine, the nitrogen boost provides a massive increase to horsepower and speed to a vehicle while it is active. When active, this system provides four bonus die to close with or gain distance from another vehicle and causes a two die penalty to all other piloting checks involving maneuvering. Unfortunately, the amount of strain this puts on a vehicle's engine only allows it to be used for a maximum of five rounds, after which the vehicle must be turned off and allowed to rest for one hour in order to restore safe usage. Using nitrogen beyond five rounds means the vehicle risks detonation on the driver's next failed piloting skill use, so long as the nitrogen boost is active.

Passenger Space – Installing extra seats, clearing room, and lengthening a passenger cabin allows an extra character to ride within a vehicle. This may be installed multiple times.

Personal Life Support – A large scale modification that transforms a seat into a system that regulates blood flow, heart rate, oxygen intake, waste processes, and painkillers, personal life support commonly is installed in healthcare vehicles. When a critically wounded individual is placed in a personal life support unit, he or she receives an extra hour, in the case of a moderate overwhelm, or an extra ten minutes, in the case of a major overwhelm. Alternatively, these devices may be used to allow indefinite use of a hardjack. All benefits rely on the vehicle remaining on.

Psi Latticework – Typically, psionic powers require direct line of sight to the target an individual wishes to affect. A vehicle that has been modified with a latticework allows any psionic user within to affect the world outside the vehicle. Likewise, however, the psionic user within can be affected by psionic users outside the vehicle.

Reaction Verniers – A system of upgraded thrusters placed on a vehicle that allow it to rapidly change direction and accelerate, reaction

verniers allow a vehicle to move one zone without expending AP, to gain a two die bonus to defend against an attack, or to gain one elevation by jumping. This benefit requires three rounds to recharge after it has been used once.

Reactive Armor – Reactive armor is a single use explosive charge incorporated into a vehicle's armor plating to nullify the force of more significant impacts, such as guided rockets and tank cannons. Reactive armor allows a vehicle to ignore all damage from a single designated attack, including explosives. All other effects occur normally.

Shielding Generator – A generator that produces a field of charged particles that remain suspended around a vehicle, a shield generator provides an extra layer of ablative protection. The size of the generator is due to its components that allow it to suspend the ablative field of particles without destroying sensitive electronics or allowing them to react with the vehicle or with the vehicle occupants, resulting in a gruesome death. Note that the bonus health provided by this modification do not allow it to repair damage done to the vehicle itself.

Space Adaptation – A full-system suite that allows a vehicle to function in zero gravity, space adaptation includes numerous benefits provided by other modules. When equipped, a vehicle moves naturally in space and may move freely as though it were flying. Additionally, the vehicle receives the benefits of the life support modification and the hydrogen engine modification. These benefits replace these prior modifications, allowing an individual to install other modifications for the vehicle.

Steel Plate Armor – Steel plate armor has the distinct benefit of increasing a vehicle's armor by five by applying additional steel plating to particularly vulnerable locations such as floorboards and doors. This may be installed multiple times.

Turbofan Hover System – A turbofan hover system allows a vehicle to operate as a helicopter without altering its armor or health values. The maintenance required on the vehicle is equal to either a helicopter's or the vehicle's standard, whichever is greater.

Weapon Mount – Installing extra platforms capable of accepting heavy loads on a vehicle, this modification adds three weapon slots. This may be installed multiple times.

4.5 – Vehicle Weapons

Vehicle weapons are heavy, high caliber guns that cannot be carried or moved without the assistance of mechanical winches and brute strength. Attempting to use such weapons without being properly secured to a gun emplacement, vehicle, or crusader frame causes both disastrous harm to the wielder and an inaccurate spray that renders the weapon system useless.

When properly mounted to a vehicle, emplacement, or crusader frame, a vehicle weapon becomes a deadly tool capable of being fired accurately without damaging the user or the vehicle on which it is mounted. Additionally, vehicle weapons reduce the effectiveness of armor by reducing the remaining armor by one point per point of damage. Armor does not reduce the damage received due to this, instead armor must be reduced to zero before damage can be dealt to the vehicle's health. When a vehicle's armor is reduced to zero, any excess damage over the vehicle's armor value is immediately transferred to the vehicle's health. Absorption is not reduced by damage caused by vehicle weapons.

Each type of vehicle to use a weapon requires a specific method of installation. Vehicles and Emplacements simply require that the weapon be attached and secured before use. Frames, however, require the weapon be mounted to a

frame pod or directly linked to the fire control system on the shoulders. Weapons mounted in a frame pod cannot be used on vehicles, while weapons mounted on vehicles can only be mounted directly into a frame's shoulders.

Vehicle weapons may only be carried in vehicle weapon slots and be used. They may also be carried in vehicle inventory slots or the primary weapon slot, though they may not be used.

Each installed vehicle weapon may be fired once per turn.

Vehicle weapons, when used against a vehicle with multiple zones, randomly select the zone affected by the attack by rolling dice.

Note some weapons carry inherent properties:

Inaccurate weapons suffer a two die penalty when being used.

Scatter weapons generate enough recoil and are powerful enough that they can spread to other zones. The likelihood of this is determined by rolling two dice during a successful attack.

The following chart indicates scatter effects:

Scatter	
Roll	Result
2-3	+4 Lethality
4-5	+2 Lethality
6-7	+0 Lethality, Additional zone affected at -6 lethality
8-9	-2 Lethality, Additional zone affected at -6 lethality
11-12	-4 lethality, two additional zones affected at -6 lethality

Additional affected zones are randomly determined through assigning adjacent zones a numerical value and rolling dice to determine which zone is struck.

Spread weapons throw out enough projectiles that they may either deal more damage to a location, or may spread into multiple zones of creature or vehicle.

Spread	
Roll	Result
2-3	+0 Lethality, Additional zone affected
4-5	+0 Lethality
6-7	-3 Lethality
8-9	-3 Lethality, Additional zone affected at -3 lethality
11-12	-6 lethality, Two additional zones affected at -6 lethality

4.5.1 – Physical Vehicle Weapons

Physical vehicle weapons rely upon ammunition cassettes that are stored in a single large inventory slot. Ammunition loaded into a vehicle weapon does not consume an inventory slot.

Vehicle weapons use fully automatic fire at all times when fired from a vehicle. This has no effect on other vehicles, but it allows attacks to hit all occupants of a zone when targeting creatures or characters. As a result, ammunition cassettes indicate how many volleys that can perform before they must be replaced

Reloading a vehicle weapon with a fresh cassette of ammunition requires six AP.

Physical weapons are placed into three categories. Cannons rely on a burst of propulsion to deliver ordinance into a target and cause damage through sustained fire. Melee weapons are oversized swords, axes, or even

armored fists and crash plates. Missiles rely upon fuel to deliver ordinance to a target, exploding either in proximity or upon contact.

Name	AP Cost	Lethality	Range	Weapon Slots	Casette Volley Count	Cost	Box Cost	Special Qualities
Cannon								
AutoHowitzer	9	18	2-3 or 10-14	8	3	3875	2000	Inaccurate, Scatter
Heavy Autocannon	7	15	3-5	5	5	3375	800	-
Heavy Machine Gun	3	7	0-3	1	20	615	160	-
Light Autocannon	5	11	2-7	3	7	2850	500	-
Precision Autocannon	4	8	5-12	2	10	3425	1000	-
Melee								
Frame Pod	3	3	-	-	-	100	-	Always available when a frame wields a weapon
Impactor	4	8	-	4	-	550	-	Vehicle use does not damage itself on ram attempts or consume slots, impactor lethality is added to ram attempts
Missile								
Cruise Missile	20	40	20 - 50	10	1	6500	5000	Ignores elevation and bonuses
Micromissile Array	7	10	1-6	4	4	3475	800	Ignores elevation, Scatter, Spread
Missile Array	7	15	6-15	7	4	5275	1100	Ignores elevation, Inaccurate, Scatter
Rocket Array	7	15	3-6	5	4	3200	900	Scatter

Autohowitzer - Bulky, heavy, and incredibly large, the autohowitzer is an artillery piece with a relatively low muzzle velocity due to its size. Because of this, as well as the obscene recoil it

generates, the autohowitzer requires eight slots for its installation. Additionally, it should be noted that the autohowitzer must be set up for either short range or long range during the vehicle's

monthly maintenance. Altering the range of the weapon without performing maintenance requires 60 hours of work.

Heavy Autocannon - A large bore cannon with an automatic feed and cycling mechanism. The recoil generated isn't enough to throw the weapon off target, but pilots often find the weapon difficult to control. Unlike most weapons, which can be disassembled and carried, the heavy autocannon requires professional equipment.

Heavy Machine Gun - A heavy, fully automatic, gas-powered or motor-powered machine gun, this weapon is often used to destroy incoming infantry formations through the application of excessive ammunition. When mounted to a vehicle this weapon does not require setup.

Light Autocannon - With more penetrating power than a heavy machine gun, an improved range, and relatively plentiful ammunition, the light Autocannon forms the workhorse weapon for most armored cars as well as aircraft.

Precision Autocannon - A refined light autocannon with a more powerful propellant and an elongated barrel, the precision autocannon is often used by support vehicles that are too weak to directly engage their opponents.

Frame Pod - An empty frame pod is basically a frame-sized club. It's good for smashing things when you have nothing else, or when your weapon runs out of ammunition. This costs two script.

Impactor - Often little more than reinforced frontal plating, and sometimes improved with hydraulics or explosives, an impactor mostly serves to protect a vehicle during a ram attempt. Whenever the vehicle fails a ram attempt, the vehicle ignores any damage dealt. If successful, the damage dealt by the ram attempt adds the impactor's lethality to the basic value of ten. For a frame, an impactor functions as a melee weapon and may take the form of any such

gear, though it does not receive any of that weapon type's bonuses. Additionally, a frame receives a five lethality bonus when wielding an impactor.

Cruise Missile - a large, singular missile designed with a powerful engine and frightening maneuverability to match its heavy payload, a cruise missile possesses the largest minimum and maximum range of any vehicle weapon. Additionally, it should be noted that due to the payload of the cruise missile, any zone struck, as well as any zone adjacent to that zone, is immediately destroyed. All zones within two zones are dealt one hundred points of damage from the explosion. This catastrophic destruction is offset by the fact that the cruise missile requires eight zones to be dedicated to its launching mechanism. Additionally, the cruise missile must be remotely piloted, requiring four AP for every zone it travels. Finally, the cruise missile has a total of seventy five points of health and twenty armor, making it vulnerable while it travels.

Micromissile Array - A large array of launching tubes filled with guided micro-missiles, the missile array is often used to ensnare an extremely evasive opponent. Due to their guidance, the missiles launched from the array ignore all elevation bonuses the target may possess and receive a three die bonus to strike a flying target. The missile array receives a ten lethality bonus if used with fully automatic fire.

Missile - A singular large firing platform that either supports multiple missiles or contains a singular auto-loading cannon that fires discarding-sabot missiles. When firing missiles, the weapon system requires one use of AP to acquire a lock, while the second expenditure fires the weapon itself. When fired with a lock, the weapon receives two bonus die to strike the target. When fired without a lock, the user's dice pool is reduced by half. When using fully automatic fire, the missile system user must choose a zone to target and does not gain the standard bonus. Instead, the user rolls one six

sided die, with the resulting number on the die indicating how many zones are struck by the barrage, starting with the zone originally targeted and chosen by the user. When attacking a zone with fully automatic fire all occupants of that zone take the damage of the attack.

Rocket Array - An array of launching tubes filled with minimal-guidance rockets, the rocket array is often used to bombard an opponent from afar prior to engaging in close combat. Rockets ignore all elevation bonuses the target may possess. The rocket array receives a ten lethality bonus if used with fully automatic fire.

4.5.2 – Energy Vehicle Weapons

Unlike physical weapons, Energy weapons do not require ammunition in order to inflict their

punishment. Instead, energy weapons feed from generators, batteries and high-voltage capacitors spread throughout both the vehicle and the weapon systems themselves.

As a result, energy weapons require management of heat instead of ammunition. Whenever an energy weapon fires, the weapon generates an amount of heat. Once the weapon reaches or exceeds its heat capacity, the indicated weapon is destroyed. Heat generated is reduced by the coolant value of the weapon system each turn it is not used.

Energy weapons are classified in three ways. Beams fire a visible or invisible projection that requires sustained contact to deal damage. Pulses launch a singular blast of radiation that immediately causes damage to a target. Finally, bolts create a projectile that damages on contact.

Name	AP Cost	Lethality	Range	Weapon Slots	Heat Capacity	Heat Generation	Coolant	Cost	Special Qualities
Beam									
Charged Particle Cannon	10	10	3-7	6	10	10	4	4350	Deals double damage to any energy shielding, Inaccurate
Thermal Lance	10	100	7-10	20	25	10	5	-	Requires four rounds to charge, Ignores armor, Inaccurate
Pulse									
Gauss Pulse	6	3	0-1	3	3	3	2	3250	Moves vehicles one zone directly away, ignores armor
Microwave Cannon	4	4	2-6	4	5	5	2	3650	Deals burning damage
Bolt									
Plasma Caster	5	6	1-3	6	5	5	4	4500	Ignores absorption

Charged Particle Cannon - A massive cannon that gathers ions and holds them within an

electromagnetic field, the charged particle cannon unleashes crackling bolts of electricity

capable of disrupting or outright frying electronics. Rather than simply blast away armor, a gunner using a charged particle cannon may choose to attack electronic contents of a zone, disabling gadgets within the indicated zone for three rounds.

Thermal Lance - A massive version of the particle stream, the thermal lance is a weapon that may only be equipped to corvettes, frigates, and motherships. Gathering ionized particles, the thermal lance requires four rounds to fully charge, each requiring the necessary AP to be spent and heat generated, after which it may fire on the fifth round. When unleashed, the thermal lance uses the resulting stream of supercharged particles to carve through metal hulls like a superheated buzzsaw. Due to the energy required and its size, a thermal lance requires four zones be dedicated to its mechanisms. Unlike most weapons, a thermal lance is too valuable and devastating to be sold. As such, it is only available through contracts.

Gauss Pulse - An electromagnetic cannon, the gauss pulse is capable of exerting enough force to lift vehicles and large pieces of metal. Any vehicle hit by the gauss rifle is forced to move one zone directly away. In the case of aircraft, a strike from a Gauss rifle causes the vehicle to lose four elevation levels in addition to this movement. Reaching ground elevation causes the immediate destruction of the aircraft.

Microwave Cannon - Using the same technology as a microwave rifle, the microwave cannon uses microwave radiation to superheat

the air within a localized region, boiling liquids and charring solid matter. Unfortunately, this means that the weapon is not directly effective against vehicles.

Plasma Caster - A significantly larger version of the plasma thrower that uses three barrels, the plasma caster is an anti-infantry weapon developed specifically to counter power armored soldiers. Capable of venting heat at a more effective rate, the plasma caster is also capable of showering an area in fully automatic fire.

4.7 – Food and Lodging

Food and lodging are necessary for any scavenger to survive. Though many may believe that finer food and sateen sheets are an unaffordable luxury, all people need to eat, drink and rest. Depending on where they are, individuals may not be able to purchase everything they might like, but every civilized location is survivable.

4.7.1 – Food

All characters must eat at least once per day. Otherwise, after two days without a meal the character loses one die to all rolls until he or she eats again. After a total of five consecutive days without a meal, the character dies of starvation. A meal that is not fresh, meaning that it has started to deteriorate, may not be eaten.

Name	Cost	Description
Cold Meal	7	A meal packed in a sealed plastic bag and preserved, a cold meal is available anywhere one can acquire a warm meal. Not quite as filling as a warm meal, a cold meal is able to stay fresh for a week
Exotic Foods	40	An exotic meal is composed of elements that are only found in other regions. Often this requires that these products be exported over long distances in a

		heavily armed caravan, which in turn is reflected in the cost. An exotic meal stays fresh for one week
Rations	5	Simple smoked and dried meats, fruits, and nuts that stay fresh. Some items are quite appetizing, but the sodium content is quite high. All nations provide rations in some form to their military, which are able to stay fresh for one month.
Synth Foods	20	Food and drink produced from more advanced nations, synth foods are little more than packets filled with recombined nutrients and water. Though they are generally regarded as disgusting, an unopened packet remains 'fresh' for several years
Uncommon Meal	25	A meal composed of special items that an individual may need to survive, such as high protein beetles, or articles of food that are not readily available in the region. Because items of this nature are available, albeit uncommon, the cost is increased. An uncommon meal stays fresh for one week
Varied Meal	20	A varied meal covers all the important nutrients a being might require by including all food groups. Often a varied meal includes both heated and cold elements as well, marking it as a luxury to have prepared. A varied meal is always fresh, though after an hour it turns into a cold meal.
Warm Meal	10	A meal recently cooked over a fire or stove, a warm meal is a luxury that not everyone is capable of possessing. A warm meal is always fresh, though after an hour it turns into a cold meal

4.7.2 – Lodging

All characters must sleep for at least six hours between periods of activity. Otherwise, after two days without sleep the character loses one die to all rolls until he or she sleeps for twelve

consecutive hours. After a total of seven consecutive days without sleep, the character dies of sleep deprivation. Characters that meet a minimum of four hours of sleep remove the penalty to dice rolls, but do not remove the time accrued towards their personal seven-day limit.

Name	Cost	Description
Apartment	200 / Month	A standard five zone apartment, most characters that operate in a city rent these. Though they lack raw storage space, the floor plan and numerous rooms allow for up to three characters to share the same space without interrupting privacy.
Custom Facilities	-	Custom facilities are used to designate an entire building for production. Whereas custom furnishing details a single room, custom facilities involves the installation of more detailed and intricate technologies that allows an entire structure to produce a single, specific item regularly. So long as the facilities have a supply of crafting components to work off of, which can be created by another custom facility with access to areas that the components can be scavenged or mined or provided by characters or merchants for one script every month. Having a contractor furnish a facility costs three script. Furnishing a facility also, using logistics, requires nine successes. If an individual possesses enough materials or is willing to construct the building him or herself these costs are reduced by one. Unlike other constructions, custom facilities produce a profit of two script and a single usable item

		determined by the owner every month, so long as they are provided with materials. Only one facility may use resources produced from another facility at a time.
Custom Furnishing	-	Custom furnishing allows a character to remodel a room with furniture or do one of the following: add or remove a doorway, add a container, add a workbench, or add other specialized, immovable furnishings. Each zone may have a maximum of five containers per zone, each of which provides three vehicle item slots. A workbench provides a two die bonus to all crafting inside that zone, however only one workbench may exist in a single zone. Having a contractor furnish a room costs two script. Furnishing also, using logistics, requires six successes. If an individual possesses enough materials or is willing to construct the building him or herself these costs are reduced by one.
Custom Structure	-	A custom structure is one that is build to an individual's specifications. For each zone being built, an individual must pay seven script for the basic building materials to a contractor. This is increased by three script for each zone if the materials are not readily available in the region. If an individual possesses enough materials or is willing to construct the building themselves these costs are reduced by three. Using logistics, every zone requires ten successes, with each die representing an hour of work. Completed zones are unfurnished and have no special qualities unless improved with custom furnishing.
Hotel	30-50 / Day	Sleeping at a one zone hotel room is often only available to those who live within the cities. Densely populated, hotels sometimes offer portions of their structure for use as marketplaces, which have multiple different vendors.
Inn	10 / Day	Sleeping in an one zone inn room is far safer than sleeping in the open, often because inns are fairly regularly visited. Inns also provide meals, for a charge, and are capable of purchasing goods.
Large Structure	750 / Month or 2500 / Purchase	A structure with multiple floors and an extensive floor plan. These are sometimes purchased by government agencies, but are mostly found abandoned in the wasteland amidst smaller structures.
Office	200 / Month	A standard office space often used by small businesses and investigation agencies. Though often not impressive on its own, an office provides many, if not all of the tools relevant to its particular trade.
Small Structure	500 / Month or 1750 / Purchase	A relatively small, three-floor structure. These are sometimes rented by entrepreneurs or large collectives, but are mostly found abandoned in ghost cities.
Squatting	-	Squatting was once sleeping in any area that is not registered as personal property. Now it is simply sleeping without proper protection, such as a car or out in the wilds. Squatting can be dangerous as open fires will draw curious people and animals close, though it is always an option for travelers no matter the location. Unlike most lodging, squatting does not have a set zone limit
Studio Suite	150 / Month	A two zone studio suite is a poor man's apartment, often comprised of a single room with a small closet that makes up the bathroom. With large floor space, studio apartments also make good warehouses.
Warehouse	150 / Month or 1000 / Purchase	A large, open structure meant to house a large quantity of possessions. These can be converted into a barracks with some work, though they offer no privacy from other residents.

It should be noted that all structures listed above are destructible. Should enemies or players wish

to make a surprise attack upon the relative safety of a structure, options exist to destroy

barriers between zones to make alternative entryways.

Attempts to breach are calculated as any other attack, including reductions of damage by armor, though they do not deal recorded damage to a barrier. Instead, ten damage renders a barrier permeable to gunfire, though occupants may not move freely. Twenty damage, or ten damage to a permeable barrier, destroys a barrier and allows normal movement between zones. Any damage less than this has no effect.

All buildings possess flimsy armor at their most basic level, which indicates a wall is not armored

to block explosives or demolition charges. For extra money, armor ratings may be added to the boundaries of a zone that reduce the chance of a partial or complete breach through adding armor. If a zone has all surrounding zones with a barrier above flimsy armored material, such as is the case of a sealed room, that zone gains the armor value of the lowest of all adjacent zones for free.

Supports that hold up elevations are not included in this list and are part of a structure's normal cost, but their armor rating is five higher than the armor material that a building is constructed from.

Material	Cost	Armor	Description
Flimsy	0	0	Standard wooden supports, drywall, and natural or fake veneers
Military	900 Per Zone	20	Metal supports embedded in poured concrete walls
Reinforced	300 Per Zone	5	Metal sheathed supports, wooden walls, and sheet metal veneers
Security	600 Per Zone	10	Metal supports, sheet metal walls, and concrete sheathe veneers

5 – Advanced Rules

Advanced rules exist in order to provide challenges, benefits, and to more accurately reflect reality. While advanced rules are not required, their inclusion can promote deeper gameplay and force players to make significant decisions.

Advanced rules are divided into the following sections: Conditions, botches, overwhelming, automatic successes, luck, environmental effects, vehicle and mounted combat, frame combat, the electrosphere, and handling death.

5.1 – Grognards

A grognard is any character that is considered an alternate for a player's character in Navarro. Unlike the main player character, a grognard only comes into play when the primary character for a player is unable to participate in an event,

which would otherwise leave a participating player out. There are two types of grognards for all play: permanent and temporary. All grognards have the statistics of a player character.

Temporary grognards are introduced with the narrator's discretion and participate until the event is over or until the primary character for the player is able to return to the event.

Temporary grognards are created by the narrator for the specific game and their abilities should often complement the other players. After being dismissed, a temporary grognard is discarded.

Permanent grognards, like their temporary counterparts, are introduced with the narrator's discretion and participate until the event is completed or the primary character is able to return to the event. However, unlike temporary grognards, permanent grognards are created by players and continue to exist and manipulate the

game world. This renders a permanent grognard immensely more useful as he or she may operate as crew for a vehicle or as a permanent contact. It should be noted that permanent grognards cost ten experience and twenty script, subject to narrator discretion.

A permanent grognard may become a main player character, though this turns the previous player character into a new grognard. Whenever a grognard is not in use either the player describes what he or she will be doing to the narrator or the narrator assumes control of the grognard using the grognard's histories as a guideline for behavior.

Players are limited to a number of permanent grognards equal to his or her main player character's leadership attribute. As temporary grognards are discarded after use, temporary grognards do not count against this limit.

A permanent grognard may be used by another player with the creating character and the

narrator's consent. A grognard may never change ownership to another player. A grognard may be dismissed at any time.

Permanent Grognards only possess the skills of a starting character. Temporary grognards are created how a Narrator wishes. Grognards may only gain experience for events in which they are directly involved for a sustained period.

5.2 – Environmental Effects

Environmental effects are special modifiers placed upon characters due to the environment. Often environmental effects can be mitigated by specific pieces of equipment, while others require careful attention by players to avoid.

Environmental effects are placed upon specific zones within an area and may be rendered alterable at the narrator's discretion.

Name	Intensity	Effect
Confines	No	Any characters in a zone with confines are rendered snared for a single round when attacked.
Cover	No	Any characters in a zone with cover receive two bonus defense die.
Current	No	Any characters in a zone with a current are moved to an indicated adjacent zone upon creation of an AP deficit.
Deep Water	No	Any characters in a zone with deep water both suffer a two AP penalty and suffer asphyxiation for a single round if snared, wavering, or crippled.
Desolation	No	Any characters in a zone with desolation suffer a two die penalty to defense.
Electrified	Yes	Any characters in a zone with the electrified effect suffer the electrified condition for a single round with a magnitude equal to the intensity.
Elevation	Yes	Any characters in a zone with elevation receive two bonus ranged die when attacking characters with a lower elevation intensity.
Fog	No	Any characters that make a ranged attack into or out of a zone with fog suffer a two ranged die penalty.

Foliage	No	Any characters in a zone with foliage receive two bonus stealth die
Frozen	Yes	Any characters in a zone with the frozen effect suffer the frozen condition for a single round with a magnitude equal to the intensity.
Gas	No	Any characters in a zone with gas suffer from apshyxiation condition for a single round. Alternatively, characters in a zone may be poisoned for an intensity of three.
Ignited	Yes	Any characters in a zone with the ignited effect suffer the ignited condition for a single round with an intensity equal to the intensity.
Inclement	No	Any characters in a zone with inclement weather suffer both a two AP penalty and a two die penalty to all skills.
Irradiated	Yes	Any characters in a zone with the irradiated effect suffer from the irradiated condition for a single round with a magnitude equal to the intensity.
Low Light	No	Any characters in a zone with low light suffer a two die penalty on all skills.
Narrow	Yes	Any character that ends his or her turn in the zone must roll athletics against the intensity to remain upright, indicated in parenthesis. Failure causes the any primary items carried in the character's hands to drop into the highest available elevation beneath the zone and the character to gain the hanging condition.
Rough Terrain	No	Any characters in a zone with rough terrain suffer a two AP penalty.
Trapped	No	The first character to enter the indicated zone activates a specified trap. This environmental effect is often hidden.
Volatile	Yes	All characters in a zone with volatiles may suffer an amount of physical damage, the intensity, with a successful attack by a characters. Afterwards, the volatile environmental effect is removed and replaced with one of the following: ignited, irradiated, rough terrain, or gas.

5.3 – Living Zones

In some cases, zones may consist of monsters or may take place as a part of a monster's body. In such cases, the zone has an amount of health equal to the maximum health of the creature.

If the zone's health is reduced to zero, the creature loses that specific zone from his or her body as well as any zones that are rendered severed from the core of the creature. In the case of creatures with critical organs, such as hearts, kidneys, lungs, or a brain, destroying the zones that make up the torso and the head

cause all zones to be destroyed and relevant changes to elevation applied to the surrounding zones.

5.4 – Broken Limbs and Damaged Organs

Limbs can be broken or removed as a result of an attack when a character is at zero or lower health. They may also be the result of two characters being caught in a grapple, a relatively

close-range explosion, or general adventuring mishaps.

Limbs may be splinted the use of any medical kit.

All broken limbs, once treated and splinted, will heal after three weeks has passed without being further broken.

Removal of all arms and legs causes a character to become helpless

Injury	Effect
Broken Arm	A broken arm, or an arm that has been ripped off, causes a character to be unable to work with that limb. If that limb happens to be the dominant limb, the character is considered to be off-handing any equipment until the arm is healed or reattached. An arm that is merely broken may be splinted can be used with a one die penalty before it fully heals.
Broken Leg	A broken leg, or a leg that has been removed, causes a character to require two extra AP to move between zones. A leg that is merely broken may be splinted, which reduces this penalty to one extra AP.
Broken Ribs	Broken ribs, or ruptured organs, cause extreme pain and render a character unable to perform physically strenuous acts without wheezing. This translates to an increased cost for movement by one point.
Gouged Eyes	Gouged eyes, or eyes that have been forced to remain closed both cause pain and cause the blinded condition.
Skull Fracture	A skull fracture causes intense migraines and imposes a two die penalty to all skill checks. If treated, the penalty is reduced to one die. These penalties are doubled for all psionic skills.
Smashed Throat	Smashed throat causes the character to be unable to verbally communicate with other individuals. The character also has some difficulty breathing.
Two Broken Arms	Two broken arms, or two arms that have been ripped off, causes a character to be unable to interact with any equipment. If both limbs are broken they may be splinted and used as normal, however they impose a two die penalty to all actions involving their use.
Two Broken Legs	Two broken legs, causes a character to be unable to move normally without assistance or a wheelchair. A character may crawl to another zone, however this consumes all AP for a round. If both legs are splinted, the character may move between zones freely, though with a three AP penalty.

5.5 – Vehicle and Mounted Combat

Though expensive to acquire and difficult to maintain, mainly due to the limited number of nations and factions capable of producing them, vehicles are capable of protecting their occupants and housing weapons that cannot be

carried on foot. Additionally, vehicles reduce travel that would normally take multiple days to merely a few hours.

To calculate how far a vehicle can travel in a single day, determine the majority of the terrain and apply the following speeds:

Abandoned Cities	60 Miles per Hour
Airborne Vehicle	100 Miles per Hour
Mountainous	30 Miles per Hour
Plains, Deserts, and Highways	70 Miles per Hour
Rough Terrain	50 Miles per Hour
Woodland	40 Miles per Hour

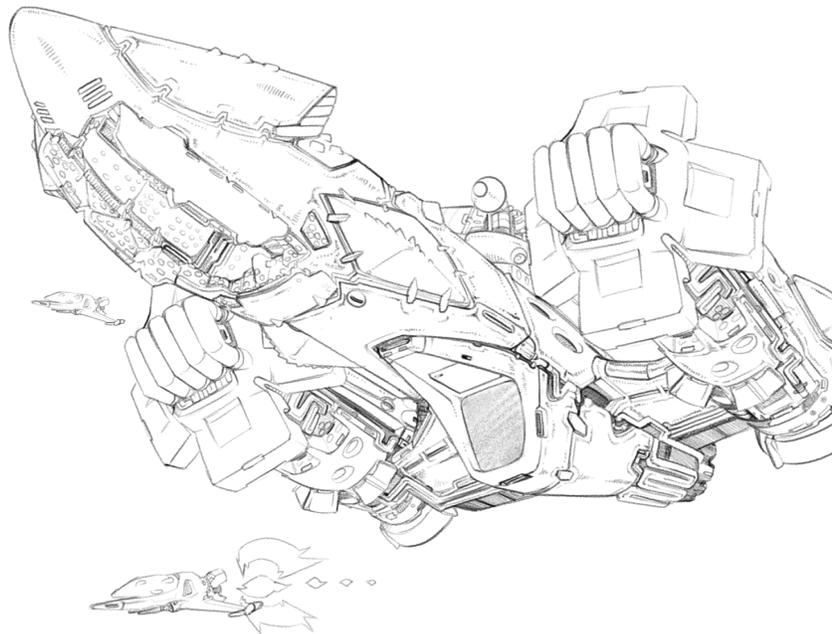
In combat, a vehicle uses its occupants AP to determine its actions. However, instead of allowing all characters to perform any action, characters are limited in their action based on their position in a vehicle.

Drivers are able to move a vehicle across zones. Moving a vehicle one zone costs six AP. Passengers are able to fill different positions located within a vehicle and use the mounted weapon or weapons at that location. Additionally, all characters may use any items that the character may be carrying. The AP cost of these actions are dependent on the AP cost of the weapons or items.

Only one vehicle may occupy a zone at any time. If a vehicle attempts to enter a zone that already possesses a vehicle, the drivers must roll their driving skill against one another in what is referred to as a 'ram attempt'. The loser of this roll suffers fifteen damage to his or her vehicle, damage which ignores armor as that vehicle has suffered structural damage.

A driver may choose to hit an occupant of the same zone with their vehicle, so long as that occupant has not climbed onto the attacking vehicle. This attack is a contested roll of drive against athletics. The loser of this roll suffers fifteen damage either to the character, in the case of the defender, or the vehicle, in the case of the driver.

Animals may be mounted as well and ridden into combat. In this case, a character gains bonus AP for movement based on the animal being mounted. A character that is mounted on an animal may be attacked, unlike occupants of a vehicle.



A character may choose to climb onto a vehicle or animal if it is in the same zone. A character that attempts this must make an athletics skill roll against the driver's drive or animal skill roll. If successful, the character moves with the vehicle and is capable of directly attacking any occupants of the vehicle. A character that has climbed onto a vehicle or animal may choose to drag an opponent that occupies a vehicle or is mounted out of the vehicle by making a successful athletics check against an opponent's athletics. A character that has climbed onto a vehicle may be attacked, unlike occupants. If unsuccessful, the character does not climb onto the vehicle.

If a character attacks a vehicle directly, the driver of that vehicle makes a drive roll, with a three die penalty, to defend the vehicle. Likewise, if a character directly attacks an animal being ridden, the person riding that animal makes an animal roll, with a three die penalty, to defend his mount.

A vehicle that enters a zone provides that zone with the cover environmental effect.

5.6 – Frame Combat

Frames, being large and humanoid in design, are able to outperform many aspects of vehicles in direct combat, while suffering in other aspects. Frames only have one occupant, the driver, who controls all actions of the vehicle. Moving a frame to an adjacent zone costs four AP. A frame may only use its mounted or carried weapons, as any equipment carried by the driver cannot be accessed during operation.

Frames may grab other character, which involves an athletics check against the target. If successful, the frame may either crush the character, involving an unarmed melee attack against the target with five bonus lethality, or throw the character, which places the thrown character in a chosen adjacent zone and deals

six damage. Frames may also choose to carry a character, which forces the character to move with the frame much like a vehicle that has been climbed upon. Characters that are being carried may be attacked, unlike the driver.

A character may climb onto a frame with a successful athletics check against the driver's drive check. A frame may also be deactivated if a character who has climbed on a frame succeeds in a mechanics skill roll against the driver's drive skill. If successful, the frame cannot be operated and exposes the driver to the world. A character that has climbed onto a frame may not directly attack the driver without first succeeding in a mechanics skill roll to deactivate the frame.

5.7 – Flight and Falling

Flight falls under two categories. The first category is gliding, which is the manipulation or surface area to slow a character's descent. The second category is actual flight, which allows a character more freedom to move within the air.

While airborne, a character treats each elevation as though it were another zone for the purposes of both movement and attack bonuses. A character also may not attack with or be attacked by melee weapons unless all characters share the same elevation.

Gliding allows a character to drop from a higher elevation to a lower elevation without causing harm to him or herself. At the beginning of a character's turn the character drops at least one elevation without expending AP, so long as the character is not on the ground. If the character should happen to fall multiple elevations at any time, so long as the creature's wings or gliding surfaces are able to catch the air, the creature ignores any damage from falling.

Flight allows a character to move freely in the air. A character with indefinite flight has no

limitation to the number of zones he or she may move, but a character with limited flight expends fuel every time he or she changes elevation or zone.

A character that expends all his or her fuel, who no longer can glide or fly, or who otherwise loses more than two elevation levels in a single expense of AP (or from a single act) suffers fall damage. The amount of fall damage is equivalent to two points of damage for every elevation the character falls, not counting the first elevation decrement. This damage is not subject to absorption. The character is then placed on the ground in the zone directly beneath his previous airborne location of this distance is fewer than eight elevations. If greater than eight elevations, then the descent continues without further expenditure of AP on the character's next action.

5.8 – The Electrosphere

The electrosphere is a direct result of The Collapse, a transformation of the Earth's electromagnetic field into a single invisible information network. Accessing the electrosphere is as simple as connecting a computer to the global wireless signal, which is possible so long as the user is not underground or within an electrically shielded facility.

Due to its ever-present nature, the electrosphere functions as an augmentation to reality, illuminating the physical world in wirework information and electronic notices for those that can perceive them, often people who utilize wireless signals through a cortex jack. Using the augmented reality provided by the electrosphere, a character can connect to electronics wirelessly, manipulate machines connected to the electrosphere, and discover information secured in servers remotely. Due to the difficulty in perceiving what physically exists and what only exists in augmented reality, individuals sometimes choose to see either the

physical world or the electronic one without blending the two together.

Those that choose to see the electronic world utilize the electrosphere in a different fashion. These people, endowed with the correct cybernetic implants, are capable of submerging their conscious minds within the confines of the electronic world. While submerged, the individual's body becomes slack and the individual becomes unable to see anything through his or her own senses. Instead, he or she perceives the physical world as though it consisted of hollowed images bound with information. This ability to see the physical world is limited to the information provided by sensors, cameras, and other devices capable of monitoring an environment and its contents.

Individuals that are submerged in the electrosphere have the distinct advantage of being invisible to any individual that is not also submerged into the electrosphere or utilizing its augmented reality. This allows those that submerge into the electrosphere to remotely access computers without being physically detected, though electronic security agents and protocols are capable of noticing their presence. Unfortunately, individuals submerged in the electrosphere cannot directly interact with the physical world unless they return to their bodies. While submerged, an individual utilizes skills in the exact same fashion as they would in the real world, though they are manipulating data instead of physical objects and therefore alteration of the electrosphere requires an individual to use the science skill.

Overriding an electronic device or security system requires that the character succeed against any preset firewall programs that the creator or programmer has put in place to protect the machine. It is possible for a character to also use the electrosphere to override programmed machines, or even individuals with a cortex jack, through the same method, though any self-aware or sentient being may attempt to force another roll on their turn in order to remove

the individual overriding its actions. Characters that fail to succeed three times in any one submersion are automatically returned to their bodies and suffer ten damage. Likewise, characters overriding a machine or individual and are kicked out by the self-aware intelligence inhabiting it or are still manipulating the machine when the machine are destroyed also are returned to their bodies and suffer ten damage.

It should be noted that the electrosphere also contains pockets of data that are not of human origin. These regions of the electrosphere are uncharted and capable of moving from location to location on their own. While inside a pocket, augmented reality often changes to a twisted reflection where creatures dwell.

5.9 – Handling Death

Death is often defined as the point where a living creature can no longer be resuscitated. Whether this is due to physical trauma, illness, psychological damage, or old age is depended on each individual and their actions. In every case, death is a traumatic experience that affects the lives of those around an individual.

In the wake of The Collapse, however, death has become something more and something less. Though it remains an ending for many characters, it has also become something transitive for the few with the means, the willpower, and the allies to ensure their own resurrections.

Resurrection of an individual is possible through multiple different methods. The first method is the application of a crayfish relic. Unfortunately, this relic has specific time constraints requiring that the subject be treated with the relic within one day of expiration. This method also requires extensive medical treatment and monitoring, a process that consumes an entire week within a hospital. Despite this, this method is the only known reliable way that a character may be

resurrected by another without suffering long-standing penalties.

A second method of resurrection is by using the migrator relic to copy the deceased individual's consciousness and place it within the body of a host. This causes the character to effectively be destroyed while the personality and memory of the deceased is incorporated into the body. This method of resurrection causes the consciousness to gain the attributes of the new body, while any skills, techniques, and masteries remain the same rank as what the consciousness had prior to inhabiting the new body.

The third method of resurrection is limited to characters that are undying. These characters experience death as any normal individual does, but return to life the next morning at daybreak, whole, wherever the majority of their body parts are located. All body parts not attached to the body disappear at this same time, while any missing body parts are also replaced. Because these characters experience the moment of their deaths, these characters tend to be unstable, psychotic, or hedonistic.

The fourth method of resurrection relies upon the use of body banks and the synapse mapper. Body banks are special facilities that cultivate sperm, eggs, stem cells, and other genetic materials from donors and use them to create near-perfect or, in some cases, heavily modified clones. These spare bodies, as they are referred to, are grown in vats with nutrient-rich chemicals that artificially age the subject's body, causing development that would naturally occur over years to occur over months before they are quickly frozen and preserved. The brains of these spare bodies are kept blank and, when they are needed, the bodies are reheated, shocked to life, and have the neural architecture of stored in the synapse mapper burned into their nervous system.

The fifth method of resurrection involves the consciousness of an individual traveling through

the electrosphere, guided by voices referred to as either a choir or a legion. This method of resurrection is uncontrollable, as only the legion or choir guiding the consciousness through the electrosphere is capable of performing any action. Because of this, a random, still unreleased vat-grown body is selected by the legion or choir for the consciousness to inhabit. Because this resurrection is uncontrollable, the character loses all ranks in attributes, abilities,

and disciplines. For every rank that is lost in this way, the character receives one experience point. To determine the body that the consciousness will inhabit, appearance and abilities are randomly determined using the following charts. Note that this method may also be used to generate a randomized character.

First, gender of the new body is determined by either the player or by rolling one six sided die.

Roll	Result
1	Chosen by Player or Reroll
2	Neuter
3	Male
4	Female
5	Both
6	Chosen by Player or Reroll

Second, the attributes of the new body are determined by rolling four six sided die. The first die selects one attribute that will receive three ranks. The second, third, and fourth die each select one attribute that will receive two ranks.

All other attributes remain at rank one. Any roll that selects a previously indicated attribute is rerolled. The first die also selects which physical phenotype the new body possesses.

Roll	Attribute	Body
1	Strength	Muscular
2	Agility	Lithe
3	Endurance	Thick
4	Willpower	Average
5	Intellect	Lanky
6	Leadership	Tall

Third, the new body is assigned racial alternatives by rolling four six sided die. The sum of these die determine the racial alternative or alternatives that the character is required to take. A player may choose any species that may

be a player character so long as that species contains all of the required racial alternatives. Alternatively, a player may substitute a natural penalty the species possesses for the penalty

rolled, so long as the penalty rolled is of equal or greater value.

Roll	Result
4	No Alternatives
5	Permanently Blind
6	Frailty
7	Monocular Vision
8	Flammable
9	Sluggish
10	Hemoglobin Addiction
11	Sensitive
12	Easily Deluded
13	Susceptible
14	Weak
15	Clumsy
16	Weak Eyes
17	Weak Arms
18	Osteopenia
19	Weakened Skull
20	Vertigo
21	Photosensitivity
22	Metal Anathema
23	Unretentive
24	Roll Twice

Next, characters determine cosmetic details, such as whether they are a moreau and their hair style, hair color, eye color, and personality. Due to the fact that these details are not as important as those previously mentioned,

Narrators should work with players to determine which features should be randomly determined.

Moreau

Roll	Result
3	The character is pure human, demihuman, or, in the case of hybrids or chimeras, has a near-human appearance. Players may choose to default to human instead of rolling for moreau status.
4	The character is a moreau with an appearance similar to herd animals such as goats, deer, cows, horses, or sheep.
5	The character is a moreau with an appearance similar to housecats such as tabbies, calicos, or toygers.
6	The character is a moreau with an appearance similar to large amphibious predators such as constrictors, alligators, or crocodiles.
7	The character is a moreau with an appearance similar to large marine mammals such as whales and orcas.
8	The character is a moreau with an appearance similar to large marine predators such as sharks.
9	The character is a moreau with an appearance similar to medium scavengers such as skunks, ermines, red pandas, and stoats.
10	The character is a hybrid of two creatures, roll twice to select two animal types to combine. Reroll selections that would apply chimera and hybrid status without applying those qualities to the moreau.
11	The character is a moreau with an appearance similar to small scavengers such as mice and rats.
12	The character is a moreau with an appearance similar to small insects such as grasshoppers, cockroaches, and beetles.
13	The character is a moreau with an appearance similar to reptiles such as rattlesnakes, black snakes, and komodo dragons.
14	The character is a moreau with an appearance similar to large scavengers such as hyenas and dogs.
15	The character is a moreau with an appearance similar to bears such as black bears, grizzly bears, and kodiak bears.
16	The character is a moreau with an appearance similar to fish such as goldfish, clownfish, and salmon.
17	The character is a moreau with an appearance similar to large predators such as mountain lions, tigers, and thylacines.
18	The character is a chimera, roll three times to select three animal types to combine. Reroll selections that would apply chimera and hybrid status without applying those qualities the moreau.

Hair Style

Roll	Result
3	The character has a shaved or bald head.
4	The character has short, cropped hair.
5	The character has a crew cut.
6	The character has a bowl cut.
7	The character has medium-length hair.
8	The character has a mullet.
9	The character has shoulder-length hair.
10	The character has hair bound in a bun.
11	The character has a ponytail or twin ponytails.
12	The character has hair that reaches between the shoulderblades.
13	The character has hair that reaches the middle-back.
14	The character has hair that reaches the lower back.
15	The character has hair that reaches the buttox.
16	The character has hair that reaches the thighs.
17	The character has hair that reaches the ankles.
18	The character has hair that reaches the ground.

Hair or Eye Color	
Roll	Result
3	The character's hair or eye color shifts depending on mood.
4	Blonde
5	Green
6	Violet
7	Gray
8	Gold

9	Brown
10	Blue
11	The character's hair or eye color contains natural highlights or stripes, roll twice to determine the base and highlight color. Reroll this selection if the character already has highlights.
12	Transparent
13	White
14	Red
15	Aquamarine
16	Orange
17	Indigo
18	Black

Personality	
Roll	Result
3	Loving
4	Selfish
5	Foolish
6	Spiteful
7	Happy
8	Weary
9	Helpful
10	Self-Reliant
11	Obfuscating
12	Wrathful
13	Passionate
14	Intolerant
15	Nurturing

16	Noble
17	Ignorant
18	Narcissistic

Finally, characters that have been returned to life may lose all histories, abilities, masteries, and disciplines due to memory loss. The amount

of memory loss a character suffers is determined by rolling a six sided die and comparing with the table below:

Roll	Result
2	No Memory Loss
3	Loss of all Histories
4	Loss of all Abilities
5	Loss of all Masteries
6	Loss of all Disciplines
7	Loss of all Histories and Masteries
8	Loss of all Histories, Disciplines, and Masteries
9	Loss of all Histories, Abilities, and Disciplines
10	Loss of all Histories, Abilities, and Masteries
11	Loss of all Abilities, Disciplines, and Masteries
12	Loss of all Histories, Abilities, Disciplines, and Masteries

If a character loses his or her histories, abilities, masteries, or disciplines they are granted a sum of experience to spend equal to half the experience value of the histories, abilities, masteries, and disciplines lost. Alternatively, a character may elect to choose new histories, abilities, masteries, or disciplines as though he was beginning play. It is recommended that players choose the option that will grant them more total experience.

The character also forms new memories of life or, if the character was grown in a vat, has those experiences programmed into him or her.

Equipment given to the character is dependent on the narrator's discretion, though it is recommended that characters purchase equipment as though they were new.

5.10 – Death Boons and Curses

A character that suffers a final death, or whose player chooses the character to suffer a final death, is granted a choice between pursuing a death curse or a death boon.

A death curse affects the creature that killed the character, reducing all die the creature or character has by half. The only way to undo this curse is to receive an atonement from a priest through confession, to somehow ease the spirit's suffering, or to wait for the spirit to weaken. This penalty lasts for one year for every spare experience point the character possessed prior to death. This is only an option for characters that still possess a soul.

A death boon grants a bonus to the next character that a player creates. The player may choose one of the following: one experience point for every two spare points possessed by the previous character, one chosen relic, or ten more scrip. A player or narrator may also choose for the character to be the reincarnation of his or her previous character, which allows for the character to remember certain occurrences.

5.11 – Souls, Spirits, and Essence

There are three types of metaphysical constructs that represent an individual's inner being; Souls, Spirits, and Essence.

Souls are the metaphysical representations of an individual's free will, human potential, and memory. Being metaphysical, souls are an intangible thing, but they can be felt by all creatures. Every human has a soul invested within them upon creation, so long as there is a soul free to inhabit the body. Souls carry with them memories and skills of their previous owners and can, in some cases, act as a tool for a true resurrection of an individual.

Spirits are metaphysical representations of an animal's will to life. Occasionally, spirits may transcend into a similar state to a soul, but they are incapable of remaining that way. As soon as the animal that possesses them dies, the spirit dissipates unless quickly placed within another physical vessel. Spirits may only carry basic memories with them.

Essence is the metaphysical representation of mythical and otherworldly creatures. Instead of representing the creature itself, however, essence represents the concept that the mythical creature is based upon. Essence contains no memories, skills, or behavior. Instead, it serves to affect behavior and abilities of those that carry it. Essence can be pulled from the destroyed vessel of a mythical or otherworldly creature.

The three metaphysical constructs cannot be carried, they remain at the point of their body's death for a number of hours before finding a new vessel or dissipating. Instead they must be bound to a body or object, which prevents their dissipation.

Binding a soul, spirit, or essence only allows them to remain a cohesive whole. They move with the object or individual that they are bound to. No more than one soul may be bound to an individual, and no more than two souls may be bound to an object.

Conjuring a soul, spirit, or essence allows it to interact with the world, either by providing benefits or by incurring penalties. Spirits give the weakest influence, souls are better, and essences are the best, giving one die, two die, and three die penalties and bonuses respectively. Whether it is a penalty or bonus given depends entirely on the attitude of the soul, spirit, or essence and its relation to the individual being affected, not the wielder or user.

Consuming souls, which can only be performed by the corrupted and the otherworldly, strips a soul of its memories and skills before freeing it. If the soul is used to resurrect someone, they will no longer be able to transfer anything aside from the most basic memories and information. In return, the consumer gains an additional rank in any one skill, mastery, discipline, or attribute the soul once possessed as well as two points of corruption. The consumer may also choose to add one history the soul once possessed.

Essences may also be consumed, adding four points of corruption and granting the ability for an individual to subsume an otherworldly creature's identity.

5.12 – Subsuming Identities

Characters that suffer from the Soulless condition are capable of subsuming the identities of otherworldly creatures. To do so they must possess three things, all of which can be gained through consuming essence:

The character must have more faith or belief bestowed in him or her than the creature he or she is attempting to subsume.

The character must be held by the general populace as an ideal representation of the same primal fear or concept as the being he or she is attempting to subsume.

The character must finally destroy the body of the being he or she is attempting to subsume.

If all three criteria are met, the character immediately transcends into an otherworldly state and takes the position of the creature he or she was attempting to subsume. As such, the character is no longer playable, but influences the world as an otherworldly creature with the same basic mentality that he or she possessed while a playable character.

5.13 – Corruption

Corruption is a measurement of the influence of an individual's own mentality upon their body, dissociating themselves from their own physical form. Though corruption often is little more than a minor mental effect, individuals that suffer from too much influence are known to warp and twist in shape, becoming otherworldly in appearance and perception.

A character gains corruption by interacting with otherworldly creatures for an extended duration. Often, this interaction takes the form of blood pacts, oaths, deals, and divine intervention, but it can also happen by merely meditating, resting, or living in a corrupted region of the world for an extended duration. Generally, a character will acquire one point of corruption for a minor interaction, such as living in a corrupted home for a year, two points for a moderate interaction, such as interacting with a demon regularly for two weeks, and three points for a major interaction, such as making a contract with an otherworldly creature. One point of corruption is also gained whenever a character is struck by an otherworldly creature's attack or the attack of someone with at least four corruption-caused alterations.

Whenever a character or creature gains in corruption he or she uses his or her pathics skill to suppress the effect. To suppress the effect, a character must have four successes, if the otherworldly creature is weak, seven successes, if the otherworldly creature is of average strength, or ten successes, if the otherworldly creature is of great strength or in its own haven or place of worship. If successful, one point of corruption is immediately removed.

Corruption may be completely removed by seeking absolution from members of a clergy or a Callahan. Being granted absolution removes all corruption points and causes the seeker to roll three die. In the case of a holy trinity, one chosen alteration caused by corruption is immediately removed. Absolution may only be granted if an individual is favored by a priest.

If a character ever gains a number of corruption points greater than twice his or her willpower (minimum of two), that character undergoes a spontaneous alteration to his or her body. To determine this alteration a single roll of a six sided die is used to determine the intensity. Intensity is as follows:

Roll	Result
1 - 2	Cosmetic Mutation
3 - 4	Minor Mutation
5	Major Mutation
6	Metaphysical

After the intensity is determined, an additional three six-sided die are rolled and the sum is compared to the chart below to determine what change occurs.

Metaphysical Mutations are changes to an individual's body and mind, often affecting the way the individual's body functions on a fundamental level.

Major Mutations are significant changes to an individual's biology, often including alterations that warp the person's body in immediately noticeable ways. Most major mutations include alterations to body type and the inclusion of

numerous organs that otherwise would not logically appear.

Minor Mutations are modest changes to an individual's body. Most mutations in this category simply include toughening of the skin, the presence of scales, or other minor factors that do not completely alter the body and its functions.

Cosmetic mutations are simple changes that may grow in over a period of time or may have no consequential effect. Often these include changes in eye, hair, and skin color.

Cosmetic Mutation	
Roll	Result
3	The corrupted's body is purged of influence removing all major and minor mutations in the process.
4	The corrupted's body warps in strange, unnatural ways, toying with the corrupted's gender after briefly reducing him or her to a listless, malformed creation. The corrupted rerolls his or her gender as though creating a new character randomly.
5	The corrupted's eyes shimmer and twist, the organ wavering as both it and the cavity in which it rests change their sizes. The corrupted acquires a new eye color chosen as though creating a new character randomly.
6	The corrupted gains a pair of diminutive wings on his or her lower back. These are vestigial and provide no benefit.
7	The corrupted gains a duplicate organ within his or her body, such as a second tongue, heart, or liver, and the body shifts to incorporate and utilize it as naturally as it can.
8	The corrupted gains a tail or tendrill at a location chosen by the player.

9	The corrupted's left arm becomes bestial, appearing as a fusion between the limb of a human and an animal. Roll as though creating a random moreau to determine which animal traits are incorporated.
10	The corrupted becomes covered in patchwork fur of the player's choosing.
11	The corrupted's right arm becomes bestial, appearing as a fusion between the limb of a human and an animal. Roll as though creating a random moreau to determine which animal traits are incorporated.
12	The corrupted becomes covered in patchwork scales of the player's choosing.
13	The corrupted's torso becomes bestial, appearing as a fusion between the limb of a human and an animal. Roll as though creating a random moreau to determine which animal traits are incorporated.
14	The corrupted gains another eye or pair of eyes.
15	The corrupted's legs become bestial, appearing as a fusion between the limb of a human and an animal. Roll as though creating a random moreau to determine which animal traits are incorporated.
16	The corrupted gains another pair of ears.
17	The corrupted's head becomes bestial, appearing as a fusion between the limb of a human and an animal. Roll as though creating a random moreau to determine which animal traits are incorporated.
18	The corrupted gains a pair of diminutive horns on his or her skull.

Minor Mutation	
Roll	Result
3	The corrupted character's saliva becomes a highly addictive narcotic. When introduced into an individual's digestive system, the saliva functions like any other drug, though without a benefit. Instead, the individual that ingests the saliva feels a need to constantly intake the substance and immediately undergoes symptoms similar to withdrawal without its presence. These symptoms do not cause any actual harm, but are painful and can induce nausea and vomiting. Symptoms persist for six hours.
4	The corrupted character is incapable of remaining calm when pressed into combat, deriving sadistic and masochistic pleasure from every blow struck. Characters with this corruption, if attacked by an individual, are incapable of attacking any opponent that has not struck them in combat until that opponent is killed or until three rounds pass without being dealt damage. This also grants to an additional two lethality in combat.
5	The corrupted carries objects, operate simple mechanisms, and perform basic tasks with a series of dextrous tentacles even with their hands full. These tendrils retreat into vents located on either side of the spine. Unfortunately, these extra appendages are vulnerable, causing the character to suffer a two die penalty to defense.
6	The corrupted's eyes become covered in a viscous substance that makes them shimmer hypnotically. The corrupted may use a pathic attack to lock eyes with an individual and stun him or her temporarily, causing the target to lose one AP for every two the corrupted expends.

7	The corrupted's muscles become loose and sinewy, capable of flexing and placing immense pressure on the bones inside his or her body. By simply expending four AP, the corrupted may remove the effects of minor overwhelps that would cause their limbs to be treated as though they're broken.
8	The corrupted's body becomes covered in large, thorny protrusions made of bone that, when retracted are only one-quarter of an inch long, but extend to six inches whenever the character is in pain. When struck, these protrusions react and slowly extend, turning wild swings lethal. Any time an attacker deals damage with a melee attack, this corruption deals two damage to the attacker, which can be reduced by absorption. Unfortunately, the nutrients required to fuel the spines renders the surrounding flesh weak and easy to damage, reducing total absorption by two.
9	The corrupted develops an organ in the roof of their mouth that inflates when under duress. Appearing muck like a massive eye that forces the corrupted's mouth open, the organ allows the corrupted to control the sounds they emit with such accuracy that they can reach resonant frequencies with solid objects. For six AP, the corrupted may make a ranged attack against a solid object, such as a wall, and attempt to break it. If successful, an item or vehicle becomes dull or malfunctioning, while walls are shaken apart. This may only be performed three times before the corrupted requires at least six hours of rest.
10	The corrupted carries the stench of death with him or her wherever he or she walks, causing illness. All characters within the same zone as the corrupted character (including the corrupted character him or herself) suffers a two die penalty to all rolls.
11	The corrupted grows hollowed bone darts filled with blood within his or her body and their muscles shift into forming narrow channels. With a ranged attack, the corrupted may force these darts out of his or her her body at any time, the shards erupting through the skin and injecting the individual that they strike. These shards only deal one physical damage, both to the corrupted and the target, if struck, but can be used to pass diseases or other maladies with ease.
12	The corrupted's jaw cleaves itself in half a the joints rearrange and the muscles warp, making it possible to the corrupted to operate their lower jaw like a pair of mandibles. The corrupted's throat and stomach muscles are also enhanced, making it possible for the corrupted to swallow a small item and easily regurgitate it without injuring him or herself, so long as the item is not bladed.
13	The corrupted may choose any one major mutation to become hidden through muscular action, effectively rendering it invisible until its use, much like a minor mutation.
14	The corrupted's body becomes a fertile ground for fungus that feeds on his or her flesh, just below the surface. The corrupted may choose to burst the pods at any time, releasing an obfuscating cloud of spores into the air, blinding anyone within the same zone with an athletics check and limiting visibility as per Fog for five rounds. The corrupted may only utilize the spores once before requiring at least six hours of rest.
15	The corrupted's anatomy warps and shift, moving internal organs and creating redundancy. The corrupted no longer dies from an overwhelming success, save those that affect the torso and head. However, this also means that any overwhelming success to heal them has no effect.
16	The corrupted gains vents along his spine or back that open and draw in air and water like a pair of gills. These vents are linked to the lungs and allow the corrupted to breathe water without drowning.

17	The corrupted's body suffers from a condition that reduces the body's ability to heal through the administration of regenerative stimulants. All effects are halved from such healing, but this results in immaculate, scarless flesh that grants two bonus die to all social rolls.
18	The corrupted is capable of halting his or her body's vital functions in an instant. When using this mutation, the corrupted has no pulse and has no neural activity, for all intents and purposes the corrupted is dead. So long as his or her body is not mutilated or destroyed while halted, the corrupted may choose any time within six hours to awaken. The corrupted may only halt his or her system once before requiring a six hour rest.

Major Mutation	
Roll	Result
3	The corrupted's chest is filled with a second heart, increasing blood flow throughout the body and providing barriers that screen the blood for toxins. The corrupted may use his or her athletics skill against the attacker's ranged or melee skill, whichever was used to make the attack that caused the poisoned condition, to negate the effects of poison. This only affects the corrupted as soon as the poison enters his or her system.
4	The corrupted suffers from a condition that causes poison to collect in the palm of his or her hands and drop from the fingertips. While this causes the poisoned condition for two rounds with an unarmed attack, this also causes the character to cause the poisoned condition if providing items or medical care. Both effects can be avoided by wearing heavy gloves.
5	The corrupted grows hardened fangs and teeth over his or her body, spearing through flesh to create piecemeal plates. These prevent the first overwhelm that the corrupted receives by becoming broken, much like armor does. These teeth and fangs will break before armor or a shield. These teeth and fangs regrow one week after their destruction and provide no benefit while broken.
6	The corrupted's eyes peel apart and burn from the inside of his or her skull. Though this would normally cause the corrupted to become blind, the corrupted is still capable of sight, distinguishing color, and determining depth. The corrupted is also capable of sensing the basic part of what a creature is, such as whether whether the subject is human, an animal, a mythical creature, or something otherworldly. The corrupted may never become blinded.
7	The corrupted's flesh becomes rippled and pocked with open sores that, curiously, do not cause pain. From these wounds seeps clear fluid that smells of spoiled milk. The spongy flesh between sores may be excised at the cost of eight health per excision to the corrupted. If ingested, this flesh provides a five health bonus to the user.
8	The corrupted's joints snap and pop as they reverse, contort, and seal. The corrupted no longer moves in a natural manner as the muscles force the bones to move against one another in ways that should cause pain, but do not. These unnatural movements also allow the corrupted to become completely motionless, save for breathing, whenever he or she wishes to. The corrupted's skeletal structure also becomes indiscernable.

9	The corrupted's cheeks split and are pushed outward by sets of sharpened teeth, revealing a subset of jaws that act like mandibles. By careful use of these airways, the corrupted may imitate any sound a normal human can hear or any voice within the normal human vocal range.
10	The corrupted is capable of releasing a moderately corrosive chemical compound from his or her mouth. A character with this corruption may make an attack as though he or she was throwing a stone, though this attack does no damage and instead causes any regeneration to be suppressed for three rounds. Unfortunately, because this chemical compound remains present in the character's saliva, this causes one point of damage whenever the character eats or drinks.
11	The corrupted's mouth is replaced with the maw of a lamprey, with hundreds of scratching teeth. The corrupted may no longer speak, but gains sustenance from any object, whether it is rotting, fresh, or even inedible. Items that are typically inedible splinter and carve the soft flesh of the corrupted's insides, however, as they are digested, dealing two damage at dawn of the next day.
12	The corrupted's flesh warps and twists with parasites, fleshcrawlers that cause a character to suffer a three die penalty to all social rolls. In return, the character may throw the fleshcrawlers like a stone. If this attack connects, it deals no damage, but causes the wavering condition for three rounds.
13	The corrupted's arms split in half from the elbow down to the middle finger. The same happens to the legs from the knee to the middle toe. New bones and muscles form in the second half of the limbs that otherwise would hang limply, allowing the corrupted to move the half-formed limbs with coordination and ease. Whenever an arm or leg would be lost or damaged by an overwhelm, the corrupted may choose to lose a limb which he still has a half-formed limb attached to. Choosing to lose a limb in such a way causes the overwhelm to be ignored.
14	The corrupted's body grows another functional eye, pair of eyes, or numerous eyes across the flesh. A horrifying corruption that reduces endurance die by one, this also grants the person an ability to see through the charades often used by telepaths, resulting in two bonus die against pathic attacks and abilities.
15	The corrupted's head sinks into his or her shoulders and merges with his or her torso. The corrupted may not be struck by overwhelps that affect the head, instead these are rerolled entirely.
16	The corrupted has the metals in his bloodstream replaced with an acid that binds to oxygen. Any character that attempts to harm or heal this character suffers four caustic damage each round that he or she makes contact with the open wound.
17	The corrupted grows long tendrils from his or her spine, at either the base of the neck or along the lower back, that can interface directly with another individual's mind. When doing so, the corrupted can read both the basic information that the individual is thinking and attempt to force information to emerge with a pathic skill use.
18	The corrupted's torso opens in a gaping, cavernous maw that can flex closed or open depending on what the corrupted chooses. The internal organs of the corrupted are protected with a thick layer of transparent flesh that allows the internal organs to maintain their integrity. When opened, the corrupted's torso emits a wailing scream that causes all who can hear it to suffer from intense, crippling pain. With a successful pathic skill use against an opponent, the corrupted inflicts any two of the following effects, chosen when the corrupted first wails: Snared, Concussion, Wavering, Crippled,

	Blinded. These have an intensity equal to the pathics skill's excess. This may be used once before the corrupted must rest for at least six hours.
--	--

Metaphysical Mutation	
Roll	Result
3	The corrupted acquires a soul, permanently removing the soulless condition. If the corrupted already possesses a soul, one corruption or racial alternative of the corrupted's choice may be chosen for removal.
4	The corrupted moves with renewed purpose upon the battlefield, striking swiftly and viciously whenever he or she performs actions of disproportionate vengeance. The corrupted gains one bonus die to his or her combat skills, so long as he or she has engaged in an excessively vengeful or retributive behavior the previous day.
5	The corrupted gains an overwhelming personality whenever he or she sinks to the depths of depravity. The corrupted gains a one die bonus to his or her social skills, so long as he or she has engaged in excessively hedonistic behavior the previous day.
6	The corrupted plays with causality, making their machines, items, and medicine function properly merely because they constructed them. The corrupted gains a one die bonus to all technical skills, so long as he or she has engaged in excessively self-centered behavior the previous day.
7	The corrupted forces him or herself into the minds of those around him or her, making them react subconsciously to his or her whims. The corrupted gains a one die bonus to his or her psionic skills, so long as he or she has engaged in excessively manipulative behavior the previous day.
8	The corrupted becomes capable of shedding his flesh for a moment, revealing the thing he or she is becoming. This momentary transcendence either removes all negative and positive conditions or returns the corrupted to full health. This cannot be used if the corrupted is rendered unconscious. To use this ability, the corrupted must remove one soul that has been bound to his or her body, which in turn consumes it without providing any of the usual benefits.
9	The corrupted becomes able to ignore the world around him, redirecting and sublimating misfortune with his or her presence. The corrupted ignores one beast mark with every skill check he or she makes, so long as the corrupted has acted with excessively single-minded behavior the previous day.
10	The corrupted forces items to function, even under circumstances and environments where they should not operate. The corrupted ignores one thing in the environment or one flaw in an item that would prevent it from working, so long as he or she has engaged in an excessively narcissistic behavior the previous day.
11	The corrupted causes items to fail in spectacular, often dangerous fashion. The corrupted may cause items to malfunction or become dull up to three times before requiring rest, so long as he or she has engaged in excessively destructive behavior the previous day.
12	The corrupted causes individuals to ignore his or her faults with his or her behavior. Any mutations caused by corruption, either metaphysical or otherwise, are not immediately apparent to anyone who

	does not closely examine the corrupted, so long as the corrupted engages in excessively callous behavior the previous day.
13	The corrupted gains an inhuman aura that draws aggression from most beings through the subconscious manipulation of an electromagnetic field. This causes a character to suffer a two die penalty to calm creatures down, but provides a two die bonus for any act meant to provoke a response.
14	The corrupted gains the ability to ignore the effects that would normally render a target unharmed, so long as the corrupted deals the final blow with a natural weapon such as fists or natural claws.
15	The corrupted gains wings capable of indefinite flight. Often, characters that perform good deeds have large wings with strips of cloth instead of feathers, while the wings of characters that perform evil deeds appear to be little more than fog. Unfortunately, these wings are quite obvious and personalized, making it easier for the character to be seen and imposing a four die penalty to stealth.
16	The corrupted gains the ability to tap directly into the electrosphere. This costs no PP or AP, but follows all associated rules for psychically entering the electrosphere.
17	The corrupted gains the ability to consume souls for their benefits without expending PP.
18	The corrupted sheds his or her soul, but remains alive. The character permanently possesses the soulless condition.

5.14 – Magic

Magic, in any form, is a power or force that revolves around the disruption of the fabric of reality. This disruption is caused by creatures outside the realm of reality, all capable of warping, distorting, and ultimately ignoring certain causal constants. Common results of magic are fires that burn, but fail to consume, sounds that have no source, and weapons that are swung merely because they connect with a target.

The main collection of known creatures capable of using magic are demons, though other beings beyond the full conception of humanity have also presented the ability. The magician who uses these abilities, sometimes referred to as a 'wizard' or 'witch', does not possess the innate ability to ignore reality. Instead the magician is little more than a channel for the forces of the being he has contacted, and the effects are therefore controlled by two things: The methods

by which he further channels the energies he introduces and his own ability to bargain with the creature he is utilizing.

The final result of magic use is referred to as a 'spell'. Though it may be easy to conceive of a spell like the bullet in a firearm, it is better to think of a spell as all events that occur that are related to the energies being channeled. This is because magic is not always flashy or impressive, in some cases it is subtle and unerring. However, due to the fact that one must bargain with creatures beyond the realm of reality, the use of magic always comes at a cost, whether it is material, mental, or spiritual. In nearly every case, the creature contacted will warp the spell to benefit their motives.

Whenever an individual attempts to use a spell, he or she must select the type of method for channeling. The methods available are necromancy, ritualism, thaumaturgy, and evocation and are defined as follows:

Necromancy involves the usage of bones, corpses, and spirits as the sacrifice for a spell while runes, items, and symbols similar to ritualism are used as the channel for that spell to exist. Necromancy is somewhat limited in its ability to be used, though a corpse is more than capable of housing a demon or otherworldly being until destroyed. Human body parts may also be used to assist in divination and manipulation of reality in a localized area. Due to the fact that neither component of a spell requires personal sacrifice on behalf of the magician, necromancy is considered the safest method by which to practice magic. Even so, it is regarded as an unseemly act and takes months to prepare a single spell.

Ritualism involves the use of symbols, items of importance, and various diagrams and sounds to force a spell into existence. Ritualism is often used to divine certain circumstances, to create events that occur over a wide area, to bring creatures into the world directly, to bind or banish such creatures, and to directly affect individuals within the area that the ritual is being performed. Ritualism is unique in that it can spread the sacrifice normally attributed to an individual to others that are involved in the ritual, mitigating some negative aspects. Even so, as a magician must directly contact and form a contract with a demon or otherworldly being, ritualism is still quite unsafe and takes weeks to prepare a single spell.

Thaumaturgy involves the use of items such as voodoo dolls, toys, hair, small living animals, and material from the subject that an individual wishes to affect. Utilizing the item and the material from the subject, an individual can imbue a curse, misfortune, and in some cases directly affect an individual, though doing so often requires a greater sacrifice than otherwise required. When thaumaturgy is performed on an individual, a single act is performed to the doll that is linked to them. That single act occurs in

one form to the individual. As the user must directly offer a portion of him or herself as payment for this magic, thaumaturgy is considered a dangerous affair and takes days to prepare a single spell.

Evocation involves the direct introduction of a demon or otherworldly creature's energies into reality without the use of an external channel. Instead, the user's body becomes the channel for the spell as well as the sacrifice, a situation that limits the number of applications to the most dramatic and immediately destructive effects. Anything complex, such as summoning an otherworldly creature, will cause the magician to die immediately. This, combined with the raw sacrifice required, causes evocation to be regarded as lethal, but also means that an evocation can be completed in hours, minutes, or seconds.

In every case, whenever magic is used it causes an event to occur, nearly unerringly. The only known way to avoid the effects of magic are luck the blessings of talismans, and raw skill. These events are treated as a skill use performed by an individual with five ranks in both a skill and its related attribute. Additionally, four bonus die are rolled. The specific demon contracted may also provide additional bonuses, though this is entirely dependent on the demon.

Demons and magicians both dislike being cheated. If a spell should fail, the demon gains nothing and whatever sacrifice the magician attempted to make is ignored. However, should a spell using the same demon and magician be used against the subject, every subsequent spell is granted an additional two die bonus until the spell succeeds, in which case all bonus die are removed.

To determine the sacrifice an individual must make to a demon, should the demon not have a specific desire at the time, the following tables based on risk should be consulted:

Safe Spell	
Roll	Result
3	Nothing negative occurs to the magician, though the demon may ask for something at a later point or may not assist anymore.
4	The presence of salt on the magician's flesh causes blisters and burns, though this deals nothing more than superficial damage. This lasts for two months.
5	The magician suffers from a sense of numbness that fades in three hours. This numbness causes a one die penalty to all actions requiring the use of the strength, agility, or endurance attribute.
6	One ability the magician can use, chosen by the demon, is sealed for three hours.
7	The magician's hair falls out across his or her entire body. This condition lasts for one week.
8	The magician must give twenty slats to the demon.
9	The magician suffers an amount of animal magnetism that draws stray wildlife close to him on a regular basis.
10	One item from the magician's inventory, chosen by the demon, is loaned to the demon for three hours.
11	One of the magician's attributes, chosen by the demon, suffers a one die penalty for one day.
12	The magician is struck by the inability to properly converse for four hours, causing words to jumble and mix with one another whenever he or she speaks.
13	The magician suffers from a mental haze that fades in three hours. This haze causes a one die penalty to all actions requiring the use of the intellect, willpower, or leadership attribute.
14	The magician temporarily loses a memory, chosen by the demon, for three hours.
15	One portion of the magician's body is covered in hairline cuts that barely break the epidermis. Though this does not cause any physical damage, the cuts are painful and likely to scar.
16	The demon will inhabit one item, chosen by the magician, for at least three hours up to the moment the owner of the item wishes the demon to release.
17	One of the magician's skills, chosen by the demon, suffers a two die penalty for one day.
18	The spell risk becomes 'unsafe'. If the spell risk has already changed, the magician is knocked unconscious for three hours.

Unsafe Spell	
Roll	Result

3	The spell risk becomes 'safe'. If the spell risk has already changed, the magician is knocked unconscious for three hours.
4	The magician must set aside a room for the demon to reside within for one month. The magician is allowed to determine which room is to be used, or the type of room to be created for use.
5	The magician suffers from the manipulation of a particular emotion, chosen by the demon, for three days. For the duration this emotion can be increased or decreased as the demon sees fit to provide a one die penalty or bonus to a character.
6	The magician is unable to speak for three days, while the demon is perfectly capable of using his or her voice from that moment on.
7	An alteration occurs to the magician's body, chosen by the demon. This alteration is cosmetic and affords no benefit, aside from marking the magician as having entered into a contract.
8	The magician receives seven points of freezing damage.
9	The magician must provide a small creature for the demon to use as its host.
10	The magician is linked to another person or creature, determined by the demon, and can feel said individual's emotions and mental state at all times. This lasts for one month.
11	The magician's sight is permanently altered, warping the world and presenting it as the demon would wish to see it.
12	The magician receives seven points of burning damage.
13	The magician becomes haunted by the demon for three weeks, able to see and perceive it at all times as it lingers.
14	The magician's dreams take him into the realm of the demon he or she made the contract with. This causes the individual to require ten hours of sleep in order to be rested instead of the standard amount.
15	The magician's eyesight is stolen for three days, and the demon may see the world as the magician does from that point onward.
16	The magician must give an item with a soul bound to it to the demon as a personal plaything.
17	The magician receives seven points of shocking damage.
18	The spell risk becomes 'dangerous'. If the spell risk has already changed, the magician receives damage equal to half his or her total health.

Dangerous Spell	
Roll	Result
3	The spell risk becomes 'unsafe'. If the spell risk has already changed, the magician receives damage equal to half his or her maximum health.

4	The demon attaches to a specific portion of the magician's body, chosen by the demon, for three months. Often a feature of the demon is present on the magician's body, such as a face or hand, and this feature is fully under the demon's control.
5	One attribute, chosen by the demon, is reduced by three for three days. If this reduces an attribute to zero or below, the subject is rendered unconscious for the duration.
6	The demon inhabits a portion of the magician's consciousness and is able to manipulate actions towards its own ends in the same manner as a history. The demon cannot be removed, save by exorcism.
7	The magician's face is reduced to a blank slate. The magician may not see, eat, speak, or hear anything until his or her face is surgically rebuilt. The demon, from this point onward, is able to use the magician's original face at any time.
8	The demon is allowed to open a gateway to its domain within the area the spell is cast. This gateway remains open for seven days.
9	One of the magician's organs is removed, chosen by the demon. This does not kill the magician, save if the otherworldly contact destroys the organ, which results in the critical overwhelm related to that portion of the body.
10	The magician suffers uncontrolled transformations into a demonic creature during nightfall, the specific form of which is determined by the demon. This provides no benefits and a two die penalty to skills. During this time, the magician retains control.
11	The demon manifests as a copy of the wizard that summoned it. The demon is free to act however it wishes in the copy of the wizard's body, though death of the wizard destroys the copy.
12	The magician must kill one non-human individual, chosen by the demon, and offer its body as a sacrifice. Demihumans may not be chosen for this task.
13	One of the magician's attributes, chosen by the demon, atrophies for five days, causing all skills related to that attribute to automatically fail.
14	The magician suffers permanent memory loss regarding large amounts of his or her life. This can remove or replace one history with another chosen by the demon.
15	One item, chosen by the demon, is permanently given to the demon.
16	The magician's life is linked to a specific nearby item, determined by the demon. Should this item be destroyed, the magician dies immediately. Likewise, if the magician dies, the item is destroyed.
17	The magician begins to bleed from the eyes, profusely, for seven days. For this duration, the magician's maximum health is halved.
18	The spell risk becomes 'lethal'. If the spell risk has already changed, the magician receives damage equal to his or her maximum health.

Lethal Spell

Roll	Result
3	The spell risk becomes 'dangerous'. If the spell risk has already changed, the magician receives damage equal to his or her total health.
4	One item, chosen by the demon, is permanently inhabited by the demon. The demon cannot be removed, save by exorcism.
5	The magician is infested by the demon or its subservients. Should the magician ever be reduced to wounded status, he or she immediately dies and is replaced by a demonic creature.
6	One ability, chosen by the demon, is permanently removed.
7	The magician is marked as belonging to the demon he or she has entered a contract with, automatically imbuing the magician with a random major mutation.
8	The demon devours all memories of the magician. Additionally, the demon devours the presence of the magician from the memories of everyone that has met him or her. This results in the loss of all histories by the magician and no one capable of remembering him or her.
9	The magician must kill one individual, chosen by the demon, and present his or her body as a sacrifice.
10	The magician is fed upon by the demon or its subservients. The magician must offer another human or demihuman to be consumed within one week or be killed.
11	The magician loses one of his limbs in a violent explosion of blood and bone. This reduces the magician's health to zero.
12	One attribute, chosen by the demon, is permanently reduced by three. If this reduces an attribute to zero or below, the magician dies instantly.
13	The magician must live in servitude of the demon for four years. This entails doing as the demon wishes or being subjected to withering pain that reduces all attributes and skills by two. If any attribute reaches zero, the magician immediately dies.
14	The magician acquires an unsettling aura, driving all animals that he or she encounters to frenzy. If he or she remains near them too long, animals will attempt to kill him or her.
15	The magician is possessed by the demon, which can cede or take control at any time. The demon may do so once per hour, the duration of which is twenty minutes. The demon cannot be removed, save by exorcism.
16	The magician's mind is pulled from his or her body and looked through by the demon for five days. The demon knows everything that the magician does.
17	The magician loses one of his five senses to the demon for four years. The sense is chosen by the demon.
18	The magician suffers a randomly determined critical overwhelm. The magician also becomes soulless.

5.15 – Medical Science

Medical science covers the fields of surgery, which is a medical process developed to heal wounds and replace vital functions, and body sculpting.

Body sculpting is a process by which an individual makes him or herself physically and genetically better through the use of relics, surgery, such as organ replacement, and the

artisan mastery. Though surgery, gene modification, the lichen relic, and the artisan mastery will allow a character to replace and use certain body parts that are not originally incorporated into the character, only gene modification and the use of the Lichen relic allows a character to modify racial alternatives.

The cost of each procedure, the method required, the benefit, and the time for recovery is as follows:

Name	Cost	Benefit
Body Bank	750 per Body	Creates a clone body that may awaken or may be used as spare body parts for an injured person.
Cosmetic Surgery	1000 per Surgery	Serves to make a character more attractive to a specific nationality or demihuman type, granting one extra diplomacy and sensuality die against subjects. Allows an individual to appear more human. Recovery requires four days.
Emergency Care	500 per Day	While in emergency care individuals recover one health per hour and have all conditions cured, including the aftereffects of poison and radiation.
Gene Chimerism	2500 per Surgery	A bonus is selected from the Chimerism list and two body parts shift appearance into an inhuman appearance. Recovery requires one month.
Gene Hybridization	2000 per Surgery	Capable of removing all incurred diseases and removing one chosen racial alternative. May also grant a racial alternative and no longer requires a character to possess a number of flaws that exceed his bonuses. Recovery requires three weeks. Hybridization also requires the character change the appearance of one body part. This change cannot allow the character to appear completely human.
Gene Therapy	1500 per Surgery	Pushes an individual further towards another species on a genetic level. Gene therapy also grants a single bonus strength, agility, or endurance die. This bonus is only chosen and applied the first time gene therapy is performed. Recovery requires two weeks.
Implant Surgery	250 per Surgery	Installs cybernetic modifications into an individual. Recovery requires one week.
Organ Replacement	1250 per Surgery	Restores functionality to a damaged organ or a missing limb. Recovery requires one week.

Body Bank - Body banks allow a character to create a spare body to utilize in case of accident. By donating genetic material to the bank and paying a fee, a body bank will

construct a spare body and use a synapse mapper to complete a single complementary neural scan without destroying the buyer's brain. The spare body will be frozen for an indefinite

period of time until it requires activation. It is unknown whether this practice preserves the soul or can be considered ethical.

Cosmetic Surgery - A relatively simplistic full-body procedure requested by individuals that want to improve their appearance or wish for a more exotic tone to their body, hair, eyes, or even skeletal structure. Cosmetic surgery allows an individual to appear more human if they have undergone gene therapy, hybridization, or chimerism.

Emergency Care - Surgeries that are performed to prevent a person from dying, emergency care is a frantic operation only capable of being

performed on a character in or being evacuated to a hospital. This process can be performed on anyone below maximum health, but is noted for its ability to preserve individuals that have suffered trauma that has left their vital organs intact, but otherwise would have died under normal circumstances.

Gene Chimerism - Considered an advanced form of hybridization, induced genetic chimerism allows a character's body to access twin strains of genetic material to greater expand his capacities. Gene Chimerism allows a character to, each time it is performed, select a bonus from the list below.

Gene Chimerism Choices
One bonus die in Strength, Agility, or Endurance
One bonus die in Willpower, Intellect, or Leadership
Maximum Health increased by five or maximum PP increased by four
Maximum Health increased by give or Absorption by two
Initiative increased by two die or maximum AP by one
Damage from poison-based sources reduced by two
Burning or Freezing damage reduced by two

No bonus may be picked twice and each time gene chimerism is performed the character must change the appearance of two body parts. This change cannot allow the character to appear completely human. This costs fifty script and requires a full month of recovery.

Gene Hybridization - A complex combination of gene modification and surgery that allows artificially grown tissues to be implanted in an individual with the associated genetic traits required to pass them along to future generations. This requires gene therapy to function, but is capable of removing all incurred diseases and removing one chosen racial alternative at the cost of an increasingly human

or inhuman appearance. Gene hybridization may also grant a racial alternative and no longer requires a character to possess a number of flaws that exceed his bonuses. This costs forty script, requires three weeks of recovery, and requires the character change the appearance of one body part. This change cannot allow the character to appear completely human.

Gene Therapy - An intricate gene modification that allows a character to accept organs from other creatures. This also allows for further genetic alteration that will allow for integration of various traits that, if too many are applied, may cause the character to change into a new species. Gene therapy also grants a single

bonus strength, agility, or endurance die the first time it is performed.

Implant Surgery - A slightly more advanced surgery that replaces part of a person's body with an implant or places a small compartment within muscle or skin tissue. Implants range from prosthetics to full neural interfaces. Note the cost is only for the surgery, not for specific cybernetics being incorporated.

Organ Replacement - One of the most tedious modifications to perform, organ replacement requires surgery and a willing, or sometimes unwilling, donor. Replacements only work with

organs from the same species, save if the character has undergone gene therapy.

5.15.1 – Lichen

An alternative to undergoing painful and time-consuming surgery is to use the lichen relic. Unfortunately, the relic is unpredictable in how it affects the user. To determine how a character is affected by the drink created by the lichen relic, three six sided die are rolled. The results are compared to the table below.

Roll	Result
3	Acquire Racial Benefit
4-5	Acquire Legs
6-7	Acquire Arms
8	Acquire Face or Skin (player choice)
9	Increase Height by an inch
10	Remove One Racial Penalty present on the character
11	Remove One Racial Benefit present on the character
12	Decrease Height by an inch
13	Acquire Torso or Body Type (player choice)
14-15	Acquire a Tail
16-17	Acquire Ears
18	Acquire Racial Penalty

5.16 – Crafting

All useful items are manufactured. Whether this process is simply wrapping a piece of leather around a shard of sharpened steel or carefully fitting a gun barrel for accuracy and precision, all weapons and equipment require an amount of

care and technical ability to construct. They also require components.

Each item is constructed using the skill directly related to the item's use. As such, defense controls the construction of armor while the melee skill is involved in the construction of

melee weapons. Each item also requires a number of trade goods based on its size. An augmentation requires only one of its trade good, while a small item requires two, a medium requires three, and a large requires four. Items, and the number of successes required to create them, are further augmented by special materials and accessories, of which only one of each can be incorporated into a weapon.

Creating an item requires a number of successes to be completed. These successes do not have to be performed within a single attempt. A single crafting attempt may be performed once on each item being created whenever the character has a moment to rest for six or more hours. Each attempt adds successes to the total number of successes towards the creation of the item until the item is completed.

Augmentations, clothing, and padded clothing require eight successes to complete. Small items, leather armor, kevlar vests, and liquid vests require twelve successes. Medium items,

combat armor, plate armor, and light power armor require sixteen successes. Large items, power armor, heavy power armor, and symbiote armor require twenty successes. When completed, an item can be further refined into a masterpiece. This process removes the item from play until an additional six successes are provided to the item's construction

5.16.1 – Trade Goods

Trade goods are the basic items required to construct items. Trade goods require a specific number of successes to refine into a weapon or piece of equipment, based on the size of the item being constructed. Items that can be stacked together into a single equipment slot are created one at a time unless otherwise indicated.

Each unit of a trade good is a single medium item.

Name	Cost	Description
Bow Components	25	Wood, composite, and wire that can be strung together into a working bow.
Ceramic Plating	85	Pieces of ceramic plate that can be secured to a person's body to make combat armor and plate armor.
Chemical Battery Kit	20	A collection of acids and reactive components that can be used to create two high-density energy cells.
Composite Rods	5	A small collection of composite rods that can be fletched and turned into twenty arrows.
Electronic Components	35	Pieces of wire and electronics that can be used to create any electrical gadget.
Explosive Reagents	40	Bomb-making components and various small pieces of metal that can be easily transformed into any type of grenade or explosive gadget.
Firearm Components	45	Firing pins, barrels, triggers, and stocks that can be placed together and used to build firearms

Furnishing	50	Wood, metal, and plastic pieces that can all be constructed into furnishing for a room. Unlike other trade goods, furnishing may only be stored and transported in a vehicle slot or by being equipped in the primary slot.
Herb and Chem Collection	45	Various herbs and chemicals that can be used both for their medicinal properties. Herbs may also be used in cooking. These can easily be used to develop gadgets used to restore health and power points and treat injuries or create poisons or psychoactive drugs. In the case of psychoactive drugs, each attribute the drug affects adds six successes to the requirement.
High Caliber Components	70	Resilient weapon components that can be used to create heavy weapon systems or weapons to be mounted on vehicles.
Leather and Cloth	30	Strips of leather and bolts of cloth that can be fashioned together into load-bearing gear, clothing, padded clothing, and leather armor.
Kevlar Plating	50	Pieces of kevlar plate that can be secured to a person's body to make kevlar, scale and ring mail, and liquid armor.
Munitions Kit	10	A small kit of powder, casings, and shells that can be easily transformed into two boxes of ammunition for firearms.
Ordinance Kit	30	A collection of larger caliber shells, casings, and powder that can be used to create two boxes of ammunition, two rockets, or two grenades for heavy weapons.
Power Armor Components	120	Pieces of fiberwire, membrane, and ceramic plate that can be worked into all types of power armor and symbiote armor.
Scrap Metal	15	Heavy, thin, and solid pieces of metal scavenged from the wasteland. Various pieces can be used to fashion melee weapons.
Spare Parts	15	Various small parts that can easily be used to refill a tool box or create mechanical gadgets and traps or repair any broken piece of equipment.
Structuring	150	Numerous construction tools and various building supplies are included in structuring. Unlike other trade goods, structuring may only be stored and transported in a vehicle slot or by being equipped in the primary slot.
Superconductive Components	100	Relatively fragile weapon components that can be used to create energy weapons or energy weapons to be mounted on vehicles.

5.16.2 – Special Materials

Special materials are used in the construction of items in combination with regular trade goods. When used to create items, these materials offer additional bonuses that alter the way that items are used.

Unlike standard trade goods, special materials are too rare to be sold reliably and thus do not have a price attached. Instead, they must often be found by characters instead.

Material	Description
Adamant Stone	A black rock that forms in the core of outsiders that, upon examination by scientists, carries qualities that infer it is actually a piece of folded reality. Though it can only be incorporated into melee weapons, the heavy material can be properly broken and molded into a blade or blunt head, the density of which allows weapons to strike with greater force. When used in weapons, this material treats the absorption or armor of the target of its use as four points lower than its indicated value.
Collapsible Materials	Manufactured from polymers, lightweight carbon impregnated steel, and various other technologies, collapsible materials are able to fold in on themselves into a more easily storable form without sacrificing structural integrity, even if the equipment is not lightweight. When carried, collapsible equipment occupies an equipment slot that is one size smaller than it would typically be. In this way a large item becomes medium, and a medium item becomes small. There is no benefit for a small item that is collapsible.
Hardlight Reservoir	A reservoir taken from the depths of a black ship, the hardlight reservoir is capable of emitting panels into an already-detailed configuration. This configuration can be for any non-consumable gadget, melee weapon, or bow. The configuration can be changed into any other device or weapon of these categories at any time, though doing so requires twelve hours to alter its shape and functions. Additionally, creatures that are weak to sunlight, when struck with a hardlight weapon, suffer effects that are often worse than simple exposure. When inactive, the stored item only takes a small item slot.
Jadesteel	Found in abundance in mine weaver dens, jadesteel often takes the form of soft strands similar to spider thread that permanently harden three hours after excretion. This process cannot be reversed, meaning that an individual using jadesteel must have a living mineweaver from which to have a ready supply. A mineweaver produces one usable unit of jadesteel every twenty four hours. Jadesteel can make both weapons and armor. If used to create a weapons, jadesteel allows a weapon to injure creatures that would otherwise be immune to physical damage. If used to create armor, jadesteel provides two bonus absorption for scale and ring mail, liquid vests, kevlar, leather, padded clothing, and regular clothing.
Lymph	The lymph slime from Mantids is not only usable by mantids to recreate melee weapons, but may also be used by humans. Unfortunately the fluid is both highly corrosive and only capable of assuming forms it is familiar with, which means that a weapon must be covered in lymph and digested by it in order to use its special properties. A character that creates a new weapon may choose to coat it in lymph, a process which destroys the weapon but familiarizes the lymph with that form and removes its acidic nature. The resultant mixture may then be controlled with psionics and readied as a weapon of its normal type without using an equipment slot. Many people choose to hide lymph weapons as tattoos or in waterskins. If the lymph weapon is a shield, the character benefits from one bonus absorption. If a character wields a weapon of a specific type already, lymph may be used to coat the weapon, improving lethality by one.
Shadowscale	Torn directly from the backs of outsiders, shadowscale is a silky black material made of dead ink that can be used to line armor. In order to acquire shadowscale, the user must hold ink and prevent it from escaping. If a character is not in a grapple with an outsider when it dies, the entire being will dissipate, shadowscale included. Shadowscale does not appear to provide any benefits aside from appearance to the user unless the user enters an area shrouded in shadow. If the user

	does so, he or she may instantly transport him or herself to another shadowy area within three zones for a single move's AP cost. If the user attempts to enter or pass through a well-lit area while using shadowscale's special ability, the user suffers five points of damage and is returned to his or her original zone.
Wraithbone	Pure white bones ripped from especially old aetherials before they die. These bones are harder than the metals that humanity is capable of mining, while the shards are sharp enough to deal especially grievous wounds. When used in armor, this material provides two bonus absorption. When used in a weapon, this material provides two bonus lethality.

6 – The Narrator

The role of the narrator, or game master, is a difficult one to understand without exercise. At its base, the narrator is a referee, he or she attempts to keep players in line with the rules. The narrator is also responsible for controlling all creatures and characters that are not controlled by the players.

The narrator is responsible for creating a story for the players, is responsible for measuring his or her players' abilities and challenging them. A good way to view the game itself is as an interactive story where the players' characters are the protagonists, while the narrator is responsible for providing background and opponents.

Narrators should respect the dice and the rolls they represent, but be willing to alter outcomes for the degree which success and failure occur.

Narrators should also understand when a roll is or is not required. Often actions that are difficult in a combat situation are easier when an individual has time and an environment to properly prepare. Some stressful situations, such as jumping a gap, are easy enough for characters with a high skill to simply pass by. As characters become more and more experienced, they also become more capable of bypassing mundane obstacles.

Narrators should be able to react to players and their actions, often by offering many paths to

complete a single goal and allowing relative freedom within the confines of the system.

Narrators should understand that everything within Navarro can be destroyed, killed, or unmade. Nothing is immune to entropy. Enemies can be incredibly resistant to their demise, but there is always a way, no matter how obscure, to destroy anything.

6.1 – Starting Your Game

Running your first game is an immediately difficult, though rewarding process. As Narrator, it is your responsibility to both act as the individual that provides the framework for the story being told, as well as acting as a type of referee.

For your first game it is recommended that your first game be played with three friends, meaning that four people, including the narrator, are involved. This will give you the ability to answer questions in a timely manner as well as allow each player to move in quick succession.

For your first campaign you may want to create characters for your players instead of allowing them to construct their own. Read your players and confirm that this is something they want to do first, however.

If creative ideas are difficult to come across, consider the following four points:

Default Player Options - Most players should begin the game as civilian in a major city who have only recently had the veil of complacency lifted from their eyes. An alternative is to play as a newly created Militia. In doing so, the players can relate to their characters, and their characters to each other, as they grow and evolve into heroes.

Advanced Character Types - Though not recommended for first time players, some character ideas can be interesting to play. Government agents or soldiers can be set up against very large opponents to make great wartime campaigns. Traders can set off to explore the wastelands and, limited by provisions, try to find new towns to profit from.

Default Villains - Default enemies tend to be soldiers, gang members, bandits, and mutants. While not especially deep, the mischief they cause can sometimes be large enough to influence the players and governments. New acquisitions by more organized elements tend to be enforced at gunpoint, with the bodies buried in the ash.

Making Better Villains - Better Villains are those that pique your group's collective interest. They may be notable characters or may be figures hidden in the dark. Arguably, the most powerful figure is one merely referenced and never truly seen, a character that always manipulates conflicts to his or her ends.

6.1.1 – The Meta-Narrative

A point not originally covered in the history regarding this game is the truth of the situation within the setting. Players are not recommended to read this section as it does contain some spoilers regarding theme as well as content.

The game universe for The Navarro Knight takes place shortly after a rejection of the idea of objective truth and universal observation has

occurred. This objection has caused anything that is not observed to enter a state of flux within which it becomes wholly and utterly malleable to the concepts that individuals are capable of mentally manufacturing from both whim as well as raw need. This flux is what caused the spike in stillbirths and gave rise to the black ships, events dictated by resolute fear that the earth would not support humanity, the idea that mankind is a destroyer of its own home, and the need to escape, to be free from the horrible fate that lies at the end of these parallel thoughts.

Humanity, capable of observing the world, caused these shifts because it can conceive of possibilities and expound upon them mentally. This cognitive ability to alter reality manifests as the abilities, disciplines, and masteries that exist within the game. It is the factor that elevates mutants above animals and gives the player characters their edge. It is also the factor that prevents human beings from dying, the fear of death itself becoming strong enough to allow a person's consciousness, or soul, from passing on to either heaven, hell, or the void while simultaneously disallowing any new souls to enter the world and causing stillbirths due to a lack of objective proof that a soul exists.

It should be noted that humanity has been capable of performing the greatest feats when it is mostly oblivious. This is not necessarily the case, as the supernormal section describes how people have become aware of their ability to alter reality though they are not fully aware of the details that impart this function.

The danger, however, is the temptation that comes with the realization; the temptation to become something more than a human being can possibly be. Once a character hits rank 6 in any skill or ability, he or she is pushing the limit of what a human can do and is pushing into the realms of legendary, unbelievable figures. Once a character has reached ten ranks, he or she is at the limit of all plausibility, even with an enhanced body or mind, becoming stronger than bestial creatures that stalk the land. Currently in

the core game, no mechanic exists to take a character beyond ten ranks, and doing so renders a character unplayable; A character that strives for more begins to refute his or her humanity, and as a reaction they begin to both mentally and physically shift and change.

The people that become inhuman are conceptually identical to outsiders which are creatures that represent primordial and ever present fears and urges. In short, they are demons. Individuals that have advanced far enough even run the risk of becoming an outsider, or becoming a pawn to the much greater, inhuman force that motivates the outsiders. Though they are capable of altering the world around them, they can only alter those things which they conceptually own or possess, meaning they must lay claim to that which they do not have if they wish to have any power over it. To do this, both inhumans and outsiders often create cults to further their goal of possession, a goal which is fed by a hunger to own more and more, a primal urge that borders on the biological need to eat.

It is this struggle that is the core of The Navarro Knight and forms its underlying narrative between all parties that play the game; Humanity wishes to either return home or to find a new home that they can claim as their own, but many paths that can take them there will remove the essential parts that make them identifiable as human.

As a Narrator, it is your responsibility, within the meta-narrative of the game, to provide a path that will lead the players to one of these endings, or even to a possible ending where humanity, or at the very least the party of players, is satisfied with the new world and life that has been created.

And while you're playing, keep in mind the very nature of this game. It is a 'post-reality' game. Multiverse theory, multiple timelines, and many other concepts are viable. A change in one game session does not necessarily invalidate a future or previous game, but may instead propose an alternate point of view to a situation.

6.2 – Rewarding Players

Perhaps one of the most important things a Narrator can do is reward his or her players for their efforts. The most basic method to do this is to create a dynamic story that warps depending on the choices of the players.

Whenever a player does something important, it is also important to reward his or her character with equipment, money, and experience.

Whenever a scene, which is typically six hours worth of play, is completed an individual character is recommended to receive a basic complement of material items or money worth at least eight script and five experience with which to improve his or her abilities. These rewards can and should be increased by the Narrator depending on special actions that a player undertakes as well as the difficulty of the task that they have completed.

6.3 – Narrator Storyline Tools

Storyline options are literary devices that a narrator may use to accentuate or influence a story. While not all of these are applicable in every case, they are events or services that can alter the trajectory of a story or serve as a point to begin an individual campaign.

Storyline Tool	Description
Aerial Support	Certain factions are more than capable of providing bombardments from the air, though such tasks they often do not like to engage in, these can provide significant amounts of pressure and devastation with the use of targeting lasers carried by ground teams. The downside to such actions is that heavier aircraft are often more vulnerable than their smaller brethren, a state which makes them attractive to creatures that haunt the area.
Akashic Records	Within the depths of the Electrosphere lies the Akashic Record, a collection of information detailing all things that humanity has, is, and will experience. Through the ever-present influence of the Electrosphere, it is possible for anyone who reaches the Akashic Record to alter history, the present, or even the future by adding or taking away the knowledge present within. In such cases, existence rewrites to match that present in the Akashic, both cause and effect.
Body-Crafting	Bodycrafting is the practice of altering an individual's body through surgery, psionics, cybernetics, possessions, mutation, gene therapy, and the use of relics. Though not everyone is capable of accessing all methods at all times, the alteration of bodies, and by extension the creation of spare bodies, is a common occurrence for nearly all who take the opportunity. Many take advantage of their status in pursuit of immortality and perfection, with men and women willing to sacrifice their physical bodies repeatedly as they 'trade' one mortal coil for another, free from the penalty of death and from the repercussions of hedonism.
Bone Ships	The bone ships are massive onyx creations that are attached to the massive ring that encircles the world. It is unknown how these things are formed, but it is known that these things are in fact fully operational starships capable of transversing the void through bending time and space as well as through the use of hydrogen fuel supplies. Otherwise it is unknown how these ships function. Numerous accounts have been made of members of investigatory teams being lost to bone ships as they detach from the main body and disappear in a glimmer of light.
Death Curses	Death curses are the result of an individual's unspent potential focused on causing harm to another after the individual dies. This is often leveled at murderers and the like, with the individual causing the death curse being an unfortunate victim, but in some cases it is murderers that affect members of the police. Death Curses operate using the same warping of causality that magic does, however death curses never target anyone but the subject. There are only two known ways to halt a death curse: atonement and death.
Dehydration	Not every location has available water and, in some cases, some areas are simply blighted against humans or living matter. In these areas an individual must drink twice as much fluid in order to continue to function, otherwise the typical rations will only last for half as long.
Downbursts	It is unknown what causes the advent of all downbursts. Some theorize that they are created by psychics. Others claim they are the response of otherworldly entities or demons to their cultists. In any case, downbursts are massive changes in air pressure that slam earthward and devastate multiple zones in an area, throwing debris across a wide region. Nothing survives the affected zones, but creatures may find shelter in concrete or similarly resistant materials, so long as nothing is thrown into the shelter by the force.

Faith	Though few remain who pursue religion, there are those that continue to cling to it. A few, such as the Jews in Jerusalem, have maintained a sovereign state for their own protection, while others like the Catholic Church have dispersed into wayward vagabonds that own nothing but their holy books. Despite their rarity, these men and women are needed often, as only an individual of profound faith has the ability to release a soul from possession and combat many otherworldly agents.
Favors	When demons, angels, and mythical creatures set foot upon the planet, individuals often thought that the beasts were the most frightening thing in the world. However, as most situations evolve, mankind can prove itself far darker than its environs. Nothing is more terrifying than owing someone a 'small' favor.
Gates	Folds in space and time, sometimes two-way, sometimes merely one-way, gates allow individuals to step into regions far away and far beyond the scope of human imagination. It is rumored that most of these portals move to locations that are absent of life, some covered in archaic and weathered ruins that defy comprehension, while others lead to verdant worlds yet untouched by the Collapse.
Gangs	Clans of bandits or warrior knights, gangs make up the political structure of more violent or less controlled regions of the world. Gangs are often popular and readily endorse a subculture or a particular world view, often represented in their style of dress and their behavior. Because they operate outside the legal bounds of the law, even when they act in ways to correct issues in society, gangs are often hunted by government forces, which they often flee from.
Heaven's Seal	The collapse, though it brought about the rise of the electrosphere, also marked the destruction of the final seal that stood between humanity and the end of the world. Heaven and Hell have become sealed from those that remain on Earth while demons vie for their souls amongst the blasted ruins. God's plan remains unknown and his agents are far apart and few in number.
Hospitals	Hospitals were once the place where the dying and the sick sought shelter. Now they are veritable fortresses that new world governments and private military groups covet. Filled with supplies and constructed in such a way that they can be made into readily defensible positions, abandoned hospitals are often the base or command building of rebellious or independent factions.
Magic / Majyck	Psionics are understandable. Human will creates an impression upon reality, creating an effect that can be manipulated and controlled. Magic does not follow such rules. Magic is the imposition of willpower upon reality that warps causality, creating a result while leaving the cause open for random, wild chance and intervention to occur. What makes magic particularly dangerous is that its intended effect will always occur. If the effect is thwarted against the intended target, it will then seek the individual who used the magic, and should that effect fail it will strike targets randomly until it succeeds.
Possession	Demons, spirits, souls, and angels are incapable of interacting with the living world in the same capacity as living beings. While spirits, souls, demons, and angels may take the body of an unborn child or a vat-grown body as their own, demons and angels may also enter a contract with a living being to perform a favor to gain a physical presence within the world. An individual that enters into a contract allows the otherworldly creature into their body and soul and initiates a metamorphosis. The body warps each day, permanently becoming closer to that which the entity desires as time progresses, while the individual that enters the contract remains mostly in

	control of their body. No matter the result of the contract, the memories of the soul that resided within the body are consumed by the invasive entity and expelled into another body.
Relics	Relics are the fragmented pieces of alien technology that came with the red comet. Their purpose lost with their creators, men and women across the world fail to understand the true impact of using the relics. All that can be understood is the immediate benefit, or detriment, that they provide. Some remove the effects of mass on an object and warp reality, while others act as little more than toys for children.
Stillborn World	The world can no longer support life. With the invisible roads to the afterlife closed, men and women no longer enjoy the embrace of family. Their bodies are capable of producing vessels for wayward souls and spirits, but without either the child's body is cold and lifeless, caught in stillborn repose. It is only possible for individuals to conceive a living child through the death of another sentient being. Those that die naturally and those victims of murder often cling to their past lives as they grow and mature, bearing the mental scars of their own death and disaster as they age.
Temporal Dissonance	Temporal dissonance reflects the chaotic nature of the world post-collapse. Unlike the modern world time is skewed, which often causes events to be aligned in strange and sometimes disorienting ways. It is entirely plausible for an individual to work for only a few hours, while others will perceive the same passage of time as days. In some extreme cases, individuals have reported that they have witnessed an event that occurred in a location long before their arrival. These 'time slips' are a seemingly natural event, but they only happen when an isolated individual or group of individuals are no longer able to measure the passage of time or fail to pay attention.
Transportation	Short distances can be hiked over the course of a day to a week, but longer distances pose a problem to the unprepared. Moving from city to city is an endeavor, and such a trip often cannot be made with everything that an individual owns. Transportation, reliable delivery from one location to another, is a commodity that individuals seek and are willing to pay exorbitant prices for.
Walking Dead	Numerous species can use dead bodies to their own ends. Some can replicate facial features of the deceased. The governments of the world are not above proclaiming their members dead even as they work in the shadows, fostering their power and the rise of those that will continue their legacies. The only things you can trust to be dead are the things you put down yourself, but even then there are exceptions.
Wild Hunt	Supernaturals harbor a special love for a single event known as the wild hunt. It is not known how this started or what conditions instigate or end the challenge, but it is known that the wild hunt is a chase, a constant and restless competition between a super- or subnatural creatures. It is equal parts a contest of physical strength as it is mental, as all supernaturals are in on the contest, and only a single human must fend for himself amongst them all.

6.4 – Managing Tension

A special mechanic may be introduced to prevent characters from constantly taking actions that do not contain a risk. Every time a

character avoids risk by performing a safe action, risk is increased for the scenario by a point. These points may then be used by the Narrator to build extra difficulty into subsequent encounters by adding more opponents for a

group of characters to face or by adding extra security measures to certain things such as doors or causing machinery to fail at a crucial moment.

A safe action is defined as an action that does not carry the risk of failure and is pivotal to the plot. Some examples are taking a monitored hallway instead of a lesser-seen, but ultimately dangerous path. Other actions, such as taking items that are easily noticeable as missing and provide significant ease, such as password

records or objects specifically meant to harm the villain, also add a point.

Care should be taken by the narrator that these events not be retaliatory towards players. Rather, increases in difficulty are villains noticing character's meddling in their affairs and responding with an increase in protection, setting traps, and eliminating incriminating evidence.

Tension Points	Narrator Intervention
3	A second check is needed to complete a task, so long as the task is not a time-constrained situation
4	Another creature is added to a combat encounter
5	A favorable route becomes jammed and an alternative must be located
6	A second check is needed to complete a task in a time-constrained situation
8	An additional complication arises within the environment, such as a broken piece of machinery or a condition in a zone. This cannot affect player equipment.
10	The current villain grows one step closer to his or her goal