

DEGENESIS

ARTIFACTS

UNOFFICIAL SUPPLEMENT

REMEMBER FROM WHERE

YOU HAVE **FALLEN**
AND REPENT

[REVELATION]

ARTIFACTS

Artifacts is an unofficial fan-created supplement for Degenesis. It has a goal of providing more content for players and Game Masters without deviating too far from the lore and style of Primal Punk or the mechanics of KatharSys.

In terms of raw content, Artifacts adds several dozen new pieces of equipment and gear, both intended to supplement existing pieces of equipment and fill in gaps that Katharsys leaves. New rules for the Barrel Change modification and rules for Muffled firearms increase the range of tactical options available to Game Masters and players. Some additional gear has been added for outside combat, such as flashlights.

Artifacts includes expanded combat rules, including more options for unarmed combat, a revamped version of the Fatal weapon quality, alternate initiative systems, and permanent injuries.

Artifacts also includes expanded profiles of the Enemoi, with intentions of adding the Resistance and Matadores as similarly expanded Clans; these Clans receive profiles equivalent to those the Cults receive in Primal Punk and Katharsys. Artifacts also includes new Potentials, and rules for characters who wander without a Cult.

Beyond this, Artifacts also includes custom rules for advanced character creation, allowing players to make characters who fit into the group without relying on the XP progression system (which can have some downsides).

In addition, there are rules for the creation and development of settlements, which can give bonuses to player characters as well as serve as a dramatic centerpiece for a plot.

Finally, there is a large work-in-progress bestiary and NPC folio, which aims to include several NPCs for each Cult and Clan detailed in Katharsys.

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ASCHE

Konrad woke to another facade. He could hear people moving about, another day's spectators come for the fights. He wondered who he would be fighting today.

It used to matter. He had held his sword in his hand and stood on the battlefield, knowing who the enemy was. Then, one day, he was here. He couldn't remember what had landed him in the cesspit—he didn't want to. The memories had been lost in sorrow, and he caught only glimpses of the steps leading to his exile.

The wood of the bedframe creaked as he got to his feet, the stress lifting from it. He splashed some water from the basin onto his face, looking at himself in the mirror. He thought he looked old, in some primordial way, like he had been wandering for ages in faraway lands. The woman he'd been calling his lover—she was nothing to him—came in, carrying his usual meal; barely cooked meat from some creature he could hardly distinguish and a thin gruel. Beside it on the tray, a paper bulb contained what he needed to make it through the day. He nodded and smiled at her, wondering if the scar he had just noticed had always been there, or if he'd lost himself in dream during the last fight.

"Ready for another fight?"

"Will be soon. Thank you."

She smiled at him, and turned her attention to the bottom fold of her tunic.

"No."

She looked a little startled by the response, but turned away and left. Konrad couldn't care less what she thought. She was just another part of this ash-life, the burned out husk of a man's greatness.

He thought of his wife, so long ago. He missed her dearly, but there was no way to turn back the hands of time. He had sacrificed everything. He could feel the spoon wavering in his hand, and he crushed it, feeling the metal bend and twist under the force.

There was the iron will of Konrad Krieger, Preservist. He was fury and might in his youth, and in his fading years he was still a force of nature. He devoured the meal, his appetite restored, and he wished he hadn't sent her—Minna?—away so quickly.

No matter, he could go and fight now. He took the paper bulb. He didn't need it now. All the same he crushed it in his palm and held the wreckage to his face, breathing deep.

The fight called again.

AND YE SHALL HEAR OF

WARS

AND RUMORS OF WARS

[MATTHEW]

SEE THAT YE BE NOT TROUBLED

FOR ALL

MUST

COME TO

PASS

BUT THE END IS NOT YET.

FOR NATION SHALL RISE AGAINST

NATION

AND KINGDOM

AGAINST KINGDOM

AND THERE SHALL BE

FAMINES

PESTILENCES

EARTHQUAKES

NEW POTENTIALS

ABLE GOVERNOR

On rare occasions, a person is born who displays innate leadership and charisma. Whether through their voice, method of carrying themselves, or intellect and acumen, these people are simply better at running settlements than their peers.

If a character with this Potential is the governor of a settlement or district, they may spend Ego equal to their Potential's rating to achieve 1 Success toward the settlement's current agenda. This can only be done once per agenda.

BLOODHOUND

Some people are indomitable in their pursuit of truth and secrets. Their quarry never escape their keen senses and cannot rest until they surrender or fight to the death.

The character may spend a number of points of Ego up to their Potential's rating to gain that many successes on any INS+Perception, INS+Empathy, and INS+Survival tests they make while searching for a specific target. They may only choose to follow one target a week, unless they find, capture, kill that target; at that point they may choose another target.

COMBAT MEDIC

In the best of situations, doctors have enough time to ensure that their patients have the best care they can receive. In the field, surgeons rarely have the luxury of taking as much time as they should.

For each level of this Potential, the time required to perform Surgery is decreased by 2 hours (to a minimum of 6 hours).

CONFESSOR

PREREQUISITE: Faith

It is possible to have a soothing touch that can wipe away the cares and pains of the world. People with this touch are of great comfort to the dead and dying, allowing them to become close with them at the penultimate phase of their life.

A character with the Confessor Potential may make a PSY+Faith roll with a number of bonus dice equal to the Potential level against a dying target's PSY+Faith/Willpower. If the target knows secrets that the Confessor does not, the Confessor gains +1 Secrets.

FURY

PREREQUISITE: Primal

Some people have no ability to control themselves. When they get in a fight, they don't leave until someone isn't walking away in one piece.

Once per combat, the character may spend a number of Ego points equal to their Potential Level to cause that much Trauma in addition to the normal damage from their next hit. If they are hit before the end of the round following an attack with Fury, they take one point of Trauma themselves.

FAIR OMEN

PREREQUISITE: Faith

With enough knowledge of the years and the divine spheres, it is possible to augur the future, seeing a bright note in someone's future.

The character may make a vague, but positive, prediction for another character ("*they will try to strike you down, but you will escape*"). If the circumstances seem to be falling into place, the recipient of the omen gains +1D per Potential level to their next roll.

Only one Fair Omen can be active at once—too many prophecies lose their meaning.

HEALER'S OATH

First, do no harm. This has been passed down through generations; it is at the core of the Spitalian philosophy, even if it goes unheeded, but even outside the Spitalian order healers and doctors across the world remember the basic tenets of medical tradition.

The character may spend an amount of Ego up to their Potential level to gain that many Triggers on any First Aid or Surgery rolls they attempt.

ISOLATE

PREREQUISITE: Primal

Being alone is a respite for those who despise society or have been scorned by it for so long that they have forgotten what it means to be truly human.

The character regains one Ego every 4-Potential Level days they do not make a social skill roll (e.g. CHA+Expression, PSY+Cunning, or INS+Empathy). They may interact with others in ways that do not require them to make a roll without losing this benefit, and can choose to automatically fail a roll to avoid breaking their sabbath.

LEGENDARY ARTISAN

PREREQUISITE: CHA+Arts 8

A true master can produce pieces of art that lift the spirits beyond the physical world, bringing them to sublime perfection.

The character spends a week preparing a work of art worthy of legend. This is difficult; CHA+Arts (5). Once finished, it is worthy of the greatest patron:

When the art is revealed and dedicated/gifted to or performed for a specific character, they regain Ego equal to the Potential level.

The artisan does not necessarily need to know who their patron is when they are working, and they do not need to roll when they present the work, only while creating it. As a result, they can save their great work for an opportune time, unveiling it to best help their allies.

MIND OVER MATTER

PREREQUISITE: Willpower

The woes of the body stem both from physical and psychological causes, and those who have learned to master their

When the character rests, they may spend 1 Ego to regain a number of Flesh Wounds equal to their level in this Potential.

SERENITY

PREREQUISITE: Focus

Mental exercises, daily hygiene, prayers, meditation. All can help keep a man sane on the edge of the abyss. When the going gets rough and there is no respite, some people can return to their own inner strength and draw away from the world. The troubles around them fade away, and they are renewed.

The character may regain an additional Ego point when they rest, once every 4-Potential level days.

KILL SHOT

Patience and perseverance goes a long way on the battlefield, especially if contact has not yet been made with the enemy. When a sniper has the opportunity to watch their target, or a gunslinger can put the sights right on target, they have devastating effects.

The character may take an action aiming an attack before they actually fire, making an AGI+Projectiles roll to gauge their shot. If they fire with their next action, they can apply one Success or Trigger from the previous roll to their actual attack per level of this Potential.

KILLING BLOW

Armor provides no protection against the finesse of a skilled attacker using the right weapon. Thin blades find cracks in armor. A club hounds a joint in a suit of plate and crashes straight through. The stab plate can't protect against a chop to the side of the abdomen.

When the character attempts to make a BOD+Melee or BOD+Brawl attack against a character with armor, they

treat the target's Armor as being one point lower per Potential level.

POISONER

PREREQUISITE: INS+Survival 8

The character may poison weapons that they use. When they attack with an appropriate weapon (melee weapons that break the skin, arrows, crossbow bolts), the target makes a free BOD+Stamina reaction with a difficulty equal to the Potential level. If they fail, they suffer 1 Trauma.

The attack is still subject to having its damage reduced by armor or other special effects. If no damage is delivered then the Potential has no effect.

XENOPHOBIA

PREREQUISITE: Primal

A mind filled with hate cannot know doubt. The xenophobic are not susceptible to the machinations of outsiders, even if this comes at the cost of a great sacrifice.

A character with the Xenophobia Potential ignores an equal level from any Potentials that grant bonuses to CHA- or PSY-based actions against the character or enable special actions against them (like Black Omen, At Eye Level, or Confessor), but also an equal reduction to beneficial effects (like Doctrine: Assault or Call of Jehammed)

HEROIC POTENTIALS

These Potentials are intended for defining characters, but may be too powerful to be given out willy-nilly. GM's should consider ways to balance these Potentials in games where characters are easily reaching the requirements for them.

ERIS

PREREQUISITE: INS+Primal 10

Chaos is your home and livelihood. Where others see discord and chaos, you see rebirth and opportunity.

When the character uses Burn of the Discordia variety, they do not suffer the normal effects. Instead, an attribute is chosen at random, and the result is the new temporary value of the attribute. At the second level of this Potential, they may reroll the first roll, so that the Burn impacts a different attribute. At the third level of this Potential, they may reroll the result, so that the attribute may change in a different fashion. This gives the user a high amount of control over how the Discordia effects them.

FAUST

PREREQUISITE: At least 2 permanent Spore Infestation

Make enough deals with the devil, and you'll always know where to find him. The character has begun to be thoroughly contaminated by the white phalanges of the sepsis, and the Primer calls to them with unusual vigor. They may regain lost Ego points equal to their level in this Potential once per day, as if they had used Burn of the appropriate Potency (they do not get any other bonuses). If this triggers the potential to gain permanent Spore Infestation, the difficulty to resist is always 3, regardless of how many Ego points were regained.

HELEN

PREREQUISITE: CHA 6

A face that launches a thousand ships. The character may use CHA+Seduction (5- Potential level) to "borrow" another character's Ego (they can resist with PSY+Faith/Willpower, if they desire), transferring a number of points equal to the Potential's level to themselves. This Ego is treated as a separate pool which can be used whenever Ego could be used, but it will not increase.

Both the target and the user's regular Ego pools recover normally while there is borrowed Ego in the pool. Borrowed Ego can be transferred back to the original owner at any time so long as the character can interact with them.

Ego can only be borrowed from one target at a time, and the amount of borrowed Ego can never exceed the Potential level.

ODYSSEUS

PREREQUISITE: Allies 2, Renown 4, Network 4

Long wanderings and a heroic legacy mark the character as one of the best of their age. People bend over backwards to get a chance to take part in the epic of their life.

The character gains +1D per level of the Potential to CHA+Conduct, CHA+Seduction, and PSY+Deception when interacting with characters from other Cultures outside their homeland, or when interacting with characters from their Culture inside their homeland (so a Borcan would gain dice with outsiders in Africa or Franka, or with Borcans in Borca).

NEW AMMUNITION

.45 PISTOL - "BULLY"

This cartridge has more power than the standard pistol ammunition. Used rarely, those who use .45 Pistol appreciate its increased stopping power over 9mm ammunition. It is most commonly found in the hands of the Enemoi.

7.62 N - "FIST"

7.62 is a large rifle cartridge intended to overpower the 5.56x45 cartridge used in many weapons. Also known as .308 ammunition, it hits harder than most other rifle cartridges, but is much more expensive and is rarely used, as cheaper ammunition often has the same effect.

14MM - "DANGER"

14mm bullets are rare. Intended for use against vehicles, they are almost entirely impractical in this day and age.

.410 - "TINY"

If the 12-gauge shells used in shotguns were a scrapper's paradise, .410 shotgun shells are a much tinier paradise. Able to be used in a revolver due to their size, they are not particularly powerful but are cheap due to the ease of reloading them. They require less powder and projectile material which makes them very sustainable, even if they lack power.

8 GAUGE

8-gauge ammunition is larger and more expensive than 12-gauge ammunition, but packs a bigger punch. Rarely used due to the fact that only trained soldiers can handle the kick of such a weapon in combat situations, it is nonetheless simple to manufacture and has seen limited adoption among certain circles, including Scappers.

CRAFTING AMMUNITION

Crafting ammunition usually requires a projectile, casing, primer, and propellant; the chemical and material components for these can be scavenged, but there are additional steps required to turn Bygone leftovers into functional ammunition.

The Difficulty associated with manufacturing ammunition is dependent on the Tech Level of the ammunition they are creating.

Tech Level III ammunition can be created with a Difficulty 3 test. Tech Level IV ammunition requires a Difficulty 5 test, and Tech Level V ammunition requires a Difficulty 6 test.

Some Tech V ammunition is caseless; this ammunition is much more difficult to create; cased ammunition can simply be filled with propellant, but caseless ammunition must be able to cycle through a weapon without the advantage of a casing to keep it moving cleanly.

Caseless ammunition requires much more precision; the difficulty of creating caseless ammunition increases by 1.

All tests in creating ammunition are INT+Science tests. It may be necessary to find scrap prior to creating ammunition. This uses the standard scrap collecting rules, but characters must focus explicitly on gathering scrap for creating ammunition. Each kilo of scrap found in this manner can create about a dozen rounds of ammunition at the appropriate Tech Level. Each Trigger on an ammunition creation test creates two extra rounds. A Botch destroys the materials, and may damage any special equipment being used. It takes between one and two hours to create ammunition.

Toolkits, gunsmithing kits, or workshops all provide bonuses to the ammunition crafting process, but only the greatest bonus applies. This bonus is further increased by any Potentials or other factors aiding the character manufacturing ammunition.

Characters who are seeking to purchase ammunition have to deal with scarcity, paying the full price for the ammunition, but characters who want to sell ammunition will rarely be able to do so for full price: firearms are rare, and rounds of ammunition are targets of thieves and corrosion.

The most a character can sell home-made ammunition for is about twenty percent of the purchase price, and this is only with a history of trustworthiness and in limited quantities. Someone not yet known for their ammunition making or who tries to sell ammunition in bulk runs into distrust or crashes the market, and can have rounds sell for ten to five percent of their usual value.

AMMUNITION STATS

Ammo	Damage	Tech Level	Price in CD
.45 Pistol	11	IV	55
7.62 N	13	IV	100
14mm	15	IV	200
8 ga. shot	14	III	30
8 ga. slug	14	III	30
Paper Cartridge	8	III	12
.410 shot	7	III	5
.410 slug	7	III	10
Freon Cart.	12	IV	90

EXTENDED CHANGE BARREL RULES

The barrel change rules in Katharsys are somewhat lacking in substance. They allow a character to modify

their weapon to use different ammunition, but do not account for the vagaries of the individual types of ammunition that might be replaced.

The Extended Barrel Change table gives each ammunition three values: handgun handling, rifle handling, and magazine use. There is also a column to indicate whether or not the ammunition has a particular quality associated with it (i.e. muzzle loader for black powder firearms or Thunder Strike for high-caliber firearms).

A weapon's ammunition capacity is calculated by determining the weapon's original ammunition capacity and original round's magazine use (for instance, a Pistol has a Magazine of 12 and fires 9mm rounds with a magazine use rating of 20, so its total ammunition capacity is 240).

If using the Extended Change Barrel rules, one may also desire to alter the Expand Magazine modification so that it adds 90 ammunition capacity to a firearm to balance the differences between cartridges, or simply use whatever the weapon's final statistics are *after* the change barrel ammunition counts are applied with the original formula. Partial capacity is ignored, though recorded.

If Change Barrel modifies a firearm so that it would receive a different Handling modifier from its ammunition type than its current ammunition type receives, the appropriate modifier is applied to its Handling. Handguns and rifles have different Handling ratings from ammunition: handguns cannot use 14mm ammunition.

In addition, it is assumed that all shotgun "slug" ammunition requires a rifled barrel, so separate barrels must be used for the shot and bullet variants of the ammunition. Depending on the feel of the campaign and personal taste, weapons may be used with either without additional modifications; in any case the Barrel Change modification for weapons of the same caliber does not consume any modification slots.

For example, the Assault Rifle holds 30 5.56x45mm rounds. Its total Magazine Use is equal to 30 (its total magazine capacity) * 60 (the 5.56mm round's size), or 1800. If it were to be converted to fire 7.62 N rounds, it would be able to hold 24 rounds (1800 divided by 75, 7.62 N's Magazine Use).

$$\text{TOTAL MAGAZINE USE} = \text{MAGAZINE SIZE} \times \text{WEAPON CALIBER MAGAZINE USE}$$

$$\text{NEW MAGAZINE CAPACITY} = \text{TOTAL MAGAZINE USE} \div \text{NEW CALIBER MAGAZINE USE}$$

EXPANDED BARREL CHANGE STATS

Ammunition	Handgun Handling	Rifle Handling	Mag. Use	Qualities
8 gauge (Either)	-2D	-	120	Scatter/None
14mm	N/A	-1D	100	Thunder Strike, Blunt
CALIBER 12 (Either)	-1D	-	90	Scatter/None
7.62 N	-2D	-	75	
5.56x45mm	-1D	-	60	
HF Full Jacket	-1D	-	60	
HF Hollow Point	-1D	-	60	
5.56mm Flechette	-	+1D	60	
Powder and Bullet	-	-	50*	Muzzle Loader
Paper Cartridge	-	-	50	
.50 GL	-	-	40	
.44	-	+1D	35	Thunder Strike
.45 Pistol	-	+1D	30	
.410 (Either)	-	+1D	30	Scatter/None
9mm	-	+1D	20	
.357	-	+1D	15	
5x30 Caseless	-	+2D	15	
4.6x30mm	-	+1D	10	

*If using the Variable Black Powder Caliber rules, this is 25 times the Caliber Rating of the weapon.

PAPER CARTRIDGES

Firearms that use powder and bullet ammunition may have the Muzzle Loader quality removed when paper cartridges are used.

To remove the Muzzle Loader quality, however, modifications must be made to the weapon. They may be converted to a needle gun, where a needle is inserted through the rear of the paper cartridge and strikes a primer at the rear of the bullet after passing through the powder charge. Most systems like this are bolt action, with a new round being loaded directly into the weapon's breach. Alternative solutions exist, but the modification into a breach loading weapon removes the Muzzle Loading quality.

The conversion from a Muzzle Loader to a paper cartridge firing gun requires an AGI+Crafting (3) roll, and access to two kilograms of Tech III scrap. A glitch results in damage to the weapon's barrel or functional mechanisms,

Although functionally identical to powder and bullet ammunition, paper cartridges are distinct and must be

acquired, although they can be made from powder and bullet ammunition given time and raw materials.

At a GM's discretion, Judges' firearms may be upgraded to use paper cartridges, either as a Rank increase reward, a reward for service, or simply as a result of these weapons being more common in the Judges' arsenals as Justitia prepares for war.

VARIABLE BLACK POWDER CALIBERS

Not all black powder firearms are created equal. When working with a black powder weapon, it is possible to have varying amounts of black powder or more lead shot.

Black Powder weapons come in calibers from 1 to 4; these represent increased powder loads and larger bullets, making the weapon significantly more powerful as it fires larger projectiles with more energy.

Caliber 1 Black Powder weapons cause 7 damage, Caliber 2 Black Powder weapons cause 8 damage, Caliber 3 Black Powder weapons cause 10 damage, and Caliber 4 Black Powder weapons cause 12 damage.

Due to the fact that the projectiles fired are rather slow compared to the average bullet, the Bulletproof quality provides one additional point of protection against Caliber 3 Black Powder weapons and three additional points of protection against Black Powder 4 weapons.

If using the Paper Cartridges rule, only Calibers 1-3 can be used with Paper Cartridges.

MUSKET BALLS AND BULLETS

When working with a black powder firearm, it is possible to fire either lead balls or pre-formed bullets. Bullets are designed to provide an edge on the opposition; they are able to form a better gas seal than a ball, allowing for better quality. However, they are more difficult to manufacture; increase the cost for Black Powder and Bullet ammunition by +4 (or +2 per caliber rating if using variable black powder caliber weapons), but increase the Damage of the projectile by 1, increase the standard range increment by 5 meters, and increase the long range increment by 15 meters.

NEW MODIFICATIONS

WEAPONS

MUFFLED

Adding a silencer to the weapon and making some minor modifications to the mechanisms results in a weapon that functions just as reliably as the original but creates much less noise when fired.

EFFECT: 1 slot, the weapon gains the Muffled quality.

NEW FIRE AND LIGHT SOURCES

FLASHLIGHT

A simple device, most surviving flashlights use an LED connected to an E-Cubed to generate enough light to allow users to navigate at night. Unlike most light sources, they are directional; while they still make it hard to sneak at night, they can limit the effectiveness of return fire when used in combat. Some variants of flashlights have been created by scrappers, using filament lights or other scavenged light sources, but all flashlights have similar functionality and power usage.

HANDHELD BEACON

These portable devices, often used in tandem, allow a signaler to mark their own location. Used when navigating large vehicles into place or for distant communication, they have both reflectors for use during day or when alternate light sources are available as well as internal lights powered by E-Cubed.

POCKET FLASHLIGHT

The pocket flashlight is a smaller cousin of the flashlight. Able to be carried easily, the pocket flashlight can also be mounted to a weapon (which uses up a modification Slot until it is removed again).

The main weakness of the pocket flashlight is its limited lighting ability; they are simply not as bright as larger devices.

NEW ORIENTEERING GEAR

GEOTRACKER

In 2070, it became clear that GPS might no longer function following impact. While this was viewed as an unlikely scenario, both the 2¹⁶ phenomena and the threats to satellite navigation led to the creation of the Geotracker. Relying on footage from a recon drone or camera feeds, it creates three-dimensional maps.

The geotracker system has three components: drones, hubs, and nodes. Drones are used for scanning large areas, and few remain intact. Hubs store information and serve as the computational engines to create the three-dimensional imaging required for an area, including accounting for environmental conditions. Nodes are individual units with a 6 inch display; they indicate location and can show any landmarks.

Geotracker drones can fly, hover, or roll, and weigh about 20 kilograms. They are highly mobile, and can enter any space that a human could enter, and can scan ten square kilometers of territory in an hour. They are automated, but can be manually controlled from a control terminal. Information gathered can be radioed back to a

hub in real-time, but the drones can also be run with radio silence in automated information gathering modes.

Geotracker maps support the addition of arbitrary data, similar to the Hellvetics' Pathfinders. However, nodes cannot pick up additional information in the field; they are limited to using maps downloaded from hubs. Nodes only hold about 100km² of map information: hubs contain enough storage capacity to map the world several times over.

One advantage of the Geotracker systems is that they can map caves, though a drone would have to fly into them first or a team with cameras would have to complete a survey.

NEW WEAPONS

WEAPON QUALITIES

BLINDING

The weapon causes a target to suffer a -4D penalty to all ranged attacks and a -2D penalty to all melee attacks and active defenses for a number of turns equal to the weapon's Blinding rating. An INT+Focus or INS+Primal reaction can reduce the duration of the blindness's effect by 1 per success or trigger on the roll.

DEPLOYED

Deployed weapons are intended to be fired from a stationary position. Someone using a deployed weapon must take an action to deploy it prior to firing. Firing a weapon without deploying it requires a BOD+Force greater than the weapon's Deployed quality rating. Otherwise, the weapon's Handling is decreased by 1D for each point the Deployed quality exceeds the character's BOD+Force.

GRAPPLE

A weapon with the Grapple quality causes the target to be stuck in its grasp. Until they succeed on an AGI+Mobility test with a difficulty equal to the weapon's Grapple rating (this takes an action but does not suffer a penalty), the target of a Grapple weapon suffers a penalty on all attempted actions (but not reactions) equal to 1 plus the number of Triggers rolled on the attacker's roll and cannot move.

Weapons with the Grapple quality do not gain damage from extra Triggers unless they normally deal damage.

LOOSE AMMUNITION

This weapon needs to be loaded at the start of combat if the character is surprised. Otherwise, if the user has a projectile they may reload the weapon without taking an action to do so.

MUFFLED

Most firearms have a loud report that is obvious to all in the nearby vicinity; muffled firearms can still be heard by most of the people around them, but lack the distinctive gunshot noise. Only those being shot at or those who are actively looking for attackers will think they heard a gunshot; a single muffled shot simply sounds like someone dropping something heavy or breaking a tree limb.

An INS+Perception (2) test is required to determine that a muffled gunshot's report is actually a firearm discharge. Once a character suspects that the sound is a muffled firearm, they automatically recognize all muffled

weapon attacks as gunshots rather than background noise. A character who is hit is usually aware that they are being shot at, and may shout an alarm if they survive the impact.

If someone is downrange from a firearm, the audible crack of a supersonic bullet provides a +2D bonus on the Perception test to realize that they are being shot at and discern the direction that the fire is coming from. Not all bullets are supersonic, .45 Pistol is one example of a round where the standard loads are subsonic.

SINGLE LOADER

This weapon is not reloaded via magazine, stripper clip, or speed loader: it may have a loading gate or use a magazine tube and require loading one round at a time. Four rounds can be loaded into the weapon in a single Action.

SUSTAIN

The weapon or attack is particularly involved, and requires a character to devote all their effort to keep the effects on target. A character who makes an attack with a Sustained weapon may make no other attacks with that weapon (or at all, if using unarmed combat) during that round, though they may still use actions or reactions for other purposes.

SMOKE

The weapon creates a large amount of thick smoke that obscures vision. All attacks intended to attack a target within a number of meters equal to the weapon's Smoke rating suffer a -2 penalty. Smoke is caused each time the weapon is fired, and the cloud decreases in radius by one meter for each turn that has passed since the weapon has been fired.

UNARMED COMBAT

GRAPPLE

The character grabs another character, pulling them close and forcing them into position. This limits the target's mobility and forces them to break free to be fully effective.

SPECIALTY: At the end of the attacker's turn, they may choose to use an action next round to maintain the grapple. If they do, they do not need to roll a second attack. Otherwise, the defender goes free.

PIN

The goal of a pin is to force a target down and keep them from acting. If the attack succeeds, both attacker and defender are forced prone, but the defender loses access to any weapons they were carrying and can only act to break free of the grapple.

SPECIALTY: At the end of the attacker's turn, they may choose to use an action next round to maintain the grapple. If they do, they do not need to roll a second attack. Otherwise, the defender goes free.

THROWN WEAPONS

POWDER BOMB

This simple explosive device consists of a small amount of high explosive (or concentrated gunpowder), small reserves of petrol or alcohol, and flour or sawdust in a canister. Impact-detonated.

In Hybrispania, these are thrown onto the decks of Surge Tanks or into clusters of Scourgers. In Borca, they are thrown into clusters of Judges and in Pollen they land at the feet of Spitalians as they close in on spore fields. They are equal opportunity killers, destroyers of life and limb.

SPECIALTY: The Powder Bomb does equal damage to all enemies within a 5 meter distance of the original impact. Because they are impact fused, they can also be used as mines, which is safer than attempting to throw them.

MELEE WEAPONS

CHAINSAW

What it lacks in subtlety, the chainsaw makes up for in raw power. This petrol-powered weapon is a descendant or modified version of old industrial tools or weapons. Used rarely, often by Scourgers or by mercenaries aiming to use the psychological impact of the roaring noise of the weapon, it is unwieldy but delivers devastating blows.

SPECIALTY: One unit of petrol will run a chainsaw for about an hour; without fuel the weapon's damage decreases to $2+F/2$ and it loses the Terrifying quality.

QUARTERSTAFF

The quarterstaff is made a two to three meter long section of wood hewn from hardwood. Due to the fact that it comes from the hardwood, rather than a branch, it is able to be an effective weapon in the hands of a skilled user without being easily turned away by armor.

It is not uncommon to reinforce a quarterstaff with metal on the striking ends, either to protect the ends of the staff or to add to the impact; spikes or reinforcing bands are common, and it is not unheard of for grips or further reinforcement to be added.

NET

Nets are a classic weapon; used as a melee implement, they allow a fighter to trap enemies and then strike with a weapon held in their other hand. Although most nets used in combat are simply constructed from rope or chain,

there are also nets designed to cause injury to targets as they try to escape.

HANDGUNS

SAWNOFF

This shortened shotgun has reduced range, but is also able to be carried and used more like a handgun than a traditional shotgun. It lacks the modification capacity of its larger counterpart, but is otherwise very similar.

PEPPERBOX PISTOL

This simple firearm is something like a revolver, but instead of having a cylinder that rotates it has four barrels and four chambers. Easily reloaded via breach-loading, each of the barrels and chambers has a separate trigger, making it near impossible to fire all four at once.

SPECIALTY: The Pepperbox pistol may not have the Expand Magazine modification applied to it.

JUDGES' REVOLVER (JUDGES)

An alternative to the muskets and hammers of the Judges, the Judges' Revolver fires .410 ammunition. As the Judges have been involved in fighting more and more, these revolvers have become almost as iconic as their traditional weapons, since they are able to be made with the relatively primitive manufacturing capabilities Justitian's arsenals provide.

The largest advantage the Judges' Revolver provides comes in the form of mobility; it is light and can be used from horseback, and also provides an opportunity to easily switch to a Judgment Hammer if necessary.

PERCUSSION REVOLVER

Simplistic in design and function, percussion revolvers use black powder and bullets wrapped in paper, allowing them to be loaded at the speed of more modern brass cartridge-based firearms, but making them somewhat more expensive to operate than black powder firearms.

HOLDOUT REVOLVER

Tiny, but inefficient, holdout revolvers are used by the desperate or those who don't know better. Capable of deterring apathetic attackers or easily frightened animals, the only virtue of a holdout revolver is its small size and the fact that it will likely work even after a beating due to the simplicity of its design.

SMARTGUN

Smartguns are the result of Bygone weapons programs. Linked with a powerful computer, they are able to lay down an incredible amount of fire in a very short amount of time. The expense of operating a smartgun and the fact that most require repairs with components that can only

be scavenged means that only a few are used across Europe, though they are somewhat more common in Africa.

SPECIALTY: The Smooth Running trait on a Smartgun only incurs a -1D penalty on the next attack from the weapon.

GATEKEEPER (HELLVETICS)

Stubbed Trailblazers, while effective, are not cost-efficient, and their use of the precious and scarce HF ammunition makes them hard to issue. For Hellvetics operating in the field who need a sidearm, the Gatekeeper serves as a handy backup weapon, and is often issued to users of Defenders or Devastators.

SPECIALTY: A Hellvetic gains as much ammunition for their Gatekeeper as they do for their primary weapon if they are using a Defender or Devastator as their primary weapon.

DERRINGER (APOCALYPTICS)

A stealthy hidden weapon, a derringer can remain hidden in a pocket, or even sometimes as a piece of jewelry or an inconspicuous object in plain sight. When assembled, it allows a quick shot with two barrels; what it lacks in power it makes up for in stealth.

FREON RAY GUN (CLANNERS)

The chosen weapon of the Mechans and a rare find among others, the freon ray gun freezes targets, causing their skin to be bitten by the frost even as they go into shock. What it lacks in range it makes up for in brutal effectiveness and the horrific frozen visages of its victims. The Mechans build these guns into the palms of their suits; they are nearly impossible to extricate without being rendered inoperable.

RIFLES

SCHMIDT CARBINE (SCRAPPERS)

This exotic looking firearm, produced by the Scrapper gunsmith Johannes Schmidt, is a dubious technical achievement. A fixed magazine-fed revolving rifle, it operates entirely on a pump action; the backward motion of the slide ejects the round in the bottom of the cylinder, then drops the firing pin to fire the weapon. Forward motion pulls the cylinder forward. Schmidt produced hundreds of these weapons, and many more have been produced in the years since his death.

The lack of a conventional trigger, and the short barrel of the weapon, combine to make the firearm somewhat inaccurate.

SPECIALTY: The Schmidt Carbine is a ramshackle weapon; it has only one slot for further modification.

DEFENDER (HELLVETICS)

Another specialist weapon, the Defender is available to any Hellvetic of Corporal rank or higher in place of the Trailblazer. Although not as versatile as the Trailblazer, it is a squad assault weapon intended for use in a supporting fire or designated marksman role.

Defenders are heavier than Trailblazers, with a single long barrel. This allows them to be used as a precision single shot weapon, or, thanks to the increased size of their single magazine, a squad support weapon with improved automatic fire rates.

SPECIALTY: Like the Trailblazer, the Defender has a bipod that may be deployed. It does not, however, have a bayonet attachment.

DEVASTATOR (HELLVETICS)

A secondary weapon for the Hellvetics, the Devastator is used in the place of the Trailblazer for close quarters combat operations as well as in limited utility roles firing flares or frangible ammunition.

One advantage the Devastator has over most shotguns is its military design, with a focus on increased effective range and an under-barrel magazine that allow it to have a solid ammunition capacity.

SPECIALTY: Devastators are issued with 3 flare rounds, which provide total illumination to an area of one hundred square meters for three turns. These do not count against ammunition for the weapon.

RIOT SHOTGUN

A merciless weapon associated with Scourgers and mercenaries, riot shotguns provide power and fire rate in a lethal combination: they are expensive and heavy, but make good weapons with cheap ammunition.

Riot shotguns are semiautomatic weapons, and perform poorly with the hand-loaded ammunition available after the Eshaton, especially with Scrapppers' hand-loads.

CARBINE

Formerly issued to Bygone alpine and urban combat forces, carbines are smaller than full assault rifles, but are just as dangerous, albeit at shorter ranges.

One of the popular elements of carbines is their ability to be easily modified. Although modern military-style carbines were rare for civilian use in Europe, there were Bygone arsenals intended for reservists stocked with countless numbers of them that were quickly looted by survivors of the Eshaton.

Carbines are less sensitive than a sniper rifle, they can still be used for hunting or combat within short ranges.

NEEDLE GUN

Although needle guns often resemble a hunting rifle on first glance, they are actually more closely related to the musket. They use paper cartridges that are more simple to produce, but function very similarly to a modern round of ammunition.

Needle guns are more difficult to maintain than muskets, but the advantages their design present in terms of rate of fire and simplicity of use give them a definite battlefield advantage.

VARMINT RIFLE

These weapons are used to frighten or kill small animals, but are not typically intended for combat. Although they may be used as weapons of last resort, varmint rifles are also occasionally used as training weapons in the stead of rifles firing larger, more expensive, rounds.

HEAVY WEAPONS

GATLING GUN

This manually-operated heavy weapon fires rounds without requiring some of the complex machinery of other machine guns. While it is rather reliable (when manufactured by a professional), it suffers from an extreme size, as the weapon has several barrels.

Bygone Gatling guns (which were archaic by the time of the calamity) were often deployed as crew-served weapons, with one person feeding in ammunition and another firing, but more emphasis has been placed on portability in the guns manufactured in Justitia and throughout Europe in recent years, although only the most brutish hulks can carry and fire such weapons at the same time.

SPECIALTY: The Gatling Gun has long barrels, and cannot fire .410 shot.

MEDIUM MACHINE GUN

Still based on the old 7.62N rounds, the Medium Machine Gun provides a high degree of power while sacrificing a minimal amount of mobility and tactical flexibility. Firing quickly, it is a fearsome weapon, as it is significantly more powerful than a Light Machine Gun.

One of the weaknesses of the MMG is that it must be deployed prior to use, while most LMG models can be fired on the move if users are careful to avoid excessive bursts.

HEAVY MACHINE GUN

Even larger than the Medium Machine Gun, the Heavy Machine Gun provides unrivaled firepower on the battlefield, but it also uses some of the most rare and expensive ammunition available. Although it fires more

slowly than other machine guns, it still has the worst recoil of any machine gun, and is almost always used as an emplaced weapon.

ANTI-MATERIEL RIFLE

The original purpose of anti-materiel rifles has been lost to time, but they remain a relic of Bygone war. While few forces in Europe could field anything that would stand up to a rifle of such magnitude, they are prized tools in hunts against dangerous psychonauts, especially Biokinetics.

NEW ARMOR

ARMOR QUALITIES

HARDENED

This armor is able to turn away incoming attacks, with a surface that seems to redirect incoming blows or projectiles; attacks made against the armor suffer a penalty to hit equal to the weapon's Hardened rating.

PADDED

Padded armor provides increased protection against weapons with the Blunt quality as well as any unarmed attacks or attacks from animals.

SHIELD QUALITIES

FLIMSY

The shield has limited value against repeated assaults, and is intended to be used once or twice to block incoming blows. When its defense bonus is applied to active or passive defense, it loses -1D/-1 from its Defense rating (though it can never incur a penalty to Defense). The shield's Attack penalty remains the same.

ARMORS

PADDED ARMOR

This cloth armor provides protection on account of the many layers from which it is spun. It is simple to manufacture, but provides limited protection against most weapons.

SEGMENTED ARMOR

Made up of interlocking metal plates, segmented armor is not as durable as armor made of larger plates, but is much cheaper to manufacture, as parts of the suit can be made using scrap instead of requiring the creation of dedicated armor pieces.

Segmented armor is a lot cheaper than plate armor to manufacture, although its reduced protective qualities are somewhat problematic. Still, it can be assembled by less skilled craftsmen, making it a common piece of armor among more primitive clans.

SKIRMISH ARMOR (CLANNERS)

Boiled and treated leather with an additional layer of enamel, these armors are the purview of the Corredores. Hardened against piercing weapons, they are able to turn away blows with surprising effectiveness, given their weight and maneuverability.

The secret of making skirmish armor is unknown to most. Only the Sabia and those they have whispered to have the skills to do so—it is a gift of the Pregnocics, or perhaps a technique that the rest of humanity has yet to discover. In any case, the subdued sheen of skirmish armor has become feared among Scourgers as an emblem of violent, terrifying, defiance.

SPECIALTY: Skirmish armor provides a +1D bonus to PSY+Domination tests made in combat against Scourgers.

TRAINING PADS

Scavenged from Bygone athletic equipment or manufactured in limited quantities by the Hellvetics or any number of Cults or Clans that want to ensure that fighters can spar without injury, training pads typically combine a composite surface with foam or other soft filling that absorbs impact.

SHIELDS

HIDE SHIELD

Made of leather or hide stretched over wood, this shield is haphazard and limited, but provides versatility in combat; while it is more difficult to use than smaller shields, it provides cheap protection for charging into battle, and is often discarded after contact with the enemy.

GRENADES AND MINES

The following items listed are available in both grenade and mine forms; mines are deployed as traps (see KatharSys p. 134), and grenades are used as throwing weapons using AGI+Projectiles. For the sake of simplicity, these objects are simply referred to as “grenades”, as mines can also use standard Explosives.

USING GRENADES

Grenades have special attributes not used in other weapons. Each grenade uses the Grenade statistics (in the Throwing Weapons table), but each has different falloff ratings.

Falloff is unique to grenades. While most explosives in Degenesis lose damage at a rate of 1 per meter (KatharSys p. 112), some grenades transfer damage over greater areas or lesser areas. The Falloff rating of a grenade is how much damage the blast loses for each meter from the epicenter; round up if a fraction results (so a target 1

meter from a grenade or mine target always suffers at least 1 damage less than someone directly on the grenade or mine).

All Qualities a grenade has apply to any target caught in the blast. If the grenade's falloff is N/A, then the effect is centered on the weapon's epicenter.

FLASHBANG

Flashbangs are stun grenades intended to be used in conjunction with close quarters fighting to provide an edge to breaching teams attacking fortified positions, especially when there may be hostages or civilians that cannot be attacked, or when it is desirable for the defenders to be captured alive.

SPECIALTY: Flashbangs apply their Blinding effect to everyone who observes them directly from a distance of less than twenty five meters. Allies may make a PSY+Reaction (2) test and enemies may make a PSY+Reaction (4) test to avert their gaze and avoid the effects entirely. If they are hiding behind cover, they automatically are protected from the Blinding effect.

SMOKE

Smoke grenades are used to send signals or provide cover for troops moving through the open. They are a valuable tool for buying a moment's respite from incoming fire.

DEFENSIVE FRAG

Defensive fragmentation grenades are intended to be used from cover as a way to halt enemy advances. They project shrapnel over a large area, causing potentially dangerous wounds to everyone caught in the blast. As they can wound targets at a much greater distance than they can be thrown, they can be dangerous if used incorrectly.

OFFENSIVE FRAG

Offensive fragmentation grenades are intended to be used to clear bunkers and tightly clustered opponents. Like their defensive cousins, they project shrapnel in all directions, but they are intended to operate with a much smaller wounding radius to allow their users to throw them without the advantage of solid cover.

CONCUSSION

Concussion grenades are offensive grenades designed to penetrate armor or attack hardened targets through explosive force. Although they may wound with shrapnel, the primary role of a concussion grenade is to damage a vehicle or heavily armored opponent: they have seen use against Biokinetics in limited quantities, and the Spitalians pay handsomely for them.

INCENDIARY

Incendiary grenades start fires. Typically manufactured with thermite or white phosphorous, they burn with

intense heat; they can destroy pretty much any man-made object, though they have a limited blast radius to concentrate their force and protect their users.

ARMOR FOR ANIMALS

From the Matadores' horses in the arena to the mammoths of the Garganti, many animals and their owners find themselves in need of protection from intentional and accidental harm.

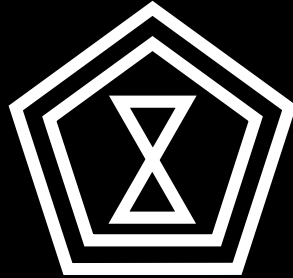
Gas masks are available for horses at twice their normal price. Any Tech Level IV or lower armor can also be found in configurations for horses, with a cost equal to five times the cost for human armor and identical effects.

Mammoths are harder to equip. The Garganti have limited armor for them available; Tech Level II or lower armor can be purchased for mammoths at a cost equal to twenty times its ordinary price.

Armor for canines and other smaller animals (any animal too small to be a mount) costs twice as much as normal, and any Tech Level IV or lower armor is available.

Most Cults with specialized gear cannot provide animal armor in an equivalent form; the largest exception to this being the Spitalians, who produce “suits” for their steeds, albeit with major functional differences from the ones used for humans. They still provide the same protection from damage and contagions, so they are in high demand.

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DEFENDERS OF THE WEAK

ENEMOI

CONTACT

The Prealps are beautiful with life. Undeterred by the Eshaton, they bloom with their vibrant evergreens atop hills which fall away into valleys with crystal blue rivers.

The commander of the Enemoi stood in the Citadel. The jarring and rattling of the vehicle along the hilly path went unnoticed by his trained legs.

The monitor in the Citadel flashed red as a message came in and a marker appeared.

`A3@127.0.0.5: <329°:178289m>`

A nod was all it took for the driver to keep going. Ahead of them, Orion crashed through the brush. They were drawing closer, ever closer. Another crest, and they could see into the valley itself.

The entrance to the bunker was carefully concealed, but an indicator on the screen pointed to it. The truck picked up speed as it rolled downhill, following just beside Orion.

Today, they were after the greatest haul of all.

The Marshaller cradled his battle rifle carefully, strapped into one of Orion's harness seats. If the driver went any more quickly, he could have sworn that they

bounce rattled the pistol in its holster as they prepared to debark.

Three figures stood outside the entrance, each masked and draped in a cloak. The Enemoi had no mercy. A sharpshooter dropped the first before he had a chance to turn.

Battle had begun, and the Enemoi had the initiative. The Guardian perched on Aquilla had a clear shot at the Chroniclers in the valley. With the bunker still closed, they ran for the treeline. It would provide them no refuge, even though the Guardian's next shot went wide.

One of them turned to stand his ground. Orion gently hummed with the distorted noise of a vocoder as it rattled through the chassis. Another report from a rifle rang out, and the offending Mediator fell to the ground dead. The last Chronicler kept running, even though cover was still hundreds of meters away. He would find no mercy at the hands of the Enemoi.

THE ENEMOI

A nomadic clan of Borca, the Enemoi are on the rise as a rival to the Chroniclers as well as the entrenched organizations of Justitian. Fighting for the interests of the common man, rather than those who hold political power, their convoy is recorded in times dating back to the Eshaton.

Although there are likely other settlements of the Enemoi, the convoy is the most obvious example of their presence in the world; where they have settled elsewhere they live unassuming lives, often in the original bunkers intended to shield humanity from the Eshaton; or at least those run by the UEO and not the Recombination Group.

CONVOY

Each truck is a massive eight-wheeled vehicle; each tire stands as tall and as wide as a man as the convoy rumbles through Southern Borca and near the territory of the Hellvetics. When a location of interest is found, the Marshallers find a safe campsite and the convoy stops to form a fortified camp.

The trucks are lined up by the Marshallers, forming a pentagon. Steel arms fold out of each truck, linking it to the trucks adjacent to it, forming a barrier against assault and weather. Supports are buried into the ground, increasing the stability of the assembled fortress. As the Enemoi use the machines' built-in tools to fortify, they also deploy a steel net over the aperture of the pentagon, forming a makeshift roof to protect from airborne attacks.

In the span of a half hour, the Enemoi are able to go from nomads in a caravan to a military presence with an unassailable fortress. Although they lack the size and resources of a Cult, they have the ability to stand up against any force in Borca with their makeshift fortifications.

The Citadel, the largest of the trucks, stands the tallest. It is the central gathering point of the Enemoi's most prestigious members, the Ancestors and the Acolytes. The Ancestors are ancient, scholars and thinkers. They guide the Enemoi to their destinations, assessing the world around them, searching for a sign that humanity is ready to rebuild.

In the Citadel, massive banks of computers are only passing wonders, however. The AMSUMO Acolytes are the real attraction: each one holds information that could one day lead Europe on a path to vitality and rebirth. However, the Enemoi guard their secrets closely; the knowledge they hold could shift the balance of power in the favor of one faction, plunging the recovering world into a state of tyranny.

Orion is the home of the drivers. Few in number, but critically important, they are responsible for keeping the convoy out of harm's way and directing the ancient machines' paths. The fastest and most agile of the trucks, it is also used for scouting paths and hunting.

Orion is crucial to Enemoi operations; without it they would be forced to send all of their operators out on foot. It is not as heavily guarded as the Citadel, but it is closely monitored, with a full contingent of Marshallers keeping a wary eye out for dangers, as well as scouting for places to set up camp.

Sagittarius is the armory of the Enemoi, where the Armorers ply their trade. With tools that would make Scrappers drool, Armorers carefully work with centuries-old equipment to keep the Enemoi armed and supplied, making ammunition and repairing or fabricating firearms as needed.

Even though it is not the core of the Enemoi archives, there are enough books and digital files on engineering and design here that even the Chroniclers would be taken aback by the full technology of the Enemoi.

If Sagittarius is one of the finest arsenals outside the Alpine Fortress, Fornax is similarly rivaled only by the most tightly guarded Spitalian or Chronicler data centers. Not just an archive, Sagittarius is a laboratory and workshop. Various groups of Enemoi collaborate to keep the convoy rolling, working on parts for the trucks and developing new technologies to keep them ahead of the machinations of hostile Cults.

Finally, there is Aquilla. The public face of the Enemoi, as it were. It is the one truck that is made publicly accessible when the Enemoi set up camp, providing a sheltered space to discuss the needs of the people and trade.

TRADE

The conflict between the Enemoi and the Chroniclers stems from the Enemoi trading in data; they acquire as many books, Stream viewers, or artifacts as they can, and put them to good use in the Citadel or on the battlefield. They have the closest link to the Bygone world of any in Borca barring Marauders and Sleepers, but they refuse to parlay with the Chroniclers. They also cautiously bargain for necessities of life; food, gear, and other necessities. Their caution often leads them away from great bargains.

This is not without cause; the Chroniclers are suspected of poisoning one of the trucks in the past, something which makes the Enemoi wary of buying food from strangers. However, the Enemoi still adhere to a democratic ideal, and see the self-aggrandizement of the Chroniclers as a sign that they are dangerous; men who

present themselves as gods seek to dominate and control, not rebuild.

GREATER CALLING

The focus of the Enemoi is on the rebuilding of society. Remnants of the Bygone world, they want to see humanity rally under a single flag as it had in the past, perhaps to the extent that they are willing to overlook the disunity of humanity prior to Eshaton.

While the Ancestors and Commanders of the Enemoi debate what the exact criteria are for the Enemoi to pledge their loyalty to another force, there one universal consensus among them is that there is no Cult in Borca that would meet their criteria.

Much of the goal of the Enemoi is to help those around them; they stand up to the Cults when they oppress the common people of the land; many a Spitalian, Judge, or Anabaptist has met their end at the hands of the Enemoi during the endless crusade against the Sepsis, as the Enemoi lack their dogmatic hatred of the infected.

As nomads, the Enemoi seek out people to help. Almost every day is met with a plea for help from a representative of one settlement or another, and the Commanders and Ancients make their decisions with guidance from the Acolytes.

Once a worthy goal is found, the Enemoi deploy their military branch. Not only do they serve a higher power, but with every victory against the Cockroaches, psychonauts, or Cults their influence with the providers of Borca grows. They receive gifts of gratitude and sometimes even recruits from those they help, and they leave behind networks of informants and agents.

THE STORM

Chernobog in the East has created a schism in the Enemoi. While few believe the new balance of power to be better, the shockwaves sent by the weakening of the Cults has created a vibrant discussion in the core of the Enemoi.

His methods, and the reputation of the Marauders, bring concern to both factions of the Enemoi, and they wait anxiously for every bit of news trickling in from the East. As an unknown factor, few of the Enemoi believe that he is a savior come to restore democracy and progress to Europe. However, he may be an opportunity.

OLD GUARD

The conservative Ancients want to remain nomadic, continuing the traditional Enemoi way of life. They seek to gather more knowledge, as they have always done, and continue watching to see how things turn out.

Above all, the conservative branch of the Enemoi fears Chernobog. He is an enemy of the Cults, but the Enemoi

do not define themselves by their opposition to any particular faction. Chernobog is an unknown factor; the Marauder may be operating for the will of the people, but at the same time he is causing massive death and destruction.

At some point the Enemoi will be forced to confront the fact that the chaos coming in this time of rebirth is stretching them thin: too thin. They are running out of resources and operators with each encounter, and some among the old guard even espouse limiting the Enemoi to only working with known friends and allies until the situation becomes more clear.

RISING STAR

The younger, more brash members of the Enemoi, including a handful of Officers and Commanders, believe that the weakness of the Cults means that the Enemoi should expand to fill the gaps. They want to expand the clan, adopting members rapidly and bringing villages and settlements formerly under the banner of the Enemoi.

In the past, radicals of this sort were exiled or sent away on mercenary duty, spreading the philosophy of the Enemoi, but lacking any real power to lead them. However, as the faction has been gaining more membership and the situation in the east grows more and more influential in Borca's politics, they have begun to gain influence with the clan.

The conservative faction dreads the takeover of foolish hotheads that they see as coming at any moment. At the same time, they have come to accept it as a part of life: operators and technicians have lofty ideals, but by the time an Enemoi spends much time with the Ancestors and Acolytes they learn the ways of the world, and their tempers cool.

DOVES

Although the Enemoi have been waiting for centuries without a sign of the return of civilization, they do not give up hope. They send out a handful of members each season to search the world for oases of justice and democracy.

Few who leave the convoys return, either because they do not survive, or because they settle into life elsewhere. This does not concern the Enemoi; the Doves who are sent out into the world spread their message of justice and democracy where they roost.

Indeed, many Doves are sent out because they are too enthusiastic about the cause. While the Enemoi help where they can, their resources are spread thin. Their emissaries try to do what they can alone or in scattered pockets across Europe, models for the society they wish to one day join.

MACHINE MEN

There is no answer to the strife among the Enemoi on the lips of the Acolytes. They are silent when asked about the internal politics of the clan.

Despite this, the Acolytes are still full of surprises. They filter relevant information to the Enemoi, as they have for the past five centuries, and they show no sign of stopping. With each month, the Acolytes unveil another supply cache: some have already been looted long ago, but even after all the years many are intact and provide the Enemoi with new insights into the Bygone world and gear to survive the age of homo degeneration.

The Acolytes are never used for field operations; they are too valuable and any risk to them would jeopardize the entire operation. In addition, the knowledge each AMSUMO contains would be a great boon to enemies like the Chroniclers; even in the hands of a less hostile party they could disrupt the balance of power in Borca.

NEW RECRUITS

The Enemoi recruit from a variety of sources. Newcomers must swear loyalty to the ideals of the Enemoi, and it is very rare for a newcomer to achieve prominence among the Enemoi.

Outsiders are likely to become Operators and later Marshalls, Guardians, and Corpsmen than they are to join any other branch of the Enemoi. When the Enemoi care for the injured, they may occasionally bring them on as civilian traders, but most Clanners do not have the technical skills required to join the technical branch of the Enemoi.

Former Hellvetics are common sources of recruits for the military branch of the Enemoi. While they are unlikely to take in deserters, Hellvetics whose ideals demand a move to greener pastures often seek out the Enemoi.

Drivers are always born to the Enemoi, and raised among them. Vehicles are too rare outside the convoy, and it takes years of experience to maneuver the massive vehicles.

HISTORY AND LEGACY

The Enemoi were founded shortly after the Eshaton. Reservists, deserters, and idealists, they saved those they could from the rioting and looting. When HIVE ravaged Europe, they continued rolling, replenishing their ranks from the like-minded and relying on their AMSUMO forces more heavily. They replenished them from those they could find that had been spared the 2¹⁶ glitches.

Slowly it became clear that rather than coming back to life, the flame of civilization would be reduced to naught but embers. The Enemoi rebelled against this, but their numbers were few. They recalled their AMSUMO units,

realizing that they held the key to the future, and used them to preserve their ideals and their mission.

Humans again did the heavy lifting: the survivors used scavenged weapons and blueprints to become a fighting force, and the convoy patrolled Borca. As the landscape shifted, they were spared the worst of the Primer's impact. The last bastion of hope, they were able to draw many of the survivors of the calamity to their light.

Then the cold began to sink in. For centuries they wandered, recruiting those they could, spreading their flame. Some settled in pockets, but these were often temporary. It was easy for colonies to lose their way and give in to despotism or simply be extinguished by the world's cruelty.

Despite this, the convoy kept on rolling. As the other Cults began to form, they were a constant, always working in the background.

They bide their time, waiting. They depend on the voluntary support of those they defend. Of course, they coordinate their efforts on the grateful: a matter of practicality. Sometimes the commanders do this out of spite, but usually it simply boils down to being the only option; those who can pay keep the convoy rolling, and almost anywhere can scavenge together scrap, or food, or drafts. Any offering is accepted.

PLAYING ENEMOI

The Enemoi have the favored skills of (INT) Engineering, (INT) Science, (CHA) Negotiation, (INS) Orienteering, and (AGI) Projectiles. The Enemoi operate out of Borca, and the vast majority of their number are Borcans.

The Enemoi are considered to be Clanners for the purposes of determining their Backgrounds; when dealing with other Clanners, they are able to use their Backgrounds as if they were dealing with other members of their own clan. They cannot typically access Clanner gear that indicates that it belongs to a certain Clan, like a Pneumo Hammer or Druschinnik silk armor.

The Enemoi are not particularly wealthy or affluent. Individuals gain the standard 50 x (Rank + Resources) Drafts of the Clanner Cult, though the Enemoi are substantially more advanced and issue more expensive gear than most other clans.



Enemoi do have special Potentials available to them, though a number of Common Potentials, such as Asceticism, Danger Sense, Number Cruncher, and Unyielding are all common selections for Enemoi who find themselves on the edge of their clan, such as Marshallers and Doves.

ENEMOI RANKS

1 - CIVILIAN

Civilians are the lowest of the Enemoi, although they are few. They are the non-military face of the clan, managing trades under the watchful eye of superiors. Without a job to do while the convoy is on the move or when there is nobody to trade with, they are technically equals of everyone else in the clan, but have little influence.

Most civilians have been born into the Enemoi, but under extraordinary circumstances they are known to recruit from the world at large. Advancement from civilian rank is largely dependent on aptitude, but the Enemoi are nothing if not cautious, and outsiders who have been adopted into the clan recently are rarely granted serious responsibilities.

PREREQUISITE: -

RESULT: May be present on any truck in the Enemoi convoy except for the Citadel, so long as there is no pressing need for secrecy or safety concerns.

EQUIPMENT: Backpack

2 - OPERATOR

Operators are trained in the basics of warfare. The rank and file soldier of the Enemoi, they are not quite trained to specialist levels in any field, though most have a basic inkling of where their proficiencies lie.

Operators are the backbone of any mission the Enemoi undertake; while Guardians, Marshallers, and Corpsmen may accompany them, the average fireteam of the Enemoi is predominantly made up of Operators. They train together and work as a cohesive unit before being selected for more advanced training.

PREREQUISITE: AGI+Projectiles 6, BOD+Force 4, Renown 1

RESULT: Operators are not the elites, but they have some privileges. They can enter any truck with a superior's

permission, and they are allowed to issue orders to civilians in case of an emergency.

EQUIPMENT: Battle Rifle, +2D rounds per month.

3 - GUARDIAN

Guardians are top-tier combatants and fireteam commanders of the Enemoi. Specialized in combat, they keep a watchful eye on outsiders and defend the convoy when it is encamped.

As Enemoi combat specialists, Guardians are given the best tactical training available. While still inferior to the Hellvetics' capabilities within the Alpine Fortress, Guardians undergo intense training to ensure that they can protect against any threat that the convoy encounters. They have access to ammunition for both training and defensive purposes, and they prioritize the safety of their brethren over all.

PREREQUISITE: AGI+Projectiles 8; BOD+Melee 6; INS+Perception 6; Authority 2

RESULT: When on a mission, Guardians may bring an extra magazine for their Battle Rifle without the need to spend Resources or drafts to do so, and when on a truck they may access as much ammunition as they need. Wasting ammunition may reduce Authority or Renown.

EQUIPMENT: 2 frag grenades, Army Pistol (with Extended Magazine modification), +2D .45 Pistol rounds per month, Kevlar jacket.

3 - MARSHALLER

Marshallers are the scouts and frontrunners of the Enemoi. They search out threats that may strike the convoy, as well as find areas of interest, whether they verify the position of Bygone bunkers, search for clans in need of assistance, or monitor Cult forces in an area to determine where the Enemoi make their moves.

Marshallers also are responsible for setting up camping sites: they must think tactically and find positions that are resilient to assault and provide opportunities for safe egress in the case of an emergency, as well as ensure that there are no environmental hazards like spore fields or seismic activity.

As if to sign off on their work, it is the Marshallers who direct the drivers as they prepare to set up the convoy,

waving handheld beacons to direct the trucks to spots where they can link together perfectly.

PREREQUISITE: PSY+Reaction 6; INS+Orienteering 6; AGI+Stealth 4; INS+Perception 6; Renown 2.

RESULT: Marshallers are responsible for scouting and advanced operations, protecting the convoy and checking for threats. When they find a threat, or when they feel like they need backup, they may bring 1D Operators with them.

EQUIPMENT: Kevlar jacket, Camo Net, Camo Paint, Army Pistol (with Muffled modification), Handheld Beacon, +2D .45 Pistol and +2D 7.62 rounds per month.

3 – CORPSMAN

Corpsmen make up the medical branch of the Enemyoi. Although they are also skilled soldiers, their training is focused on defensive operations and emergency care. Less skilled than a Spitalian medic, the Corpsman's role is limited: they keep people alive, but they have limited resources for advanced medical care.

When on the convoy, Corpsmen provide a degree of medical care to other Enemyoi and to outsiders who come to the Enemyoi in need of treatment. They have access to quality equipment, but supplies are always limited.

PREREQUISITE: INT+Medicine 6; INS+Empathy 4; Authority 2

RESULT: When traveling with the convoy, Corpsmen have access to a Level 2 Apothecarium (INT+Science +2S for substance analysis or drug production) and Level 2 Surgical Tools (INT+Medicine +2D for treating Trauma), although this equipment is too valuable to be taken into the field.

EQUIPMENT: 2 smoke grenades, Kevlar jacket, Field Kit.

4 – OFFICER

Officers are elite battlefield command personnel, selected from the ranks of the Guardsmen, Marshallers, and Corpsmen. Although they no longer serve as front-line engagement troops, they still work in the field with their men.

Officers are expected to lead by example, and they are integrated into fireteams in the field. However, the practice is typically to split them into a separate command element alongside a Corpsman and a Guardian, which is then attached to a fireteam or operates independently as an observation unit.

PREREQUISITE: CHA+Leadership 8; INS+Orienteering 8, INS+Survival 6; Renown 3; Authority 3

RESULT: Officers may bring 1D Marshallers, Corpsmen, or Guardians (or an assortment thereof) with them on missions, as well as 1D Operators or Technicians.

EQUIPMENT: As Guardian, plus 2 smoke grenades, +2D .45 Pistol rounds, Binocular.

5 – COMMANDER

Commanders are the top rank of the Enemyoi combat branch, and they are responsible for coordinating the efforts of a highly diverse force and ensuring the safety of units in the field.

Commanders rarely go into the field, and when they do it is a matter of critical importance. Too valuable to risk on minor duties, Commanders are responsible for the safety of the convoy; serving as advisers to the Ancients and Master Drivers to select safe courses through hostile territory.

PREREQUISITE: CHA+Leadership 10, INT+Legends 6, Renown 5; Authority 5

RESULT: May command two officers and their contingents when going on missions personally. Resources increase to 6 for the purposes of acquiring equipment, and may bring valuable and in-demand equipment (anything short of an Acolyte) with them on critical missions.

EQUIPMENT: As Officer, Geotracker node.

2 – DRIVER

Although the Enemyoi train a whole cadre of drivers, only a handful of the elite actually become Drivers. Trained in simulated training and under the watchful eyes of Master Drivers as copilots, they keep the convoy rolling across the territory of the Enemyoi.

Drivers are already a prestigious group: many are trained, but few actually get to take the wheel of one of the convoy's five trucks. These full-fledged Drivers work in shifts, keeping the convoy rolling day and night.

On the odd occasion Drivers are seen outside the caravan, they are being used as scouts or cartographers.

PREREQUISITE: AGI+Navigation 8; INS+Orienteering 8; Renown 3

RESULT: May drive any of the trucks in the Enemyoi Convoy, with the exception of The Citadel, which is always driven by a Master Driver.

EQUIPMENT: Kevlar jacket, Geotracker hub with map of Enemyoi territory (Southern Borca)

3 – MASTER DRIVER

Not technically a formal rank among the Enemyoi, but something that has formed nonetheless, the ranks of the Master Drivers include only Drivers who have had years of experience and training.

These specialists are highly respected by their peers, and have additional privileges and prestige within the organization.

PREREQUISITE: AGI+Navigation 10; INS+Orienteering 10; CHA+Leadership 6; Renown 4; Network 2

RESULT: Master Drivers are experts of controlling the vehicles of the Enemoi; they are able to take the wheel of any truck in the convoy, and are largely responsible for plotting courses when computer assistance is unavailable.

Master Drivers are also trusted to make tactical decisions regarding their vehicles in combat; they gain 2 Authority when they are behind the wheel of a vehicle.

EQUIPMENT: Geotracker drone.

2 – TECHNICIAN

Technicians are the backbone of the Enemoi; what they lack in the final training they need to become Maintainers and eventually even Armorers is made up for by their firm grasps of the basics. Technicians handle routine maintenance on all Enemoi gear and on each of the trucks that makes up the convoy, though critical tasks are left to the Maintainers.

The Technicians are also occasionally sent into the field; they don't have the full background of the Maintainers or Armorers to do field work involving the recovery of Bygone artifacts, but they do have a sufficient amount of training to ensure that an Enemoi fireteam can keep on fighting.

PREREQUISITE: INT+Engineering 8; AGI+Crafting 6

RESULT: Technicians have access to Enemoi workshops, gaining a +1S bonus to all INT+Engineering, AGI+Crafting, and INT+Artifact Lore rolls while on the convoy or in an Enemoi encampment.

EQUIPMENT: level 1 digitool, Solar Panel

3 – MAINTAINER

Maintainers are the second-tier of the Enemoi scientific caste. They move beyond rote mechanical maintenance and begin to work on their branch's official goal: keeping as much Bygone technology as possible functioning. They must have superb skills, and are responsible for the fabrication of replacement parts for the trucks and maintenance on sensitive electronic systems.

Maintainers are rarely sent out into the field; they do, however, do a fair amount of trading with visitors to the convoy: they assess the artifacts brought to the Enemoi, assessing their value and their current state: on the rare occasion that a functional Bygone device is brought to them, they restore it to its original condition and stockpile it for others who need it.

PREREQUISITE: INT+Artifact Lore 8; INT+Engineering 10

RESULT: The Maintainers can claim time on the Sagittarius and use the cutting-edge facilities found there. They gain a +2T bonus to all INT+Engineering and AGI+Crafting

tests made there, as well as the +1S bonus Technicians receive.

EQUIPMENT: Kevlar jacket, level 2 digitool.

4 – ARMORER

Armorers move beyond the Maintainers; they are responsible for the maintenance of the Enemoi military branch's firearms, and also develop new solutions to problems: manufacturing gunpowder, bullets, and primers from materials that can be acquired in Southern Borca, as well as refining metals and forging new weapons aboard Sagittarius.

When the Armorers go on a mission, it is a sign that either there is a critically important objective to be fulfilled, incredibly rare and valuable technology to be recovered, or a significant amount of Enemoi forces who will need supplying.

PREREQUISITE: INT+Engineering 11; AGI+Crafting 8; INT+Legends 10; Renown 3; Network 2

RESULT: Armorers have unlimited access to the armories of the Enemoi. They gain Resources 2 for the purposes of acquiring gear unique to Cults that have a presence in Borca, as they are able to access equipment recovered from fights against those that the Enemoi have encountered.

EQUIPMENT: Gunsmith's kit, level 3 digitool.

0 – DOVE

The Enemoi send envoys into the world to see if it is time to rebuild society under any particular banner. These Doves are to return with signs of the stability and democracy of such a society, at which point the Enemoi will formally join them.

So far, the Doves have found nothing, but they remain in the world. Their mission has no set duration; some return after months or years of wandering, but they are not obligated to return: so long as they live in the world and spread the ideals of their brethren there is no concern over their return.

If the Enemoi find that a Dove has become a bandit, they will often dispatch Marshallers and Operators to deal with them.

PREREQUISITE: At least Rank 3; INS+Orienteering 6; special permission from Commander, Ancient, or Acolyte.

RESULT: Backgrounds fall to 0. They may rebuild, but only by joining a Cult or other clans, in which case they start to rebuild their backgrounds within that Cult or with the Clanners.

With their training and background, they are often able to either sell their secrets or coerce the local populace into following their commands. Some pose as gods among primitive clans, while others simply devolve into banditry.

Their Resources increase to 3, but they must be wary: the Enemoi hate when their own go rogue.

EQUIPMENT: As previous rank; gain Geotracker node with appropriate map (if intended destination is in Enemoi known territory) or Compass (if not).

X – ANCESTOR

Ancestors are the guiding star of the Enemoi. The eldest among their ranks, they serve as advisers to each of the branches of the Enemoi, even those they did not originally come from.

The Ancestors communicate with the Acolytes, feeding them information and discovering Bygone secrets in turn. They then pass these on to the others under their command.

In addition, while the three branches of the Enemoi are largely independent, Ancestors have authority over the other branches of the Enemoi; when a Commander attempts to outstep his role, any Ancestor will put him back in his place.

PREREQUISITE: Armorer, Master Driver, or Commander; 50+ years old; PSY+Will/Faith 10

RESULT: Ancestors personally interact with the Acolytes. They gain a +2S bonus to all INT+Artifact Lore and INT+Legends tests they attempt, and maintain the rights and privileges of their original ranks.

EQUIPMENT: –

ENEMOI POTENTIALS

AMMOCRAFTING

The Enemoi rely heavily on firearms. They use reloading benches and machinery within their convoy to make ammunition, but some Enemoi study the creation of ammunition so much that they can make limited supplies of ammunition in the field. This is aided by the Armorers, who share extensive knowledge, both Bygone and more recently discovered, of how to manufacture ammunition with limited access to the tools and chemicals traditionally used in producing finished rounds of ammunition.

This potential reduces the Difficulty of crafting ammunition by an amount equal to its level, to a minimum Difficulty of 1. In addition, the time required to craft ammunition is always a single hour, even if a character attempts to make more than one batch.

INVULNERABLE

Survival is often difficult for the Enemoi. Without the guarantee of safety or the ability to fully supply themselves, they are often stuck relying on others. Rest and relaxation are luxuries, not guarantees, and the Enemoi make the most of every moment.

As a result, they have become very hardy; wounds and hardships that would normally cripple or incapacitate remind them of the stakes at hand. Whenever the Enemoi receives a hit dealing at least 5-Potential level points of damage, they recover 1 Ego Point immediately.

ROAD WARRIOR

Always on the move, the Enemoi are masters of firing from their heavily armored caravans. When bandits attack from vehicles or horseback, they need to be able to respond at a moment's notice, taking paths that their opponents cannot follow and returning effective fire to deter or destroy their enemies.

When mounted or riding in a moving vehicle, the Attack Difficulty modifier from movement speed is decreased by 1 for each level of this Potential.

Enemoi driving vehicles gain +1D per level of this Potential for AGI+Mobility and INS+Orienteering rolls.

SNIPER

PREREQUISITE: Focus

Without the ability to match most other forces one-on-one, the Enemoi have become experts at attacking from a great distance. Years of training and practice on both paper and hostile targets hones a soldier's skills until they can almost innately perceive the trajectory of a bullet,

watching for heat rising off the ground or grass blowing in the wind to get hints for when and where to fire.

When the Enemoi attacks using a ranged weapon, they reduce the distance penalty by an amount equal to their Potential level for both long range and extreme range shots. If another character is within a few meters of them and spends an action each turn to help them correct their aim, the character doubles the penalty reduction (though they can never gain a bonus) for shots after the first.

STALKER

PREREQUISITE: Marshaller, former Marshaller

Stealth is an asset to the Enemoi; although it is hard to hide a convoy, they make up for this by ensuring that areas are cleared ahead of their advance, keeping the convoy's most delicate vehicles far from any harm that might befall them.

Marshallers learn to be stealthy and avoid enemy contact. If they provoke a response and bring reinforcements down on their position, their efforts to clear a path for the convoy might come to naught. When they use their firearms, they rely on background noise to mask their shots, and stay far enough away from targets that the majority of the sound from the firearm is hard to make out.

When using a muffled firearm, the difficulty of tests to make out the weapon's profile increase to 2+Potential level, rather than just 2. So long as characters do not use Salvo or Smooth Running qualities, they may fire as many shots as they desire without attracting suspicion; only those hit by the bullet and those they manage to warn are aware that they are under fire.

TACTICAL APPROACH

Enemoi are lightning fighters; they do not participate in face-to-face engagements, but rather move quickly and methodically to eliminate their enemies to accomplish their goals. Losing a single soldier hurts them more than it hurts the Cults, and with their tendency to come into opposition with powerful factions, they need to win all the time, not just when circumstances favor them.

When a character attacks while their target is still unaware of them, they gain +1D per Potential level on any attack they attempt.

If the target of a character with this potential gains any Passive Defense bonuses for moving; for instance, if they are aware of another combatant and are taking evasive actions or if they are moving at great speed, the bonus from this Potential does not apply.

ENEMOI GEAR

BATTLE RIFLE

Saved from pre-Eshaton European arsenals, the battle rifles used by the Enemoi have been maintained for centuries. While not as advanced as the Trailblazers of the Hellvetics, battle rifles fire high-caliber rounds that make sane enemies second-guess their assaults on the Clan.

SPECIALTY: The Battle Rifle has a monopod grip, which provides a +1D bonus when the user is prone or bracing the weapon.

> Rifles

COMBAT KNIFE

Longer and deadlier than an average knife, the combat knife is a refined invention of centuries of warfare, and the Enemoi have made it even more of their own.

SPECIALTY: The Combat Knife can be thrown with a range of 3/10, but loses the Cutting quality.

> Melee Weapons

GUNSMITH'S KIT

Much like toolkits, gunsmith's kits contain a collection of tools for maintaining gear.

SPECIALTY: Gunsmith's kits provide +1D for the purposes of creating ammunition, or modifying weapons. They may not be improved, but they do work for both INT+Engineering and AGI+Crafting.

> Technology

ARMY PISTOL

The Enemoi favor a high-caliber pistol for combat engagements. Capable of delivering devastating hits, the other advantage of the army pistol is its subsonic round, which performs a little less poorly than other calibers when used in conjunction with muffling efforts, although the action of the slide can still be heard quite audibly.

SPECIALTY: Although pistols can be found throughout the world, the Enemoi use a special variant with a pocket flashlight equivalent mounted under the barrel. Army Pistols that gain the Muffled quality are particularly effective.

> Handguns

DIGITOOL

Digitools are Bygone devices used for diagnosing and maintaining electronics and other advanced devices. Digitools come with a database of over 20,000 products and countless variants of the same from before the Eshaton, and can diagnose damage and give steps for repair. They are incredibly valuable, and give the Enemoi an advantage when working with Bygone technology.

SPECIALTY: Digitools are available in three levels; each level provides a +1D bonus to INT+Artifact Lore. Digitools are powered by E-Cubed, and can assess or repair ten items before needing replacement power or recharging.

> Technology

SOLAR PANEL

Solar panels are able to recharge E-Cubed at a painfully slow rate. On a cloudy day, they might take the full day to recharge a single cell, and on a sunny day they still require six to eight hours to charge. They don't work at night or in extremely dark weather conditions, such as snowstorms, though they may be charged by artificial light if it is bright enough.

SPECIALTY: Solar Panels recharge one to two E-Cubed batteries per day, depending on clouds and the amount of sunlight: they are most effective during summer months and nearer to the equator. They cannot function in conditions during which a visibility penalty from weather or darkness would be applied to combat.

> Technology

STEREOTYPES

ANABAPTISTS

Their fervor is admirable, but also dangerous. They do not respect others, nor do they care about the crimes they commit in the name of fighting the Demiurge.

ANUBIANS

The Anubians are harmless enough; they do not reflect humanity as a whole, so we will not serve them, but at the same time we have no bad blood with them.

APOCALYPTICS

Criminals, trouble-makers, and bandits, they are not the worst of the people who plague the lands. They will fall when society is rebuilt.

Many of them do not even know their own heritage, the history leading back to the Bygones' time. This is probably for the best; they are tools of chaos and disorder, and society cannot stand with them at the helm.

CHRONICLERS

The Chroniclers are fools with no foresight. They play pretend and dress up as gods, fooling those around them into following their commands and worshiping them. They have poisoned the Convoy. The knowledge they hoard will be made public; they have chosen the path of destruction.

CLANNERS

The salt of the Earth. For too long they have been weak, but the changing balance of power in their favor does not necessarily profit humanity as a whole.

Still, we protect them and those weaker than them from outside forces, and some of the Clans are worthy of our protection.

HELLVETICS

The Hellvetics were established with the same principles as us. It is a shame to see how far they have fallen. They are little more than bridge-trolls with a tollbooth now, as they withdraw from the Cantons.

We cannot fill the void they leave, and it saddens us.

JEHAMMEDANS

They are alright people; honorable and trustworthy. They abide by the laws, though we are concerned with the extreme measures that they can justify by their faith.

We perhaps know as much or more of Jehammed and Aries than they do, but we keep our lips sealed. It is not our place to rewrite history.

JUDGES

The Judges are corrupt and decadent. They were similar to us at one point, but now they impose their judgments on everyone, even those who would be free of them.

The struggle facing them is their own creation, a consequence for their arrogance. We will see if they fall.

NEOLIBYANS

Reliable traders, good people to meet with. Their practices in Africa are more troublesome; slavery is abhorrent and they place a concerning emphasis on wealth over the value of human life.

Still, they are an asset to us, and prolong our survival. We have a common enemy in the Chroniclers.

SCOURGERS

They are threats, they trouble us. They are like the Neolibyans, but they are harder to redeem: they seem to revel in violence and revenge.

They are not entirely damned: they recognize valor and honor, even

if they do not share our democratic ideals. Perhaps they can learn with time.

SCRAPPERS

Scrappers may be our best allies: we trade with them, rely on them for supplies, and they give us the Bygone scraps we depend on.

SPITALIANS

Their obsession with the Sepsis causes them to ignore the values of human life. They execute their judgments with fire and sword. The blood of the innocents is on their hands, even if they do good at times.

PALERS

Remnants of a Bygone age, but they will not be the ones to restore humanity. They are a threat, mechanisms from the past designed to shape the world by force.

SEPSIS

The infected are dangerous, they pose a threat to those around them. We know little of it, and as a result we hesitate to treat them like the Spitalians do and burn them.

Still, the psychonauts—homo degeneration as they are called—are worrying. There is no information on them in the Bygone archives. We will need to study further.

Burn is also troublesome. We have had cases of its use among our ranks. Right now we are treating it like any other drug or disease, but still its usage continues.

EXAMPLE CHARACTERS

MARTHA KRIEGER

Culture: Borca

Concept: The Seeker

Cult: Enemoi (Dove)

Martha Krieger was a Marshaller when she requested permission to wander Borca as a Dove. Her unit had been wiped out in a Paler ambush, and she received permission to go abroad after psychiatric evaluations determined that she was no longer combat capable.

Since then, she has headed to Justitian. Finding a home there among the Spitalians, she has kept a low profile, sitting back and watching events unfold. Her husband is a member of the Commando Prime; Elias Krieger took her in when she first arrived in Justitian cold and hungry.

It has been over a decade; her daughter, Theresa, and son, Elias, occupy her attentions, but she has begun to be unnerved by the growth of the Clans.

Despite all her orders and training, she sent a messenger back to the Enemoi, a fellow Dove who she met in the city. It is a mistake for her, as the Shutters have now found her true identity out. They plan an assassination, posing as Cockroaches to elude suspicion. The murder of a high-ranking Spitalian's wife would be political suicide, if they were caught.

COMMANDER KURTZ

Culture: Borca

Concept: The Abomination

Cult: Enemoi (Commander)

Kurtz has gone rogue. Long ago he abandoned his mission, taking three fireteams with him and disappearing into the night. He has set up a mercenary outfit, but he has done even worse than that—he has established himself in the Prealps, filling the vacuum left by the Hellvetics.

Kurtz knows neither mercy nor honor. He shoots fleeing villagers when they do not pay tribute. His men have the finest of each town they pass, conscripting the young men and taking what they want from the storehouses.

Kurtz himself has begun a downward spiral into madness. Each morning he consumes a bulb of Argus, and each evening a dose of EX. He leads his men out of ambushes and to victory so often that he is worshiped as a god by the primitive Clans.

The Enemoi have plans to hunt down and kill Kurtz, but there is some dissent. He is legally permitted a court martial, and while the conservative Ancients hate him the most they have yet to authorize Marshallers to take him down. Worse yet, some of the men sent to kill him in the past have joined his ranks.

NOAH THE SHADOW

Culture: Borca

Concept: The Traveler

Cult: Enemoi (Marshaller)

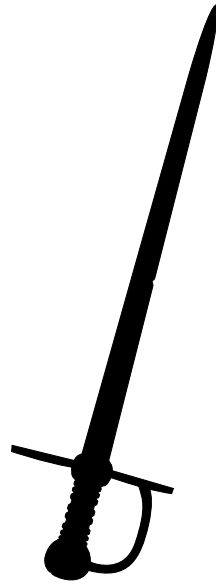
Noah is one of the foremost Marshallers of the Enemoi. He has a reputation for his exceptional stealth, but he is also legendary among his compatriots for his ability to find paths that cut hours or days off of travel times.

He is frightening to behold, a tall, heavily scarred man with only one eye, he has lost more battles than the average man has fought, but his record is still solid. He adorns his chest with the masks of the Chroniclers he has killed, showing off his prowess.

Noah's greatest joy is his love of finding the relics of the Bygone. It is as if he has a second sight: he knows where to look and he can tell where something is buried just beneath the dirt. Although he is fearsome in battle, those who get in his way while he is searching for treasure are in grave danger.

Noah is popular, but his Commander has been refusing requests for his promotion to Officer: he doesn't have the personality to lead, and his tendency to pursue personal goals is a major source of concern for his superiors.

to
him?
As
the
bull



DEFIANT CROWS

MATADORES

BULLFIGHT

Ikemefuna paused at the entrance to the alley. There was that woman again. He turned to his bodyguard, extending a hand. The Scourger looked at him for a moment, but this was not the first of Ikemefuna's trysts. He understood the gesture fine.

In the arena, a bull with a splendid blue and green medallion on its back rushes toward three red capes. The men behind them disappear, and horns met only air as they pass. The crowd cheers.

The price was settled. When Ikemefuna set his mind to something, he would have it, and the woman—Caterina, he scolded himself (it never hurt to remember a pretty lady's name)—could've demanded a prince's ransom. Ikemefuna had plenty, and none in his village went hungry.

The bull charged again, this time at a padded horse. It barely staggered, but its rider pierced the beast with a lance. Blood trickled slowly out, mixing with the sand of the battlefield. The bull began to show its weakness.

Caterina led him into a small building off the side of the alley. Ikemefuna's guard still stood at the entrance to the alley. That was fine; what could this little woman do

passes, the matador's assistants place stakes in its shoulders. It flies into a rage, but the banderilleros deftly flee the circle, leaving the bull to its wrath.

Ikemefuna let himself rest easy. This was what life was about: a beautiful woman and a private moment. His hands reached to his shirt, undoing the buttons. Of course the Hybrspanian—Caterina—would want to be paid, but he hoped to leave an impression on her. Maybe she would follow him home, across the Gibraltar bridge, if she could see that he was a man of beauty and sensitivity, a true patron of the arts.

Now a lone man enters the arena. A cape in one hand, a sword in the other, he faces the defiant beast in a contest of will. The crowd waits, breath held; their heartbeats resonate with the taunts of the man and the bellows of the beast.

He heard the floorboard behind him too late to react. As Ikemefuna turned, the knife was already licking the skin just above the spot at the base of his neck. His last thought was how calm Caterina looked despite it all.

The Matador claims a trophy from his fallen prey—an ear—and a sum of dinars as his prize. Across town,

Caterina and Ricard have made their own killing, and he allows himself a smile. There will be a feast tonight.

THE MATADORES

Matadores are the last visage of Bygone Hybrispania. They carry an air of romance around them, fighting bulls and traveling between cities in carts. They are not gladiators: they refuse to fight other humans in the arena, although their work as saboteurs and spies occasionally requires bloodshed.

Generally, Matadores have a good reputation. They are incredibly cautious in their activities, and they make a good living on the performances they put on. They are hired by Neolibyans to put on shows across Hybrispania and Africa, although they are clearly Hybrispanian and potentially dangerous. The Scourgers suspect them, but can prove nothing, so the Crows move unhindered to wherever they are invited.

LIFE OF LUXURY

The Matadores enjoy a style of living that is extravagant compared to most Cults'. Despite being much smaller than any of the larger Cults, they manage to make a good living because of their reputation, and part of that reputation is extravagance and leisure.

When Matadores show up in town, it is an event to remember. Handsome fighters and beautiful women arrive in colorful garb, and they quickly become the center of attention. That some members of the caravan are less flamboyant and blend into the shadows is of little concern. Vendors sell skewered meat, flatbreads topped with both sweet and savory ingredients, and long sticks of dough fried in oil and sweetened with sugar.

Despite the travels and their status as Crows in the Lion's realm, Matadores enjoy a good life: after all, they are hired to entertain the people and keep them from rebellion, and they get the first pick of their creations. Despite this, the Matadores are not decadent or hedonistic; they remember the old times, and seek to preserve them. The good memories of Bygone pleasures simply remind people what they have lost.

INDEPENDENCE

Although the Matadores are Hybrispanian and seek to preserve the land's traditions and values, they do not affiliate closely with either side in the war. For a long time, the Matadores refused to take sides, clinging to neutrality. War, with all its ugliness, was not for them.

In recent history, however, things have changed. The Matadores need to keep up with the times, and they walk a fine line between poverty and annihilation. They can feel the pulse of the Clans growing stronger across Europe,

and their own pulse beats strong and quick. Soon, they tell themselves, they will have an opportunity to make a play.

Until then, they bow knees to no master. They may be hired, but they cannot be bought.

WEARY EXILES

The Matadores, despite being Hybrispanian, are often subject to resentment; the Guerreros do not trust them, as they work closely with the Neolibyans, and they are more than willing to play both sides.

As a result, the Matadores are driven closer to the Lion; outcasts among Crows. They are not, however, welcome in the Lion's kingdom. They travel through Africa when they are invited to do so, but they stick out as outsiders. Scourgers try to take stragglers as slaves, and their operations are more difficult.

They do not even consider themselves Hybrispanian in the way that the other Hybrispanians do. They retain a culture that has been lost since Bygone times, a museum piece stuck out of time. The others have lost their culture; they see no reason to join the Guerreros: they would give up their identity as Hybrispanians for victory.

At least, that's what the Matadores told themselves after their attempts to curry favor with the fighters failed.

PLAYING MATADORES

The Matadores have the favored skills of (PSY) Cunning, (AGI) Mobility, (BOD) Melee, (CHA) Expression, and (INS) Taming. Matadores are typically from Hybrispania.

The Matadores are somewhat well off, a happy side-effect of currying the Neolibyans' favor. Individuals gain 100 x (Rank + Resources) Drafts during character creation.

Matadores have special Potentials available to them, but they are also likely to choose the Could Be Worse, Danger Sense, Killing Blow, or Marathon Potentials.



MATADORES RANKS

1 – PEON

The lowest rank in the Matadores, Peons are the youth still finding their footing or outsiders who have been welcomed into the Matadores' ranks, which is a rare honor indeed. They are largely used as errand runners. They have few privileges, but they are entrusted with much responsibility. If they pan out, they can be promoted. If not, they are encouraged to pursue their own wanderings elsewhere.

PREREQUISITE: –

RESULT: The Peon has responsibilities, and those include meeting the needs of his superiors. They get +1D on Charisma-related skill tests when they are sent on errands.

EQUIPMENT: –

2 – NOVILLERO

Novilleros have taken their first step into the ring. They provide entertainment when the real Matadors are warming up, but they also will fight their own bulls from time to time—but only the youngest and least able. They are still apprentices, after all.

PREREQUISITE: BOD+Melee 6; CHA+Arts 4

RESULT: Free of errands, the Novillero is encouraged to mingle with others, so long as they keep out of trouble. They gain +1 Network in any city they have spent more than a week in, as they meet up with old friends and swap tales.

EQUIPMENT: Padded Armor, Estoc

3 – PICADOR

Picadors learn to feel the pulse of animals, not only the bulls they weaken so that the matador can move in but also the horse they ride into the arena. They play a supporting role, but they do so well and with pride, and they evoke an era of nobility and grace that has been lost.

PREREQUISITE: INS+Taming 6; AGI+Navigation 6

RESULT: Picadors are well trained and learn to feel the pulse of animals. When they attack an animal in combat, they inflict an additional 1 Trauma.

EQUIPMENT: Percheron with Padded Armor, Lance

3 – BANDILLERO

They take up flags and move closer into the arena. They will dodge as the bulls pass right beside them, but leave a flag pierced into their flank. Each flag is unique to the Bandillero, except the black flags used to shame a bull that fails to perform.

PREREQUISITE: BOD+Stamina 6; AGI+Mobility 8

RESULT: Bandilleros are often forced to face raging bulls face to face, and they gain +1D to all active defense attempts due to their practice in avoiding the goring horns and powerful kicks of animals in the arena.

EQUIPMENT: Estoc

4 – ESPADA

Espadas the personal assistants of Matadors; they have advanced to the ranks to the point where they are now ready to pick up the final tricks of the trade for themselves. They are loyal to their superior, knowing that in weeks or months they will have the opportunity to prove themselves and join their ranks.

PREREQUISITE: BOD+Melee 8; AGI+Mobility 8

RESULT: Espadas are the right-hand of any Matador, ready to lend them a new sword if theirs breaks or provide assistance if things get out of hand. Their Estoc receives a Level I upgrade, and they get +1 Authority among other Matadores.

EQUIPMENT: Estoc and Leather Armor if they do not have them already. Former Picadores lose their mounts.

5 – MATADOR

They know how to fight, and they do so with a flourish amid the cheers of the crowd. After a fight, a Matador will take a bow and mingle with the adoring masses. They are celebrities, discussed in what passes for high society and paid by the wealthiest Neolibyans.

PREREQUISITE: BOD+Melee 10; PSY+Reaction 10; CHA+Arts 8; Renown 4

RESULT: Matadors gain another Level 1 modification to their Estoc, or replace their old Estoc with a new Estoc with a Level 2 modification.

EQUIPMENT: Suit of Lights

3 – SUBALTERNO

Subalternos are important; they coordinate the going-ons of fighters in the arena or merchants in cities. They are

not yet considered experienced and wizened enough for spy work, but their propensities and tendencies are being noted. They may become an Espada if they love the bullfight, but those who are ready for the real struggle join the ranks of the Tenientes and the Masters.

PREREQUISITE: CHA+Leadership 6; BOD+Toughness 5; Renown 1; Authority 2

RESULT: +1 Authority when dealing with other Matadores, as well as a +1D bonus to CHA+Negotiation if they are in the markets.

EQUIPMENT: Estoc, padded armor (if they do not already have them).

2 – MERCHANT

Merchants are the backbone of the Matadores. While the performance in the ring is one thing, they still need to eat, and Merchants handle gathering the necessary supplies, taking care of business too important for the Peons, and listening to rumors and reporting them to higher-ranking Matadores.

PREREQUISITE: CHA+Negotiation 6

RESULT: Merchants gain Resources 2 for the purposes of purchasing items when they have permission to do so. They also gain a +1D bonus to CHA+Empathy rolls to determine if they are getting a good deal, which is permanent.

EQUIPMENT: –

3 – SPY

Spies are the first step into the intrigue and darkness that surrounds the Matadores. They are trusted to be cunning, but do not tip their hand. They listen and search for incriminating secrets, taking them to their masters.

PREREQUISITE: PSY+Cunning 6, INS+Perception 6; Network 1

RESULT: Spies can use the knowledge they have gained to their own benefit, or share it with the rest of the Matadores. They get +1 to Secrets or +1 to Renown, depending on what approach they take.

EQUIPMENT: Mandrake Poison (Diluted)

4 – TENIENTE

The Tenientes report directly to masters, and focus on either coordinating the illicit work of spies and assassins or the hiring out the merchants and fighters of their caravan. When the work gets to be too much for a single person, they share the responsibility with their fellows.

PREREQUISITE: –

RESULT:

EQUIPMENT:

5 – MASTER

Masters coordinate their caravan's affairs, delegating tasks to their Tenientes. They are one of the few members of the Matadores to live on both sides of their legitimate and illicit businesses, and though whispers may spread through the camp only the Masters know the whole story behind the Matadores' actions.

PREREQUISITE: PSY+Faith/Willpower 10; PSY+Cunning 10; Authority 6

RESULT:

EQUIPMENT:

3 – ASSASSIN

Assassins kill the enemies of the Matadores, leaving them dead in their sleep or striking in the busy square and disappearing into the masses of people. They are fast, agile, and able to fight well, though they depend on poison to finish off their targets rather than brute strength.

PREREQUISITE: BOD+Melee or AGI+Projectiles 7; AGI+Mobility 7; AGI+Stealth 6

RESULT: Assassins can ply their trade independently; if they are discovered and revealed they are kicked out of the Matadores and become a fair target for everyone, but they gain 2 Resources if they manage to maintain their secret identity.

EQUIPMENT: Hidden Blade; Hand Crossbow and 5 Bolts; Mandrake Poison

4 – PHANTOM

Phantoms are a step above Assassins; they are not necessarily more able killers, but they never leave a trace behind. Even if they are forced to strike against a well-guarded target and they are spotted, they are never caught in the resulting pursuit.

PREREQUISITE: AGI+Stealth 10; AGI+Mobility 10

RESULT: The Phantom has access to safehouses everywhere the Matadores reach, from Africa to Hybrispania. They gain +2 Secrets and +2 Resources when operating in these areas, as they are able to resupply and catch up on rumors shared by other Matadores.

EQUIPMENT: –

MATADORES POTENTIALS

AFFECTION

Matadores live and die for the thrill of the crowd. When they are fighting with spectators (whether in the arena or in the presence of a lover, sponsor, or potential ally), they may hold back to put on a show. Everyone is thrilled, even at times the Matador themselves, as they find themselves in a close brush with death and are forced to make a sudden return to form.

When a Matador voluntarily takes a back 4D-Potential level penalty in combat or when attempting a potentially risky physical stunt, they regain 1 Ego.

CATHARSIS

Matadores are entertainers through and through. They specialize in helping people take their minds off of their troubles, especially when their companions are trying to engage in activities that would be incriminating. They approach those who are restless, like guards or nervous business partners, and have a seemingly magic way of honeying their words and diverting attention.

Matadores know how to put some people at ease, while drawing and holding the attention of those who suspect them. A Matador gains dice equal to their Potential level on CHA+Conduct tests to avoid getting in trouble for distracting guards or the populace, and provides an AGI+Stealth and AGI+Dexterity bonus of the same amount to their companions who attempt to capitalize on the distraction.

DENIAL

The Matadores are involved in all sorts of backroom dealing and nefarious plots, but they are almost never caught. Some of this comes from prudence and caution, but much of their success can be attributed to how honest they seem even when they are lying.

The Matador gains +1S to all PSY+Cunning rolls for the purposes of deceiving others about crimes they have committed or to conceal their clan's secrets.

HUSBANDRY

Matadores raise their own animals, both horses and bulls, for the arena and for labor. These animals must be carefully bred and trained so that they maintain their desirable traits and can be used in the ring to full effect. The best among them have developed an innate knack for gauging an animal's worth and disposition.

The Matador gains +1D per Potential level for the purposes of INS+Taming rolls, especially when attempting to tame a wild animal or when they are attempting to gauge an animal's next course of action.

When dealing with a domesticated animal, they gain +1S to all INS+Taming tests.

MERCY

An injured opponent should not linger on in suffering. Whether fighting a bull in the ring, a target for assassination, or just a guard who has seen too much, Matadores believe in finishing off their enemies so that they do not linger on. That the dying are more likely to reveal their secrets is of no consequence to them.

When a Matador is fighting a character who has suffered Trauma, they gain +1D per Potential Level on Bod+Melee rolls, up to a maximum value of the Trauma the target has suffered.

NIMBLE

Matadores are quick and fast; they jump across rooftops and climb ledges and walls. No matter what, they seem to be able to catch themselves and run on. Likewise, they have a knack for slipping free of the grasp of a Scourger or a lover's spouse. It often seems that no chain can hold them, and even hazardous edifices are to them nothing more than roads leading away from danger when they are being pursued.

For each level of this Potential, Matadores gain +1S to BOD+Athletics tests and +1D when attempting to use AGI+Mobility to break free from a grapple.

MATADORES GEAR

ESTOC

This light sword is able to make many blows quickly. While it lacks the raw power of its heavier brethren, its users practice to artfully land blows that awe their audiences or efficiently dispatch their foes.

SPECIALTY: Estocs do dreadful damage both to bulls in the arena, and to armored targets. Those who expect armored plates to protect them soon realize that the hardened point of an Estoc can penetrate steel.

HIDDEN BLADE

As nomadic spies and infiltrators, the Matadores survive by being able to hide their true intentions. While sequestered bullfighters can walk around with their estocs as part of their persona, their traveling companions are not as flamboyant, and aim to avoid attention, rather than drawing it.

Hidden blades are able to be stored in a quick-draw holster, typically along the wrist, though also in boots or in shirt collars. Anywhere that might escape notice can be a hiding place for a hidden blade.

LANCE

Long spears, lances are rarely used as battlefield weapons, but make excellent weapons from horseback. Meant to be replaced relatively frequently on account of being easily shattered if used in a charge, they are staples of the Matadores in the arena.

SPECIALTY: The Lance's damage increases to 4+F instead of 4+F/3 when used from a vehicle or horseback, and the weapon suffers no penalty from the vehicle or mount's movement.

SUIT OF LIGHTS

Flamboyant suits emblazoned with sequins and reflective threads, often of gold or silver. Most of these have been reinforced for some modicum of protection, but they still reflect a degree of care and complexity often not seen in clothing since Bygone times.

PERCHERON

The horses used by the Picadores are bred from workhorses, but they are particularly nimble and docile, responding instantly to their rider's commands.

SPECIALTY: The Percheron is equivalent to a gaited horse in terms of statistics, but provides a +2D bonus to AGI+Navigation/Mobility or INS+Taming when being used for stunts or for dodging attacks. They have a value of 1000 Drafts or Dinars.

HAND CROSSBOW

A stealthy weapon meant for assassins, a hand crossbow is quiet and easily concealed. In the worst case scenario, it can be unstrung and its components can be hidden in an assassin's sleeve; it rarely passes close scrutiny, but if the guards are trying to stop members of a fleeing crowd it's not impossible for the guilty party to slip out among the innocent.

MANDRAKE POISON

The Matadores use a poison derived from the mandrake, an ancient recipe preserved since before Bygone glory made it obsolete. Very potent, it is almost always fatal; care from a Spitalian or Anubian might be able to stop the effects.

Mandrake poison is a Potency 6 poison, and causes targets to suffer a -2D penalty from hallucinations as soon as it is ingested. Each turn, the victim suffers 1 Trauma as a result of asphyxiation and organ damage.

Diluted mandrake poison is also applied in smaller doses to food, where it is more subtle and leads to renal failure following repeated dosing. Short term effects resemble food poisoning, if the user is careless and uses too much.

A character who consumes several doses (equal to their BOD+Toughness) of diluted poison over a course of no more than a month suffers 1 Trauma per day for the rest of their excruciatingly painful life. The Anubians can reverse the organ damage with an Imuit skin, while treatment from the Spitalians can only prevent the Trauma, prolonging the inevitable and takes six hours each day.

STEREOTYPES

ANABAPTISTS

Faithful and fierce, the Anabaptists don't seem to understand the meaning of subtlety. At least some of them know how to relax and have a good time.

ANUBIANS

They are at the heart of the Lion. The Scourgers fight for the lion, and the Neolibyans gild its mane, but the Anubians are the ones that pull the strings and know the truth.

APOCALYPTICS

Much more easygoing than the Anabaptists, but much more dangerous to us. At least they are good for parties, and we can have our agents pretend to belong to them. Nonetheless, it is hard for two people to keep the same secret, and they could and would blackmail us given the opportunity.

CHRONICLERS

They obsess over the past, but we recreate it. While their agenda may not be entirely worthless, their pursuits will be fruitless. If they cannot move out of the past, they will never have a present.

CLANNERS

There are a lot of Clans, and some of them are fine. There are still those who do not recognize the finer things of life, but we don't have enemies from among them.

Of course, we will make our way out of their ranks eventually and start something greater.

HELLVETICS

Professional soldiers. We don't have a lot of opportunities to meet, because they never work with the Lion or the Guerreros.

That is probably for the best. They will likely not be our allies, but they don't have to be our enemies either.

JEHAMMEDANS

Strange people; like the Anabaptists, but both a little more friendly and way too uptight. Many of them stay on the move a lot, like we do, and they're fine to trade with, but you can't let them catch you with their women and you have to remember that they follow a bunch of weird rules.

JUDGES

They are guardians of a foreign land. They, like us, seek to build a new world in the image of the past. Their traditions, however, aren't built on people: they follow words and letters of laws, sometimes even the spirit. Law itself, however, is not a society.

NEOLIBYANS

Good people if you can overlook their vices. They're rich, and they're willing to pay for entertainment and spectacle. We can have good times with them, though they're still dangerous.

SCOURGERS

Thorns in our flesh. They don't trust us, and they're probably correct about that. Every encounter runs the risk of boiling over.

The Neolibyans can keep them in control while they remain ignorant, but if they found out what we do in the shadows we'd be in a world of hurt.

SCRAPPERS

Really just a glorified Clan. There may be a lot of Scrappers, and they may have common codes and a joint culture, but they don't really have what it takes to stand the test of time.

We stand on tradition, they don't, and in the end we'll be the ones to inherit the earth.

SPITALIANS

We have no beef with the Spitalians. We don't use Burn like the Apocalyptics, though the Spitalians will suspect us nonetheless. At least their Mollusks aren't as paranoid as they are.

If nothing else, it's nice to have Spitalians around to patch up wounds. Many of them keep secrets quite well.

PALERS

Who? We've heard of them, but we don't know much about them. They're remnants of the Bygone, but they don't keep its societies or knowledge intact.

We have little to fear from inbreds who fear the sun, because we thrive in both day and night while they can only live under the cover of darkness.

SEPSIS

The Primer is just one of the ways that the world has turned against us. We have no use for it. Homo Degeneration? This is still our world, ours to fight, love, and grow old in.

We don't have any use for Burn, because we have all the pleasures of the world at our fingertips.

We don't need the Pregnocotics, because we don't fight battles we can't win.

Sure, the Spitalians overreact, but it's not like the Primer's products are something to be loved. Besides, the Apocalyptics already handle it, so there's no money to be made there.

EXAMPLE CHARACTERS

ELIGIO MARQUEZ

Culture: Hybrispania

Concept: The Mentor

Cult: Matadores (Matador)

Eligio is a prodigy. Only twenty winters of age, and he is already a full-fledged Matador. He has fought bulls in the grandest arenas in Hybrispania, and Neolibyans have begun to ask for him by name when they schedule their events.

He does not let his success go to his head. He has seen good men injured or killed in the fight, and he is not willing to join them. His wife, Elena, is with child, and he has begun to wonder about the dangers he places himself in.

So he has taken apprentices already. He trains them because he knows that if there is an expert watching his back, one who can feel the flow of the bull's emotion as readily as he can, that he has nothing to fear.

Despite his youth, they respect him. His even hand and the affirmation he gives to his trainees keep them coming back, and already the fighters he has been training have proved themselves. One will become a Matador himself in just a few weeks, and Eligio takes a quiet pride in his pupils.

ALBA SANDOVAL

Culture: Hybrispania

Concept: The Mediator

Cult: Matadores (Teniente)

It was a miracle that gave Alba her limp. A subalterno, she was injured by a bull in the ring. Now, she has found her true calling as a Teniente.

Her responsibilities are to find places for the Matadores to work and keep track of their people when they make camp. As a young fighter, she never saw the drama that could happen even between such a small band as hers, and she finds the interactions between people fascinating.

She goes from room to room in the Neolibyan parlors, from tent to tent in the caravan, greeting all with a warm smile and an extended hand. Every issue simply stems from something being out of place, and she figures out how the pieces of the puzzle fit together.

Once, she had longed for the glory of the ring, but now she realizes that there is art outside the sword. She is a master of words and a spinner of tales, a keeper of histories, but first and foremost she is responsible for keeping her people together. It is an honor that she would never have dreamed of in her youth.

RICARD

Culture: Hybrispania

Concept: The Hermit

Cult: Matadores (Assassin)

From early on, Ricard was known to be quiet and efficient. Focused on his work even as a youth, he would memorize history books and fighting poses by himself.

Now, he is a scarred and weathered man. He still works alone, but he has become different than he was in his youth. He yearns for independence, but cannot quite bring himself to sever his ties to the Matadores, so he accepts a role that requires solitude.

He has more than two dozen kills to his name, and despite his scars he rarely finds himself facing a fight when he sets out to take down an opponent. His hair has already begun to gray, but he has no plans for retirement.

Sitting around a fire and telling stories of the old days will never be for him. He will work until the day he dies, but he plans to drop dead, rather than being killed by a quarry or their guards. He keeps his hidden blades sharpened, and the poisons that have become his weapons of choice in recent years in carefully concealed pouches on his belt.

ALTERNATIVE CHARACTERS

Some characters do not fit neatly into any Culture or Cult. These rules are intended to allow one to run characters that do not necessarily follow the traditional rank structures or adhere to extant Cultures, Concepts, or Cults.

PALERS AS A CULTURE

Palers outside of their homes may have signed on with another Cult, or they may not be members of any Cult, even that of their forefathers. Palers cannot select the Paler Culture and the Paler Cult simultaneously; selecting the Paler Culture means that the character is either second or third generation removed from the bunkers and their dispensers, but still has the breeding and memes of the Palers as a result of their parents, or that the character has managed to join another Cult.

Palers still develop the chakra symbols of their culture of geographical origin if they develop Stigma from becoming spore infested, and otherwise respond appropriately to Sepsis as members of their region's Culture would.

The bonus attributes for Palers are Agility and Psyche; their maximums for these attributes during character creation are increased by 1.

(AGI) Projectiles, (AGI) Stealth, (INT) Engineering, (PSY) Cunning, and (INS) Perception are the Paler Culture skills, and increase their character creation limits by 1 as normal.

CULTLESS

Being cultless is a disadvantage in the world of Degeneration. Providers, sellswords, and those too lowly for even the Clans find themselves without a Cult to call their own. These lonely wanderers are destined to hard lives.

Many of the Cultless are cast out of their Cult, though some simply grow up in the wilderness, their parents also as Cultless as they cannot provide their children with associations.

Cultless characters have significant disadvantages: they can choose any three skills to choose as focuses at character creation, but only these three skills.

Those without a Cult also select only from Potentials that are not associated with any particular Cult, and may only purchase gear that is not associated with a Cult.

Cultless characters cannot advance in rank; they receive 50 x 1 + Resources CD at character creation, and are always treated as having a Rank of 1.

However, those who carve their own path can have better luck with their backgrounds: Cultless backgrounds go across Cults. However, gaining backgrounds is more difficult: although they may be lost and gained normally, they are limited by a character's skills and attributes.

ALLIES

Allies for the Cultless vary; they may be anyone they have befriended from their attempts to join a Cult, and those they have influence over. They cannot typically recruit high-ranking members of Cults to their cause, even with a score of 5 or 6, but they can influence members of any Cult, as they have no particular pattern of association to limit their options.

LIMIT: A Cultless character's Allies may not increase past half of either of their CHA+Conduct or INS+Empathy ratings.

AUTHORITY

The Cultless technically exercise no authority over members of the cults, but they may be highly respected by others, even high-ranking members of Cults. They may use their Authority normally if they have demonstrated competence to those they are attempting to use their Authority on, even if they are members of Cults.

LIMIT: A Cultless character's Authority may not increase past half of either of their CHA+Leadership or PSY+Domination ratings.

RENOWN

The Cultless is known for their behavior and their reputation has spread. They are charismatic, and even though their codes of behavior may not perfectly align with a Cult's, they are still able to exhibit such a raw strength of persona as to attract many to their cause.

LIMIT: A Cultless character's Renown may not increase past half of either of their CHA+Expression or PSY+Faith/Willpower ratings.

RESOURCES

Resources for the Cultless vary in their use. Unlike the standard Resources attribute, the Cultless may not use their Resources to access Cult stockpiles or supplies, as they have no Cult. Instead, it reflects their stockpiles, owed favors, or invested money that can come back to them in times of need.

USE: A Cultless character may immediately acquire an item with a value of up to 200 times their Resources rating, then their Resources rating decreases by 1.

LIMIT: A Cultless character's Resources may not increase past half of either of their CHA+Negotiation or PSY+Cunning ratings.

SECRETS

Secrets have been the undoing and the windfall of many Cultless souls. They tend to acquire them like Bygone structures gather dust; without border or limitation, those who are known not to be aligned with enemies often receive juicy gossip that should not be shared outside allies.

Although Secrets are often dangerous to those that hold them, the Cultless must be especially careful to avoid showing their hand: reprisals for blackmail or reminders of their place in the status quo frequently follow.

LIMIT: A Cultless character's Secrets may not increase past half of either of their INT+Legends or PSY+Deception ratings.

NETWORK

Networking is difficult for the Cultless, but they are undaunted by many of the borders that limit the members of Cults. Viewed as either harmless or potential allies, they are just as able to connect with outsiders as members of any Cult are.

LIMIT: A Cultless character's Allies may not increase past half of either of their CHA+Seduction or INT+Focus/INS+Primal ratings.

POTENTIALS BY XP THRESHOLDS

Potentials shape and define characters in Degeneration, but they are also a major expense: it can be hard for a player to view their character's advancement in an economic light and save up to purchase Potentials when a point in Reaction or Body greatly increases their character's likelihood of living long enough to acquire and spend that XP.

To encourage characters to gain distinctive Potentials, they can receive a free point to spend on a Potential at certain thresholds. For games in which characters receive more XP than is recommended, or in cases where preserving difficulty is desirable, consider giving potentials at 50, then 150, then 300 XP and then an additional point in a Potential with every 200 XP gained.

However, it may be desirable to give more power to characters to allow them to become more fleshed out: if this is the case, simply give a character another free Potential at each 50 XP milestone. This has the advantage of simplicity, but also grants much more diversification in characters than can be achieved simply by advancing skills and attributes, especially if the combat difficulty of

the campaign is forcing characters to invest points into combat skills.

Potentials gained in this fashion do not count against the total number of Potentials a character has if they choose to purchase Potentials with XP at a later point.

FAVORED ATTRIBUTES IN PLAY

The favored attribute system in Katharsys can cause some issues with character design. Because some attributes and skills are available at a different cost than others, favored attributes can cripple characters' advancement potential. Even in the best case scenario, favored attributes factor into a character's actual abilities fairly infrequently.

Using the Alternate Favored Attributes rule, characters may gain +1S for any roll made using one of their favored attributes and skills. This ability can only be used once per day.

In place of the advancement differences between favored and unfavored skills, all skills and attributes advance at either the favored rate (for campaigns with "fast" advancement) or the unfavored rate (for campaigns with "slow" advancement).

UNTRAINED SKILLS

There are a number of skills in Degeneration that require special training to be used effectively. While simply surviving in the post-Eshaton world prepares most characters to use a vast variety of skill sets, there are some things that only come with practice and instruction.

The following skills suffer a -1D penalty unless a character has increased them at least once. If a character is using them in a combination roll, they automatically lose 1 die on the following result, and they cannot aid another character by using these skills:

**AGI+Navigation, INT+Engineering, INT+Medicine
INT+Science, INS+Taming**

VETERAN CHARACTER CREATION

For advanced characters, simply granting XP after character creation can make them more powerful than characters who have been forced to spend XP during play due to the fact that players may choose to optimize by putting their character creation points into unfavored attributes and skills and advancing favored skills and attributes more cheaply.

This veteran character creation ruleset assumes that characters come from a base of 400 XP, which gives them the attribute and skill points that they need.

For every 60 XP characters have gained during play, characters gain an additional Attribute Point, and for every 15 XP during play, characters gain an additional Skill Point. Round in the normal fashion: if the character is half-way or closer to getting their next Attribute or Skill Point, they should receive it, otherwise any partial progress is lost.

A character being created in a party where the other characters have gained 250 XP would then have 14 Attribute Points (10 plus the 4 new points) to spend, and 45 Skill Points (28 plus the 17 new points) to spend.

At 75 XP, the maximum amount that each skill can be increased is increased by 1, at 150 XP, the maximum amount that each skill that has had its potential improved by a character's Culture, Concept, or Cult can be increased by is improved by a further 1, and at 225 XP, all attributes can be increased by 1 further point.

Characters get 1 additional Background point and 1 Potential for each 100 XP their cohorts have gained, and can advance past the normal limit of 3 points in their Backgrounds with these additional points (the original 4 points must be distributed before spending the additional points).

DHARMA

The Dharma is an alternative to a Concept: they function almost identically, but they are not based on the Apocalyptic Tarot.

Where a Concept gives a +2D bonus once per day and can return Ego points to a character for roleplaying, at the GM's discretion a Dharma can work differently.

A character acting in tune with their Dharma becomes a beacon of inspiration, at the cost of self-sacrifice. They may use Flesh Wounds in place of Ego to gain a bonus die (or dice) when they make rolls that correspond to their Dharma.

BIRTH

Life flows from the world again, and one must bear the responsibility of going forth to return humanity to its glory. Birth requires real pain and real sacrifice; the conception of new ideas, the development of those ideas into realities, and the painful step of pitting those realities against the harshness of the larger world. One must sacrifice themselves to protect these nascent ideas, these new beings.

ATTRIBUTE: Body

SKILLS: BOD+Stamina, INT+Legends

CELEBRATION

There is a time for Celebration, even in the darkest hours. It defines humanity as standing apart from base animals,

the spark of knowledge of things beyond the self. The downtrodden are encouraged, the well-to-do jubilant. Even as hunger bites at the belly and claws scratch at the door in the dark, Celebration is about acknowledging what mankind has. One must sacrifice themselves to show the value of what is in humanity's hands already.

ATTRIBUTE: Charisma

SKILLS: CHA+Expression, CHA+Art

CONSTRUCTION

Evil sits in the shadows, in the chakra patterns and the rapacious growth, in the twisted strands of life. Only Construction allows humanity to stand against them. The old things lie broken, the new things incomplete. It is time to restore the walls, replace the gates, and gild the temple with gold. One must sacrifice themselves on the gears and levers of these institutions to keep them from collapsing.

ATTRIBUTE: Intellect

SKILLS: INT+Engineering, CHA+Negotiation

GATHER

The cold howls at the door, but still the sturdy wheat finds its way. The birds of the field do not gather or store away, but humanity has been cursed; they must do so. To Gather is to find treasures, resources, necessities; to bring them together and make them useful. One must sacrifice themselves to ensure that there will be enough for tomorrow.

ATTRIBUTE: Instinct

SKILLS: INS+Survival, INT+Artifact Lore

GRAVE

Much has been lost, and the Bygone days are remembered in twisted steel and glass obelisks and stones that litter the ground like so many grains of sand. The Grave stands among these and the bones of the present, companions lost and empires fallen. One must sacrifice themselves to preserve the memories of those that have been lost.

ATTRIBUTE: Intellect

Skills: INT+Legends, INS+Empathy

EMBRACE

Insects. Spore fields. Psychovores. Psychonauts. There are countless threats, and with each passing day good things are destroyed. The Embrace holds on to what humanity has: its lovers, its children, its parents, its mentors. As the darkness creeps into the night, the Embrace draws mankind together in light and warmth. One must sacrifice themselves to hold on to those around them.

ATTRIBUTE: Instinct

SKILLS: CHA+Seduction, BOD+Stamina

EXILE

Someone must fall on the sword. When a community needs cleansing, a scapegoat must be chosen. The Exile is a terrible thing, a fate worse than death: the loss of fatherland and home. Never desired, the cruel irony of Exile is that the return would cause more harm than the loss it has caused. One must sacrifice themselves to bear the burden of the whole.

ATTRIBUTE: Psyche

SKILLS: AGI+Mobility, PSY+Reaction

LOSS

Not everything can be kept forever. As the hand opens and the coins fall out and blood spills across the ground, Loss leaves the space open to be filled. With each passing, a new potential world comes into place, waiting for something to fill the void of Loss. One must sacrifice themselves to clear space for the things that are to come.

ATTRIBUTE: Agility

SKILLS: AGI+Dexterity, INS+Perception

LOVE

The world is full of beauty, despite its faults. As humanity tears itself apart, Love knits it back together. Love is humble, Love is kind: it puts others above itself. Ultimately, Love is selfless, attempting to bring everything back to unity and peace, to create the world outside that it feels in its heart. One must sacrifice themselves to erase the wounds that keep things apart.

ATTRIBUTE: Charisma

SKILLS: CHA+Conduct, CHA+Seduction

MASQUERADE

Truth is dangerous. This is why there are secrets. The Masquerade holds the secrets, keeps them safe; it preserves the truth until it is needed, but also keeps it from becoming known. There is a place for the burgeoning of knowledge and information, but the stars must align. So the masks are put on and the music drones out whispers among the whirl of the dancers. One must sacrifice themselves to hide and preserve the truths that would destroy.

ATTRIBUTE: Psyche

SKILLS: PSY+Deception, CHA+Art

RAGE

Some destinies lead only to destruction. When the time comes, Rage ensures that the weak are pushed away and only the resilient remain standing. Playing on despair and fear, Rage draws forth a primal element, showing the difference between the self and the other. It highlights comparisons, creates gaps, and burns bridges. One must sacrifice themselves to destroy the things of the other.

ATTRIBUTE: Body

SKILLS: BOD+Force, PSY+Domination

REJECTION

Every society has those who threaten it from within. Even if the excision is painful, Rejection ensures that these undesirables are removed from positions where they can cause harm. Once the witch hunts begin, they can be hard to stop, but a few innocents cast out can preserve the innocents left behind. One must sacrifice themselves to ensure that only the worthy remain in their society.

ATTRIBUTE: Psyche

SKILLS: PSY+Domination, CHA+Negotiation

REVELATION

The truth waits just outside the boundaries of common knowledge. When Revelation comes, a new world can be ushered in. However, knowledge shapes the path of future generations, and the gatekeepers are jealous of their power. The weight of a Revelation can break a kingdom and crush lesser minds. One must sacrifice themselves to spread new and secret truths.

ATTRIBUTE: Intellect

SKILLS: INT+Legends, PSY+Faith/Willpower

SEARCH

The Search is necessary as a part of the human experience. Even where there is nothing, shedding light is the first step to expanding the boundaries of knowledge and making way for future learning. One must sacrifice themselves to find knowledge that no other has known.

ATTRIBUTE: Instinct

SKILLS: INS+Perception, INS+Empathy

SILENCE

Silence is good. Voices may be put down, but in the end Silence restores order. Silence means that any danger can be heard from further out, and the sentries do their work handily. The corpses hanging mute in the public square are the ultimate warning of Silence. One must sacrifice themselves to preserve the status quo and eliminate dissent.

ATTRIBUTE: Agility

SKILLS: AGI+Stealth, PSY+Deception

SPEECH

Injustice, suffering, and the other big questions deserve answers. Why are we here? What should we do? The only way to find out is Speech, sharing information with others to surpass our own limitations. As individuals, humanity can rarely accomplish wonders, but as a whole it can thrive. One must sacrifice themselves to debate and retell information.

ATTRIBUTE: Charisma

SKILLS: CHA+Expression, CHA+Negotiation

UPHEAVAL

Inertia is a disease. It breeds complacency and leads to corruption. Someone must come along to tear down the barriers, leading the way on the path to revolution. Only if someone is willing to lead the charge will the masses follow suit. Only Upheaval can truly change the world for the better. One must sacrifice themselves to be the harbinger of a new era.

ATTRIBUTE: Agility

SKILLS: AGI+Mobility, AGI+Dexterity

WAR

Conflict is inevitable. Between humanity, the new forces that have threatened since the Eshaton, even between mankind and the world. Someone has to take up the mantle to fight the War, even if it leaves their body broken and their mind shattered. One must sacrifice themselves to take their place in the great conflict.

ATTRIBUTE: Body

SKILLS: BOD+Toughness, BOD+Athletics

WEEPING

At times, Weeping is the last recourse of the sane. Humanity is no longer the master of their world, and even as the sun rises it is right to mourn the passing of the old world. The skeletons of empires and monuments of hubris stand all around, humbled by time and by fire from the skies. It is time for Weeping. One must sacrifice themselves to hold on to the remnants of the old world.

ATTRIBUTE: Psyche

SKILLS: PSY+Faith/Willpower, CHA+Expression

SKILL SPECIALIZATIONS

Characters can gain Skill Specializations by paying 10 XP for a non-focus skill or 8 XP for a focus skill; this gives them a +1D bonus when attempting to use the skill they have focused in according to their specialization.

Specializations are heavily focused. Most combat skill specializations work only with a specific weapon or attack type, and non-combat skill specializations will be likewise very limited. The following are examples of skill specializations for each skill:

BOD+Athletics: Climbing/Running/Swimming

BOD+Brawl: Punch/Kick/Blade Bracelet

BOD+Force: Bashing/Show of Force

BOD+Melee: Scimitar/Knife/Splayer

BOD+Stamina: Tracking/Marching/Diving

BOD+Toughness: Pain Tolerance/Environmental Resistance

AGI+Crafting: Enhancing Gear/Appraisal/Structural Analysis

AGI+Dexterity: Stealing/Lock Picking/Gambling

AGI+Navigation: Horse/Kom/Vehicle-Mounted Weapons

AGI+Mobility: Dodging/Free Running/Escape Artist

AGI+Projectiles: Bow/Assault Rifle/Soul Burner

AGI+Stealth: Sneaking/Concealing Objects/Feign Death

CHA+Arts: Singing/Painting/Tarot Reading

CHA+Conduct: Traditions/Judging Reactions/Flattery

CHA+Expression: Body Language/Oratory/Teaching

CHA+Leadership: Encouragement/Propaganda

CHA+Negotiation: Bartering/Contracts/Retorts

CHA+Seduction: Flirting/Resisting Flattery

INT+Artifact Lore: Identifying/Using/Modifying

INT+Engineering: Upgrading/Understanding/Diagnosing

INT+Focus: Meditation/Self-Restraint/Courage

INT+Legends: Cults/Clans/Primer/Codex/History/RG

INT+Medicine: Diseases/Surgery/First Aid/Drugs/Poisons

INT+Science: Explosives/Logic/Chemistry/Literacy

PSY+Cunning: Planing/Distraction/Subterfuge

PSY+Deception: Disguise/Impersonation/Bluffing

PSY+Domination: Torture/Intimidation/Authority

PSY+Faith: Preaching/Religious Knowledge/Inspiring

PSY+Reaction: Initiative/Surprise/Sixth Sense

PSY+Willpower: Self-Conquest/Perseverance/Austerity

INS+Empathy: Psychology/Group Dynamics/Emotion

INS+Orienteering: Navigation/Cartography/Landmarks

INS+Perception: Spot Hidden/Hearing/Sight/Smell

INS+Primal: Rage/Fear Suppression/Instinct

INS+Survival: Hunting/Foraging/Tracking/Trapping

INS+Taming: Calm Animal/Training/Deterrence

EXPANDED COMBAT

DEATH SAVES

At times, it may be desirable to reduce the level of lethality that player characters are subjected to. In this case, a system of “death saves” comes into play. If a character takes damage in excess of their Trauma, they immediately enter an incapacitated dying state.

A character in this dying state makes a PSY+Willpower/Faith (2) roll each turn. If they are successful, they record this success. When a character has achieved three successes, they are “out of the woods”. They fall unconscious, and immediately lose any Ego points they had remaining. They do not immediately recover any Trauma or Flesh Wounds, but they remain alive unless they take further damage before they have a chance to heal.

If characters take damage after recovering from the dying state but before they can heal naturally or be healed, they take damage while in the dying state, or they fail their PSY+Willpower/Faith roll, they gain a death save failure. A character who accrues three death save failures dies. Death save failures remain with a character even if they recover partially.

MEDICAL AID AND RECOVERY

Stealing a character from death's doorstep is a feat, especially since there is often little time to do so. An INT+Medicine (4) test may be attempted each turn to take a character from the dying state and leave them in the unconscious recovery state.

Characters who recover do not immediately remove any death save failures they have accrued. One failure may be removed by a successful surgery to remove Trauma, but otherwise each death save failure takes a week to heal as the specter of death hangs over an injured character. Burn with a Potency of 4 or more can also restore the vitality of a character, removing a death save failure's effects from a character.

GORY END

On occasion, characters take too much damage to even have a hope of survival. If at any point a character takes damage equal to the sum of their maximum Flesh Wounds and Trauma, they die immediately, even if they have no death save failures.

Likewise, a character who is dealt damage that is in excess of their remaining trauma by a weapon with the Fatal quality is killed instantly.

FATAL WEAPONS REDUX

In Katharsys, Fatal weapons are stated to bypass Flesh Wounds and cause damage straight to a character's Trauma. They will almost always kill characters in single hits this way.

This revamp of the Fatal weapon quality is intended to be used in conjunction with the Permanent Injuries and Death Saves rules, and reads as follows:

FATAL (REDUX)

Fatal weapons ignore armor and deal damage directly to a target. When a character is hit with a fatal weapon, they suffer a Permanent Injury if the amount of damage they receive exceeds an amount equal to the sum of their Body and Psyche, and if they would be forced to make a death save they instead die instantly.

MULTI-PASS INITIATIVE

When a character in Degenesis rolls sufficient Triggers on their PSY+Reaction roll, they may gain additional actions that they either use immediately or can save for active defense.

Under standard rules, a character takes all of their actions at the first point in the turn when they would originally move.

Multi-pass turns introduce the concept of initiative passes; each character gets to use one of their remaining actions in each pass until all characters have expended all their actions.

If a turn represents a few seconds of combat, the purpose of the initiative pass is to break those seconds down further. A character who acts very quickly, but has many actions, is unlikely to be able to complete all their actions before another character would get a chance to act.

With multi-pass initiative, the standard turn order is still followed, but each character simply acts once per initiative pass. A character may choose not to declare an action when their turn in a pass comes up, but doing so forfeits their opportunity to declare an action for the remainder of the pass. A character may use any remaining actions for active defense even if they have already acted in a pass or forfeited their action for a pass.

When a pass ends, a new pass starts for any characters who have at least one remaining action. Characters with no actions remaining simply do not act in later passes.

Initiative passes continue until every character has expended all of the actions they can take in a combat turn, or have simply decided not to act.

As with standard Initiative rolls, up to 3 Ego may be spent to gain that many bonus dice on the PSY+Reaction roll to determine their initiative order and number of actions they will take in the turn, and these dice also provide a bonus to the first action taken in that combat round.

Turn order:

Run through Initiative passes until no character has remaining actions that they wish to use.

Pass order:

Fighter with the highest Initiative goes first, takes a single action.

Tie: Actions happen at the same time.

Characters with lower Initiative take actions in order.

EXAMPLE: The Anabaptist and Jehammedan prepare for their duel, circling and watching each other for signs of weakness. With blades bared, they prepare to strike down their opponent. A Cockroach, seeing their weakness, prepares to strike with fury, killing the hated members of the Cults.

The Anabaptist is a skilled swordsman, with plenty of Ego and a desire to use it quickly. He is also a hardened combatant, and will make as much of an effort as he can.

The Jehammedan has no intention of dying here, but he is willing to accept a potential loss in the duel, so he is going to hold back his efforts and save his fullest energy for another day.

The Cockroach is not a skilled fighter, but he has fury and fanaticism, which cannot be ruled out.

Everyone is in close quarters, but by the time violence breaks out they will all be aware of each other.

It is time to roll Initiative; the Cockroach will spend 3 Ego (which is important, since he is a mediocre fighter), the Anabaptist 1, and the Jehammedan none.

They roll results. The Jehammedan is the most veteran fighter there, and rolls five successes with one Trigger. He will only act once.

The Cockroach's fury will pay off for him; he only gets two successes, but both are Triggers: he will move in two initiative passes.

The Anabaptist, while an impressive fighter, has poor luck. With one success, he will go last.

So the turn order is:

Pass 1	Pass 2
5: Jehammedan	
2: Cockroach	2: Cockroach
1: Anabaptist	

The Jehammedan goes first, then the Cockroach, then the Anabaptist. However, if the Cockroach survives being

entangled between two mortal enemies, he will get another action in the second initiative pass.

However, on the Anabaptist's turn, he swings at the Cockroach, threatening his life. The Cockroach uses his action from Pass 2 to make an Active Defense, allowing him to avoid the bidenhander's arc, but removing his chance to act in the second pass.

The initiative pass ends with no actions remaining, so the next turn begins.

PERMANENT INJURIES

Permanent injuries come as a result of combat; characters can suffer everything from disfigurement to loss of limb during heated battle, and in an instant a warrior can be blinded, crippled, or killed.

Permanent injuries come as a result of powerful hits in combat; when a character takes damage equal to twice the sum of their Body and Psyche, though Fatal weapons cause these injuries much more readily.

Having a permanent injury functions independent of the normal health system; a character with a permanent injury will never recover, but they are usually not more likely to die as a result of suffering a permanent injury.

At the GM's discretion, permanent injuries can be recovered from following a lengthy sabbatical or the payment of XP to represent a character overcoming the injury's effects.

When a character suffers a permanent injury, roll two six-sided dice and add the result together. They suffer one of the following effects or a similar effect decided on by the GM:

PERMANENT INJURIES

Roll	Effect
2	Sucking chest wound: -1 Trauma limit
3	Severe abdominal injury: -1 Flesh Wound limit
4	Torn muscle. -1 to carrying capacity.
5	Eye or ear damage: -1D penalty to perception tests involving impacted organ.
6	Grievous scar: Causes a -1D penalty to Seduction tests.
7	Light scar: Makes character more easily identified by strangers (+1D on tests to recall or identify)
8	Open wound: +1D to all tests to resist diseases and spore infestation.
9	Throat injury: Character's voice is quiet, -1D to Charisma tests when interacting with multiple characters.
10	Missing finger: -1D to actions that require precision, such as AGI+Projectiles or AGI+Dexterity actions.
11	Damage to foot or leg: -1D to AGI+Mobility to dodge and any test to run or move quickly.
12	Loss of function in one hand: -2D to BOD+Brawl and BOD+Melee actions requiring that hand, and -4D to all AGI+Projectiles and AGI+Dexterity actions requiring that hand. Most physical skills suffer a -1D penalty.

SETTLEMENTS

Settlements are a new mechanic introduced in Artifacts. They provide another layer of play for Degeneration, and can be used by the GM or players to boost the intrigue of a campaign and give characters a common goal.

Where individuals in Degeneration often have certain agendas, needs, and ideals, settlements reflect the combined interests—and strengths—of the people who make them up.

Settlements are distinct from Cults; they are living places where a number of different Cults may intersect, or they may serve as a bastion of influence and power for a particular Cult, but they are almost never Cults unto themselves nor entirely independent of Cults.

Settlements have five core attributes, and they also gain population attributes based on player actions and other events within the settlement itself.

ATTRIBUTES

Settlements have five core attributes, plus a number of Cult or Clan population attributes. If an Improvement, Threat, or other mechanic references a settlement's Population, it refers to the combined population of each Cult and Clan in the settlement.

The five main attributes are Necessities, Defense, Wealth, Technology, and Morale.

IDENTITY

One important fact about every settlement is that it has an identity and a history. Whether that identity is necessarily going to be the same as its original founders intended is uncertain.

The identity of a settlement is measured in independent attributes; one for each Cult or major Clan that has an influence in the settlement. These may open up special Potentials and determine what gear is available for purchase in the settlement, including increasing the Tech Level of the settlement.

REGION

The region that a settlement is built in determines a number of things, notably the Cults and Clans that are likely to be recruited by the settlement. Each region also grants a special effect to the settlement.

BORCA

Borca is home to Anabaptists, Apocalyptics, Chroniclers, Clanners, Hellvetics, Jehammedans, Judges, Scrappers, and Spitalians. Settlements in Borca can find Tech III

scrap when they scavenge, making the construction of a Smelter irrelevant.

Borca is also well populated, with a settlement gaining +15 Population in one of the factions native to Borca when a settlement is founded.

FRANKA

Franka is home to Anabaptists, Apocalyptics, Chroniclers, Clanners, Hellvetics, Judges, Scrappers, and Spitalians. The constant threat of the Pheromancers' insects means that all settlements receive a Town Watch improvement free. The moderate climate and fertile soil mean that for every ten people searching for resources a settlement in Franka receives 2 additional resources toward any structure.

Frankan settlements receive an additional +15 Defense when they are created.

POLLEN

Pollen is home to Anabaptists, Apocalyptics, Chroniclers, Clanners, Scrappers, and Spitalians. It is a rough and unforgiving climate, untamed by humanity. All settlements in Pollen gain a Palisade when they are created, and the tight-knit society may choose a Potential as soon as it is formed.

Pollen's settlements receive a +15 bonus to Defense when they are created.

BALKHAN

The Balkhan region is home to Apocalyptics, Clanners, Hellvetics, Jehammedans, Palers, and Scrappers. The land is as defiant as its people, who are brought together by external threats when they cannot find internal reasons to cooperate. Balkhan governors are immune to replacement, including in cases of mutiny, so long as there is at least one unresolved threat.

Balkhan settlements gain a +15 bonus to Technology when they are created.

HYBRISPANIA

A land of strife and bloodshed, Hybrispania is home to Anubians, Apocalyptics, Clanners, Jehammedans, Neolibyans, Palers, Scourgers, Scrappers, and Spitalians. So long as a settlement is home to only Crows or Lions it gains the Harmony Potential; when the inheritors of two continents mingle each faction gets an Enclave of their own.

Hybrispanian settlements gain a +15 bonus to necessities due to the hospitable climate.

PURGARE

Home to Anabaptists, Apocalyptics, Clanners, Hellvetics, Scrappers, and Spitalians, Purgare is a land belonging to

the faithful and home to untarnished fields and orchards fed by volcanic growth. If an environmental threat would strike Purgare, it is instead ignored and the settlement is not threatened.

Settlements in Purgare gain a +15 bonus to necessities or wealth when they are created (the creator may choose).

AFRICA

The land of psychovores and the Lion, Africa is home to Anubians, Apocalyptics, Clanners, Neolibyans, Scourgers, and Scrappers. An African settlement with both Neolibyans and Scourgers adds its Wealth to its Defense, and Scourgers can never mount a mutiny.

Settlements in Africa gain a +10 bonus to Wealth and a +10 bonus to Tech.

CONCEPTS

Just as individuals have their own spot on the Apocalyptic Tarot, so do settlements. All things have their place in the world.

Concepts are most important to fledgling settlements, but their bonuses persist across a settlement's lifespan, giving it a boost that becomes overshadowed by the new life of the settlement but is no less important than it was in the beginning.

The effects a concept has on a settlement are based on its attribute bonus, though individual improvements have an associated Concept. All rolls required to finish the creation of these improvements gain +1D. These improvements may also be built one Tech Level earlier, with the appropriate reduction in resource costs.

Concepts that boost Body give the settlement +10 to Necessities, reflecting the settlement's ruggedness and enterprising spirit. These concepts are aligned with growth and large settlements, but focus more on being an outpost for further exploration or focusing on grand endeavors than a population center.

Concepts that boost Agility increase a settlement's Population by +10. Settlements built based on these concepts have an advantage to growing their numbers and becoming a residence for massive numbers of people. For the purposes of determining factions, this Population bonus is associated with the most popular Cult or Clan in a settlement.

Settlements that have an Intellect-boosting concept see their Tech improve by +10. These settlements may not grow as large as their peers, but make up for it by being carefully placed near scrap fields and being populated with inquisitive souls.

Settlements with a Charisma-boosting concept have a +10 Morale bonus. They are built on common shared

identities and powerful leaders who are capable of overcoming sectarian conflicts and ensuring the greatest well-being for the average citizen.

Settlements with a Psyche-boosting concept have a +10 bonus to Wealth. Located in daring positions along trade routes and near lucrative raw materials, these settlements eschew comfort and easy expansion for the economic opportunity of a boom that can become permanent with dedication and effort.

Finally, concepts that boost Instinct give a +10 bonus to Defense. These settlements are often ideologically or geographically isolated, but provide a bastion of security for their inhabitants and focus on improvements that allow Cults and Clans to extend their influence.

CULTS AND CLANS

In addition to having the generic Population attribute, measuring unaffiliated residents of a settlement, settlements also have Cults and Clans that impact their development.

Each member of a Cult or Clan in a settlement increases the settlement's appropriate attribute by 1. Governors or leaders are added to a settlement when there are enough members of any organization to create a faction within the settlement.

GOVERNMENT

FACTIONS AND LEADERS

As the population of a settlement increases, a faction is created. Whenever a Cult or Clan has 50 or more members in the settlement a new faction is created.

A leader's rank is equal to the two percent of the population of the settlement; smaller, less advanced settlements warrant lower-quality leaders, and very small settlements may not have a leader who is even in the chain of command of their respective Cult. They may not hold this rank on paper; but they have the statistics relative to it (e.g. there are only so many Baptists, but the NPC would meet the skill and background requirements to be a Baptist). If the cult does not go up to the appropriate rank, the NPC should simply receive a power boost.

The leaders of these factions have a role in fostering agendas; they are able to act with the GM's intervention, and the leaders of large settlements may wrest control from the PCs who founded the settlement or become powerful figures in the campaign. Depending on the method of government, they may have votes or another role in determining the agenda.

ROGUE FACTIONS

A faction that does not see eye-to-eye with the governor of a settlement may choose its own Agenda, or engage in Intrigue. The same goes for player characters.

The population of a rogue faction acts independently of the main settlement. A rogue faction that adopts the Change Governor agenda can choose whether it wants a new leader for itself or if it wants to make its own leader the main leader of the settlement. In this case, a Mutiny threat begins and resolves next session.

PRODUCTION

The people of settlements are rarely permitted to sit idle. The lazy or worthless are not considered to be part of the true population, and those who can contribute are considered the true members of society.

The governor of a settlement may choose where production occurs.

IMPROVEMENTS

APOTHECARY

While it is impossible for small settlements to achieve a large medical system, most small settlements have someone capable of looking at and treating basic injuries, especially if they are not large enough to warrant any attention from the Spitalians.

Apothecaries are specialized places for the treatment of wounds, and although they are simple they are much better than the alternative.

CONCEPT: Healer

REQUIREMENTS: Necessities 20, Wealth 10

TECH LEVEL: II

SKILLS REQUIRED: AGI+Crafting (2, 2); INT+Medicine (3)

RESOURCES REQUIRED: 250

EFFECTS: Characters staying in the settlement recover Trauma in 7 days instead of 10 (additional decreases to recovery times stack). The difficulty of treating Trauma cannot exceed 4.

ARMORY

Armories store weapons and armor for fighters and soldiers. Although they are often little more than huts with a sturdy lock and walls to deter thieves, they are the first step in ensuring that the inhabitants of a settlement are able to defend themselves.

CONCEPT: Destroyer

REQUIREMENTS: None

TECH LEVEL: II

SKILLS REQUIRED: AGI+Crafting (3, 3)

RESOURCES REQUIRED: 400

EFFECTS: +10 Defense; 2 Rank I NPCs of an appropriate Cult or Clan join the governor's side in any battle. These NPCs are not gained if the NPCs from an Arsenal are present.

ARSENAL

CONCEPT: Destroyer

REQUIREMENTS: Armory; Population 30

TECH LEVEL: IV

SKILLS REQUIRED: INT+Engineering (3, 3, 4)

RESOURCES REQUIRED: 1250

EFFECTS: +15 Defense; weapons up to Tech Level IV are almost always available in the settlement; 4 Rank 3 NPCs of an appropriate Cult or Clan join the governor's side in any battle.

BANK

When a settlement has grown in size to the point where it attracts the attention of Neolibyans and Chroniclers, it is not unheard of for a bank to be established, allowing business owners and traders stopping in the settlement to leave hard-earned drafts or dinars under the watchful eyes of bankers.

CONCEPT: Mediator

REQUIREMENTS: Wealth 50, Defense 30

TECH LEVEL: III

SKILLS REQUIRED: INT+Engineering (2, 3),
CHA+Negotiation (3, 3)

RESOURCES REQUIRED: 2000

EFFECTS: The cost of all items purchased in the settlement decreases by 20%. Characters who wish to deposit money in the bank can do so, or exchange drafts and dinars with a 10% surcharge.

BARRACKS

The nights are long and cold in the winter, and having a place for the garrison to stay warm and out of trouble is important. When forces are concentrated, it also becomes easier to coordinate defense efforts and raids against threats to the settlement.

CONCEPT: Conqueror

REQUIREMENTS: Armory; Necessities 20, Population 50

TECH LEVEL: II

SKILLS REQUIRED: AGI+Crafting (3, 3)

RESOURCES REQUIRED: 1500

EFFECTS: +1D to all CHA+Leadership rolls to rally defenses, Defense +15.

BURN DEN

The comfort of the spores is sought-after by many. The Apocalyptics are more than happy to oblige, keeping their clients away from the watchful eyes of the Spital and the Judges while giving them a place to gamble, drink, and hire companionship.

CONCEPT: Defiler

REQUIREMENTS: Apocalyptics 20

TECH LEVEL: I

SKILLS REQUIRED: AGI+Crafting (2, 2)

RESOURCES REQUIRED:

EFFECTS: Burn is readily available in this settlement, and can be purchased in any quantity and variety.

CATHEDRAL

A testament to the might of faith and the will of men, cathedrals are built to remind people where their priorities lie; and who has the most power. A symbol of strength and struggle visible from miles away is a reminder of who can accomplish feats of leadership.

CONCEPT: Zealot

REQUIREMENTS: Necessities 50

TECH LEVEL: III

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS: Morale +25; Population +10

CHURCH

The faithful need a place to congregate, and the lost need a place to find shelter. Churches provide both under the watchful eye of their caretaker, no matter which philosophy or faith is being spread.

CONCEPT: Zealot

REQUIREMENTS: Necessities 20

TECH LEVEL:

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS: Morale +10.

CITADEL

When all else fails, massive bastions of stone and metal provide a sanctuary for the powerful. Protecting against raids and treachery, a strong citadel is not only a symbol of might but also a haven for loyalists.

CONCEPT: Protector

REQUIREMENTS:

TECH LEVEL: III

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS: +20 Defense. The governor and their allies gain +1 Passive Defense when inside the Citadel.

CLINIC

Once a settlement grows large enough, it needs more care than a single healer can provide. Clinics allow multiple experts to collaborate, and provide a place where the injured can recuperate.

CONCEPT: Healer

REQUIREMENTS: Apothecary, Necessities 30, Population 50

TECH LEVEL: III

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS: All Spitalian services are available at half cost. Population +20

CORRAL

Shepherds and cowherds take their wards away from the settlement, finding safe shelter in pens and valleys, the watchful eyes of the guards close enough to deter thieves and raiders.

CONCEPT: Hermit

REQUIREMENTS:

TECH LEVEL: I

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

COURT

The guilty must be tried and sentenced. The courts may be filled with the hushed whispers of the Judges coming to a conclusion, or the raucous cries of Anabaptist justice, but in any case they serve as a place for condemnation or exoneration.

CONCEPT: Righteous

REQUIREMENTS:

TECH LEVEL: II

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

DISTILLERY

Many people rely on spirits; the Spital and healers rely on them to treat wounds and stave off infection, the Apocalyptic pour libations onto the ground and into themselves to celebrate and revel, and almost everyone takes a draught to take the edge off the cold.

CONCEPT: Hermit

REQUIREMENTS:

TECH LEVEL: III

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

DWELLINGS

Simple structures spring up around the settlement, houses and huts intended to take the desperate and give them some respite. They quickly fill with relics and talismans, each speaking to their owners needs and desires and becoming more than walls and roofs.

CONCEPT: Creator

REQUIREMENTS:

TECH LEVEL:I

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS: Necessities +10

ENCLAVE

Walls and a gate within outer walls, the enclaves rise along with the tensions. Each serves as a reminder that there is little goodwill between neighbors, but also as a place to find peace and respite.

CONCEPT: Mediator

REQUIREMENTS: At least two factions.

TECH LEVEL: I

SKILLS REQUIRED:

RESOURCES REQUIRED: 100

EFFECTS: Intrigue against a particular faction and its leader (including mutiny) suffers a -2D penalty. This faction is chosen when the enclave is built. One enclave can be built by each faction in a settlement.

FACTORY

The gears of industry begin to turn. Wood is ground into paper to record the progress of the settlement, metal heated and bent into shape, and the settlement begins to see growth and prosperity as word spreads.

CONCEPT: Mentor

REQUIREMENTS:

TECH LEVEL: III

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS: Can transform collected Tech Level III scrap to Tech Level IV scrap. This allows settlements to build Tech Level IV Improvements if their Tech Level allows them to. Wealth +10

FARM

Striking the earth, the farmers go about their labor with humility and faith. Every year they fight back against the threats facing the harvest, struggling with the earth. The bad years are forgotten in times of prosperity.

CONCEPT: Creator

REQUIREMENTS: I

TECH LEVEL:

SKILLS REQUIRED:

RESOURCES REQUIRED: 100

EFFECTS: Necessities +15.

FIGHTING PIT

Dogs, gendos, women and men. Blood of all sorts can be found in the fighting pit, cries of adulation and exhilaration spilling out into the streets. The lucky leave with their lives, the unfortunate are maimed or killed.

CONCEPT: Abomination

REQUIREMENTS:

TECH LEVEL:

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

FORGE

The hammer falls again and again onto metal, turning it from formless void to needed supplies. Nails for construction, horseshoes to help with the fields, swords for war. Every strike leads to a future fulfillment of purpose.

CONCEPT: Creator

REQUIREMENTS:

TECH LEVEL: II

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

GALLOWS

The condemned wait in lines for mortality, as executioners and onlookers wait for the signal. Those who have done the unthinkable lose their lives, but order rises from the ashes.

CONCEPT: Traditionalist

REQUIREMENTS:

TECH LEVEL:

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

GARAGE

Vehicles are stored under a sturdy roof and protected by walls of stone. The smell of oil and gas lingers above the dust as the sounds of labor continue. Making the parts by hand is nearly impossible, but the wonders they yield are incredible.

CONCEPT: Traveler

REQUIREMENTS:

TECH LEVEL: IV

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

GAMBLING DEN

When the Spital clamps down on Burn or the cards prove more lucrative than companionship, the Apocalyptics can be found in their dens, luring innocents with drink or skin before robbing them at the tables.

CONCEPT: Defiler

REQUIREMENTS:

TECH LEVEL:

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

GATHERING HALL

When the settlement was founded, only a few had to settle their grievances. Now there are many, and a leader must be had. With the gathering hall comes order and hierarchy, but also a place for each to have their voice.

CONCEPT: Mediator

REQUIREMENTS:

TECH LEVEL:

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

GUARD HOUSE

The gates and the walls are nothing without capable hands and sharp eyes to stave off the wilderness and turn away unwanted guests. Giving protection from weather and assault ensures sentries do their duty.

CONCEPT: Ruler

REQUIREMENTS:

TECH LEVEL:

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

JAIL

Bars and walls keep the accused contained while they await their punishment or release. Those who are innocent plead their case just as loudly as the guilty, but the day of reckoning has not yet come.

CONCEPT: Traditionalist

REQUIREMENTS:

TECH LEVEL: II

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

LABORATORY

Beakers and vials find homes atop burners and in ice chests. Chemistry reveals the secrets of a Bygone world as the first steps are taken into a return to the golden age.

CONCEPT: Heretic

REQUIREMENTS:

TECH LEVEL: IV

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

LIBRARY

Knowledge is power, and the library is a place for books and learning. Those who are ignorant can only begin to imagine the advantage that so many volumes hidden away from the sun can provide.

CONCEPT: Visionary

REQUIREMENTS:

TECH LEVEL: III

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

MANUFACTURING PLANT

First came the furnaces and the massive cogs. They were followed by conveyor belts and precision tools, machines to shape brass into cartridges and turn plates of metal into finished products, producing machines of incredible complexity and value.

CONCEPT: Mentor

REQUIREMENTS:

TECH LEVEL: IV

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS: Can transform collected Tech Level IV scrap to Tech Level V scrap. This allows settlements to build Tech Level V Improvements if their Tech Level allows them to.

MERCHANT HOUSE

The halls of the traders are gilded with gold and filled with exotic wonders. The sunlight that glitters through their halls is matched only by the joys that having such a place brings to a burgeoning settlement, and the benefits that trade routes bring back from other regions.

CONCEPT: Mediator

REQUIREMENTS:

TECH LEVEL: III

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

MILL

The wind or water pushes a wheel, which turns and torques. A simple wonder perfected countless years ago, but which provides the energy needed to turn hardy grain into bread for life-giving sustenance.

CONCEPT: Creator

REQUIREMENTS: Farm

TECH LEVEL: II

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS: Necessities +25.

MINE

In Bygone days, mankind scoured the world's surface and began to dig to find the last buried treasures of creation. Now the brave follow their paths, seeking out veins of metal running through the darkness.

CONCEPT: Adventurer

REQUIREMENTS: Population 30

TECH LEVEL: II

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS: Wealth +10

MONASTERY

Purity requires removal, and the monastery springs up to separate the righteous from the vulgar. There they can contemplate their enlightenment in peace.

CONCEPT: Hermit

REQUIREMENTS:

TECH LEVEL: I

SKILLS REQUIRED:

RESOURCES REQUIRED:**EFFECTS:****MONUMENT**

The first heroes of the settlement must be recorded, then the next generation can take their place. The cycle continues until the stream of heroes runs out in the final generation, and the names to the faces are no longer remembered.

CONCEPT: Martyr

REQUIREMENTS:

TECH LEVEL: I

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

PALACE

It is said that the loftiest goal is to achieve heaven on earth. The only flaw is that the people with the power to do so usually hoard the fruit of their labors. Palaces are a reminder of who has power, and a place where the strong can consolidate their control.

CONCEPT: Ruler

REQUIREMENTS:

TECH LEVEL: III

SKILLS REQUIRED:

RESOURCES REQUIRED: 6000

EFFECTS: All Attributes +10; the governor gains +1D on all rolls while within the settlement's boundaries.

PALISADE

Wooden walls spring up overnight, barring access along vulnerable routes. They are a place for the defenders to fire from, a barrier to the gendos and bandits. They are not meant to stand unwatched, but they give a

CONCEPT: Protector

REQUIREMENTS: None

TECH LEVEL: I

SKILLS REQUIRED: AGI+Crafting (2)

RESOURCES REQUIRED: 150

EFFECTS: +10 to Defense. +2D on active defense against ranged attacks to those using palisades in combat.

RELAY

The first silver tower reaches away from the ground, a dowsing rod looking for the precious water of signals in the wastes. Other settlements with relays open instantly, as do any sites the Chroniclers choose to make known. Sometimes, a Bygone secret sends a call.

CONCEPT: Seeker

REQUIREMENTS:

TECH LEVEL: V

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

RELIQUARY

The most valuable goods of the Cult and Clan find their way to the reliquary; things too sacred or valuable to find the light of day in their travels.

CONCEPT: Disciple

REQUIREMENTS:

TECH LEVEL: II

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

SCRAP EXCHANGE

People from all corners come to sell their goods. While the Chronicler or Neolibyan may take offense, the fact remains that anyone can take an interest in the strange artifacts that can be found here.

CONCEPT: Seeker

REQUIREMENTS:

TECH LEVEL: I

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

SCHOOL

Children and the unlearned need a place to receive instruction, so the school rises to provide a place to study the letters and numbers that defy the ignorant.

CONCEPT: Mentor

REQUIREMENTS:

TECH LEVEL: II

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

SMELTER

Metal starts its life as unassuming rocks, and even the stuff the Bygones had used once may need to be heated to reveal its true nature. Once the impurities are burned away, the metal becomes valuable.

CONCEPT: Creator

REQUIREMENTS:

TECH LEVEL: I

SKILLS REQUIRED:**RESOURCES REQUIRED:**

EFFECTS: Can transform collected Tech Level II scrap to Tech Level III scrap. This allows settlements in regions where Tech Level II is the highest scrap level to build Tech Level III and higher improvements if the settlement's Tech Level allows them to.

STABLE

Horses and other animals are kept away from the elements, protected and monitored by watchful eyes.

CONCEPT: Traveler

REQUIREMENTS:

TECH LEVEL: I

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

STREAM NODE

CONCEPT: Visionary

REQUIREMENTS: Chroniclers 50

TECH LEVEL: V

SKILLS REQUIRED: INT+Engineering (3, 3); INT+Artifact Lore (4)

RESOURCES REQUIRED:

EFFECTS:

TEMPLE

CONCEPT: Chosen

REQUIREMENTS:

TECH LEVEL:

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS: Morale +10; +1 Ego at the start of each session for characters with Faith as their dominant skill.

TOWN WATCH

Defensible positions are noted, and volunteers are recruited. People stand watch to keep the settlement safe from external threats.

CONCEPT: Protector

REQUIREMENTS: Population 5

TECH LEVEL: I

SKILLS REQUIRED: AGI+Crafting (2), INS+Perception (2)

RESOURCES REQUIRED: 100

EFFECTS: The Time to deal with all external Intrigue is increased by 1.

TRADER CAMP

Most settlements require at least some resources from outside. Setting up a Trader Camp is often the first step to achieving influence in the greater world, as a formal place for trading is established and agreements for traders to come by regularly are signed.

CONCEPT: Adventurer

REQUIREMENTS: None

TECH LEVEL: I

SKILLS REQUIRED: AGI+Crafting (2, 2), CHA+Negotiation (3)

RESOURCES REQUIRED: 500

EFFECTS: Necessities +10

VAULT

Once the drafts and dinars start to flow in, there is the issue of finding a place to put them. The Cults and Clans want somewhere to stash their supplies where they will not be tampered with. A vault is made, protected by natural walls of earth and well-armed men.

CONCEPT: Protector

REQUIREMENTS:

TECH LEVEL:

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

WALL

Stone arises around the boundary markers, extended time and time again as the settlement expands beyond its old limits. The rings remind attackers of the challenge they face, and the cost of violence against the settlement.

CONCEPT: Protector

REQUIREMENTS: Palisade

TECH LEVEL: II

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

WELL

Water is found deep beneath the earth, but it must be drawn out with care. Once it is found to be clean and free of infestation, the trips to the river or lake are replaced with a short walk to the well.

CONCEPT: Healer

REQUIREMENTS:

TECH LEVEL:

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS: Necessities +10.

WORKSHOP

Once a hammer and metal were the finest tools available. Now they are joined by precision instruments, tools for turning ingots not only into swords but also into barrels of firearms and sturdy locks.

CONCEPT: Visionary

REQUIREMENTS: Forge

TECH LEVEL: IV

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

INTRIGUE

GROWTH

AGENDAS

Agendas are goals set by the governor of a settlement or the leader of a district.

CHANGE GOVERNOR

CONSTRUCT IMPROVEMENT

To construct an improvement, a settlement needs to gather resources and experts must be consulted. Once per session, each player character or leader may either gather resources (per the rules in the core Katharsys), or contribute a skill roll to the settlement.

This roll can be boosted with Ego, but may only be attempted once per session. If the roll fails, the character will have to retry later.

A settlement can contribute a number of resources equal to its current Population to all improvements each session. Note that the scrap for a settlement is based off of the Region it is located in, and as a result it may be necessary to construct a Smelter, Factory, and Manufacturing Plant.

CREATE DISTRICT

GATHER RESOURCES

PREVENT INTRIGUE

RECRUIT SETTLERS

REMOVE THREAT

DISTRICTS

POTENTIALS

When a settlement has grown to a certain Population level, it qualifies for a Potential.

TECH LEVEL

A settlement's tech level is important, as it determines the point at which it is possible to manufacture or purchase certain materials and objects within the settlement, as opposed to importing or doing without these things.

A settlement's Tech Level is not only based on the education, literacy, and materials available to the inhabitants of the settlement, but also on the existing improvements, Potentials, and

ROLEPLAYING IN SETTLEMENTS

THREATS TO SETTLEMENTS

TABLES

BRAWL (BOD + BRAWL)

Name	Hand.	Dist.	Damage	Mag.	Qualities	Enc.	Tech	Slots	Value	Res.	Cult
Grapple	-	1	-	-	Grapple (F/4), Special	-	I	-	-	-	
Pin	-2D	1	-	-	Grapple (F/3), Sustain, Special	-	I	-	-	-	

MELEE WEAPONS (BOD + MELEE)

Name	Hand.	Dist.	Damage	Mag.	Qualities	Enc.	Tech	Slots	Value	Res.	Cult
Combat Knife	+1D	1	3+F/3	-	Cutting (3T, +1D damage), Special	1	IV	2	200	-	Enemoi
Estoc	+1D	1	4+F/3	-	Smooth Running (2T), Armor Piercing	2	II	2	900	-	Matadores
Lance	-	3	4+F/3	-	Special	2	I	1	100	-	Matadores
Hidden Blade	-	1	2+F/3	-	Camo (3S),	-	I	1	80	-	Matadores
Quarterstaff	-	2	1+F/2	-		2	I	2	5	-	
Quarterstaff (Fighting)	-	2	2+F/2	-	Blunt	2	II	2	50	-	
Chainsaw	-2D	1	8+F/2	-	Out-of-Control 2, Terrifying 2, Special	3	IV	1	2300	-	
Net	-1D	4	-	-	Grapple (3), Sustain	2	I	1	80	-	
Razor Net	-2D	4	2+F/3	-	Grapple (2), Sustain	2	II	1	300	-	

THROWN WEAPONS (AGI + PROJECTILES)

Name	Hand.	Dist.	Damage	Mag.	Qualities	Enc.	Tech	Slots	Value	Res.	Cult
Grenades	-	5/30	special	1	Deviation	-	III+	-	Varies		
Combat Knife	+1D	3/10	3+F/3	1	Special	1	IV	2	200	-	Enemoi
Powder Bomb	-2D	5/15	8	1	Special, Deviation	1	III	-	450	1	

GRENADES
(AGI + PROJECTILES)

Name	Falloff	Damage	Qualities	Enc.	Tech	Slots	Value	Res.	Cult
Flashbang	N/A	N/A	Dazed (5), Thunder Strike, Blinding (4)	-	IV	-			
Smoke	N/A	N/A	Smoke (5)	-	IV	-			
Defensive Frag	½	10		-	IV	-			
Offensive Frag	2	12		-	IV	-			
Concussion	3	15	Blunt	-	IV	-			
Incendiary	5	12	Fire Hazardous	-	III	-			

PROJECTILES
(AGI + PROJECTILES)

Name	Caliber	Hand.	Dist.	Damage	Mag.	Qualities	Enc.	Tech	Slots	Value	Res.	Cult
Hand Crossbow	Bolt	-	10/25	5	1	Camo (1S)	1	II	2	500	1	Matadores

HANDGUNS
(AGI + PROJECTILES)

Name	Caliber	Hand.	Dist.	Damage	Mag.	Qualities	Enc.	Tech	Slots	Value	Res.	Cult
Army Pistol	.45 Pistol	-	10/30	11	7	Special	1	IV	2	2500	1	Enemoi
Sawnoff	12-ga Buckshot	-1D	3/15	10	2	Scatter, Double Barreled	1	IV	1	1300	-	
Pepperbox Pistol	.410 slug	-	10/20	7	4	Salvoes (4)	1	III	1	1200	-	
Judges' Revolver	.410 shot	-	5/20	7	5	Scatter	1	III	2	800	2	Judges
Percussion Rev.	Paper Cartridge	-	5/20	8	3		1	III	1	600	-	
Holdout Revolver	.357	-	5/15	6	6		-	III	1	700	-	
Smartgun	4.6x30 mm	+1D	15/30	7	20	Smooth Running (1T)	1	V	2	40000	-	
Gatekeeper	9mm	-	10/30	9	8	Smooth Running (3T)	1	IV	1	1800	1	Hellvetics
Derringer	.357	-	3/10	6	2	Double Barreled, Camo (2S)	-	III	1	800	2	Apocalyptic
Freon Ray Gun	Freon Cartridge	-	10	5	5	Area Damage (45°), Terrifying (2)	-	IV	1	4000	-	Clanners

RIFLES (AGI + PROJECTILES)

Name	Caliber	Hand.	Dist.	Damage	Mag.	Qualities	Enc.	Tech	Slots	Value	Res.	Cult
Schmidt Carbine	.357	-2D	20/60	6	30	Single Loader	3	II	1	4000	3	Scrappers
Battle Rifle	.308	-	40/200	13	20	Smooth Running (2T), Special	3	IV	2	15000	3	Enemoi
Defender	HF-full jacket	-	50/200	11	60	Smooth Running (2T), Salvoes (4)	3	IV	2	16000	2	Hellvetics
Devastator	8-ga (either)	-	15/60	14	6	Scatter (if using shot)	2	IV	2	8500	2	Hellvetics
Riot Shotgun	12-ga Buckshot	-	5/20	10	8	Single Loader, Scatter, Jamming	3	IV	2	3500	-	
Carbine	5.56x45mm	-	25/80	11	15	Salvoes (2)	2	IV	2	8000	-	
Needle Gun	Paper Cartridge	-	10/40	8	1		2	III	2	1200	-	
Varmint Rifle	.357	-	25/100	6	8		2	IV	2	750	-	

HEAVY WEAPONS (AGI + PROJECTILES)

Name	Caliber	Hand.	Dist.	Damage	Mag.	Qualities	Enc.	Tech	Slots	Value	Res.	Cult
Medium Machine Gun	.308	-2D	50/200	13	Belt	Jamming, Salvoes (5), Deployed (7)	3	IV	2	6000	-	
Heavy Machine Gun	14mm	-3D	50/400	15	Belt	Jamming, Salvoes (3), Deployed (9)	5	IV	1	9000	-	
AM Rifle	14mm	-1D	50/500	15	5	Thunder Strike, Sensitive, Deployed (8)	5	IV	2	7500	-	
Gatling Gun	.410	-2D	20/80	7	Belt	Salvoes (4), Deployed (7)	7	III	1	4000	-	

ARMOR

Name	Armor Rating	Qualities	Enc.	Tech	Slots	Value	Res.	Cult
Padded Armor	1	Padded (3)	2	I	1	90	-	
Segment Armor	4	Massive (6)	4	II	2	600	-	
Skirmish Armor	3	Hardened (1D)	2	III	2	1200	3	Clanners
Suit of Lights	2	First Impression (+1D),	2	IV	3	2000	2	Matadores
Training Pads	2	Padded (4)	1	IV	3	1500	-	

Shields

Name	Defense	Attack	Qualities	Enc.	Tech	Value	Resources	Cult
Hide Shield	+2D/0	-1D	Flimsy (4)	2	I	80	-	

Fire and Light Sources

Name	Effect	Enc.	Tech	Value	Resources	Cult
Flashlight	Reduces darkness penalty by 2 in a 45 degree arc, 100 hours by E-Cubed	1	IV	400	-	
Handheld Beacon	Reduces darkness penalty by 2 for spotting the character or location in which the beacon is placed. Does not work in total darkness without E-Cubed, which lasts for days of constant use.	0	IV	300	-	
Pocket Flashlight	Darkness penalty -1 in a 45 degree arc, 100 hours by E-Cubed	0	IV	800	-	

Poisons

Name	Effect	Enc.	Tech	Value	Resources	Cult
Mandrake Poison	Potency 6, 1 Trauma per round and -2D on all actions as a result of hallucinations and seizures.	-	II	80	3	Matadores
Mandrake Poison (Diluted)	Exposure to BOD+Toughness doses in a month causes renal failure.	-	II	10	1	Matadores

Orienteering/Tracking

Name	Effect	Enc.	Tech	Value	Resources	Cult
Geotracker Drone	Map a 10km ² area in an hour.	4	IV	40000	-	
Geotracker Hub	Store a Geotracker map, download 100km ² worth of data into a node (takes 5 minutes).	3	V	12000	-	
Geotracker Node	INS+Orienteering +3D where map is present. Degrades to +2D two years after original recording was taken, then +1D after four years. Never drops below +1D.	-	V	3000	-	

Technology

Name	Effect	Enc.	Tech	Value	Res.	Cult
Gunsmith's Kit	+1D for INT+Science, INT+Engineering, and AGI+Crafting tests regarding weapons or ammunition.	2	IV	3000	2	Enemoui
Digitool	+1D per level for INT+Artifact Lore tests.	1	V	8000 x level	6	Enemoui
Solar Panel	Recharge 1-2 E-Cubed per day in good weather.	4	IV	6000	3	Enemoui

THREATS

This section contains rules for new enemies to pit against the player characters. There isn't much effort made in the way of balancing most of these enemies for combat encounters; a GM may wish to reduce the combat proficiency of some enemies, or be careful about the numbers in which they are encountered.

Remember that many of the threats presented here are not necessarily hostile when they are first encountered, and that many are best defeated outside of combat. Tweak as appropriate to your party, and keep in mind that many players' characters should have at least an inkling about the strengths and weaknesses of their opponents.

BEASTS

Animals of all sorts survived the cataclysm, many of them were better suited for the world that followed than humans were. Where humanity retreated, nature returned, and species that were once thought to be endangered flourished.

Likewise, as civilization crumbled, zoos and private collections freed their charges, and exotic animals may be found in various places. On occasion, they encountered the Primer and were changed, but these successors are rarer than their ancestors, who have found a new home in the ashes and concrete skeletons of the old world.

BEAR

Massive scavengers and carnivores, bears are among the largest creatures in Europe, rivaled only by mammoths. Although they tend not to hunt humans, they will eat whatever they can get their hands on when hungry, and the cold winters of the north drive them into proximity with human settlements.

Bears are largely solitary, living alone, although mother bears watch after their cubs with legendary vigil. Although there are rare cases of bears being tamed, they are not domesticated and can be highly dangerous to handle.

HABITAT: Europe

COMBAT STATS

PROFILE: Bear

INITIATIVE: 4D / 3 Ego Points

ATTACK: Maul 6D, damage 3+1D, Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D; Ranged Combat Active (Take Cover), Reaction 6D; Mental 4D

MOVEMENT: 6D

ARMOR: Thick Fur, 2 Armor

CONDITION: 18 (Trauma: 9)

SKILLS: N/A

POTENTIAL: Behemoth

Bears are terrifying creatures. They are considered to have the Terrifying (2) quality when they attack, as only the foolish fight them toe-to-toe, and bears can surprise the unwary with their speed and ferocity.

CATTLE

Cattle are common livestock: used for meat, milk, and leather, they are expensive and highly valuable, but require a significant amount of care to ensure that they have access to grazing land and protection from predators and attackers.

Easily spooked, cattle flee from loud noises and predators, and are often herded with dogs or by professionals on horseback.

Cattle cost between 500 and 2000 Drafts per head, and require grazing land (typically 1 Resources per dozen Cattle) in order to feed so that they can produce milk, calves, and fatten up for the slaughter.

HABITAT: Universal

COMBAT STATS

PROFILE: Cattle

INITIATIVE: 3D / 1 Ego Point

ATTACK: Kick 3D, damage 2+1D, Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 3D; Ranged Combat Active (Take Cover), Reaction 3D; Mental 2D

MOVEMENT: 5D

ARMOR: Hide, 1 Armor

CONDITION: 14 (Trauma: 7)

SKILLS: N/A

POTENTIAL: Stampede

If a cow or bull is frenzied (PSY+Domination 4, Thunder Strike weapons, or violent attacks on the animals can cause frenzy), they gain a Trample attack, which behaves like a Kick but gains +2S and +2 damage.

DEER

Deer are not kept as livestock or pets, but they can still be found in the wilderness of Europe and Africa in a variety of different breeds. Although they are herbivores and typically flee from any perceived confrontation, they can be dangerous if cornered.

HABITAT: European and African breeds distinct, but analogues exist on both continents.

COMBAT STATS

PROFILE: Deer

INITIATIVE: 6D / 2 Ego Points

ATTACK: Kick 5D, damage 1+1D, Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 7D; Ranged Combat Active (Take Cover), Reaction 6D; Mental 3D

MOVEMENT: 7D

ARMOR: Fur, 1 Armor

CONDITION: 8 (Trauma: 4)

SKILLS: INS+Perception 6

POTENTIAL: Skittish

The animal is particularly wary around humans and predators, and will flee rather than fight. It gains +2D to movement when attempting to flee, which it will do except if it is defending its young.

DOG

Large dogs survived the Eshaton in the service of their masters, or went feral afterward. The canine species is resilient and highly domesticated, and even many dogs from feral colonies have again found their way into the company of humanity.

Valued as pets and companions as well as for their utility, dogs are used for a number of purposes, including their highly refined senses, which can be used to scent out particular substances or track prey or fugitives. Larger dogs may even be used in combat.

A dog typically costs between 200 to 800 Drafts, depending on its age, breeding potential, and training. Pups may cost less, if the onus for feeding and training the dogs will fall on their new owner.

HABITAT: Universal

COMBAT STATS

PROFILE: Dog

INITIATIVE: 4D / 6 Ego Points

ATTACK: Bite 6D, damage 3, Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 6D; Ranged Combat Active (Take Cover), Reaction 5D; Mental 5D

MOVEMENT: 4D

ARMOR: Fur, 1 Armor

CONDITION: 8 (Trauma: 4)

SKILLS: INS+Perception 8

POTENTIAL: Bloodhound or Sentinel (choose one)

Bloodhounds gain a +2 bonus to INS+Perception when they can track their quarry by scent. Although Pheromancer trails and rivers may disrupt a bloodhound's

abilities, if they can pick up the scent on the other side of the disruption they may regain the bonus.

Sentinels, on the other hand, will alert their owners whenever they detect a threat, and gain a +2D bonus to using their Bite attack when operating alongside a human ally.

GATOR

Alligators and crocodiles are constant threats where the rivers are warm enough to support them. Although practically unheard of in Europe, they can be found across Africa, and they have become invasive species in warmer parts of Hybrispania and Purgare.

HABITAT: Africa, though some have been imported to Europe or have traveled there as an invasive species.

COMBAT STATS

PROFILE: Gator

INITIATIVE: 5D / 3 Ego Points

ATTACK: Bite 7D, damage 2+1D, Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D; Ranged Combat Active (Take Cover), Reaction 7D; Mental 4D

MOVEMENT: 6D

ARMOR: Scales, 1 Armor

CONDITION: 10 (Trauma: 4)

SKILLS: AGI+Stealth 8

POTENTIAL: Ambush

Gators often hunt their prey from stealth; they pose as a piece of wood floating in a river or simply hide in the dirt or mud before striking violently. When they attack prior to being discovered, they gain +2D.

GOAT

Goats are browsing livestock: rather than grazing, they browse, searching for leaves, shoots, or fruit rather than grass. They tend to be smaller than sheep, though this is a generalization rather than a rule, and are raised for dairy and meat.

Goats tend to be spry and adventurous for domesticated animals, and will chew on almost anything, although they typically only eat food. Unlike sheep, which tend to cluster, goats tend to be independent, and rams are known to attack humans in certain situations.

HABITAT: Universal

COMBAT STATS

PROFILE: Goat

INITIATIVE: 5D / 2 Ego Points

ATTACK: Butt 6D, damage 4 (6 for rams), Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D; Ranged Combat Active (Take Cover), Reaction 5D; Mental 4D

MOVEMENT: 4D

ARMOR: N/A

CONDITION: 6 (Trauma: 3)

SKILLS: INS+Perception 6

HYENA

Hyenas are scavengers and pack hunters native to Africa; they are known for their iconic howling and chattering laugh. They can burrow, although they typically rely on pre-existing dens. They are not territorial, and typically travel alone or in pairs, although larger groups are possible.

Most of the surviving hyenas are striped hyenas. They have a monogamous lifestyle and males help raise cubs; they are also smaller and less aggressive than wolves.

HABITAT: Africa

COMBAT STATS

PROFILE: Hyena

INITIATIVE: 6D / 2 Ego Points

ATTACK: Bite 6D, damage 3, Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 6D; Ranged Combat Active (Take Cover), Reaction 7D; Mental 4D

MOVEMENT: 6D

ARMOR: Fur, 1 Armor

CONDITION: 8 (Trauma: 4)

SKILLS: INS+Perception 6

POTENTIAL: Haunting

Hyena do not possess the PSY+Domination skill, but their chilling laughter and howling can be frightening. They may make a 4D mental attack against others; this is often not an intentional attack, but rather the result of communication.

JACKAL

Jackals are not native to northern Africa; they have migrated in from the Middle East or from central Africa, pushed by the endless expansion of the psychovores and welcomed by the changing climates.

They are small creatures, and will not attack humans unless truly desperate. They can, however, be dangerous to small livestock like goats, although they get most of their food by foraging and scavenging rather than hunting. They are not pack hunters, preferring to ambush small prey.

HABITAT: Africa

COMBAT STATS

PROFILE: Jackal

INITIATIVE: 5D / 2 Ego Points

ATTACK: Bite 6D, damage 2, Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 7D; Ranged Combat Active (Take Cover), Reaction 7D; Mental 4D

MOVEMENT: 4D

ARMOR: Fur, 1 Armor

CONDITION: 6 (Trauma: 3)

SKILLS: INS+Perception 7

POTENTIAL: Opportunist

Jackals strike first, hoping to wound their prey or attackers to the point where they can press their advantage. If they are attacking a target with trauma, they get +1D on their attacks.

LEOPARD

Leopards are opportunistic hunters native to Africa. They are territorial, but male and female leopards may overlap territory. They have a broad diet, eating both large animals and even insects, although they avoid larger prey that could cause them injury in a fight.

Leopards are incredibly strong, and tend to hunt from trees. They will also cache killed prey (or their own living young) in trees to protect them from scavengers; they are known to stash carcasses that weigh more than they do.

HABITAT: Africa

COMBAT STATS

PROFILE: Leopard

INITIATIVE: 6D / 2 Ego Points

ATTACK: Bite 5D, damage 5, Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 8D; Ranged Combat Active (Take Cover), Reaction 7D; Mental 4D

MOVEMENT: 8D

ARMOR: Fur, 1 Armor

CONDITION: 10 (Trauma: 5)

SKILLS: AGI+Stealth 6; INS+Perception 8

POTENTIAL: Night Prowler

Leopards gain +1S for AGI+Stealth (they have a rating of 6) against anyone suffering a darkness penalty due to their natural aptitude for hiding in shadows and their stealthy movement.

LION

Pushed north by the psychovores, lions are fearsome predators with strong mythical associations. Despite their reputation as hunters, lions prefer to scavenge; lionesses

hunt, with male lions watching over cubs. Lions coordinate their hunting, as they have poor stamina and tend to strike in short bursts and trade responsibilities.

Lions are known to hunt humans, and they are also able to hunt fairly large animals, though smaller, less defensible prey like wildebeest over elephants and giraffes.

HABITAT: Africa

COMBAT STATS

PROFILE: Lion

INITIATIVE: 6D / 2 Ego Points

ATTACK: Bite 6D, damage 2+1D, Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 7D; Ranged Combat Active (Take Cover), Reaction 6D; Mental 5D

MOVEMENT: 7D

ARMOR: Fur, 1 Armor

CONDITION: 14 (Trauma: 7)

SKILLS: AGI+Stealth 5; INS+Perception 8

POTENTIAL: Pounce

When a lion first attacks a target, it gains a +2D bonus to its attack and does an additional 2 damage. This bonus can only be gained once per combat; lions may retreat to save energy if targets do not fall easily.

LYNX

Lynx are big cats that are native to Europe. Although they typically small animals, including goats, they will occasionally hunt deer. They are rarely hostile toward humans, although they may pose a threat if provoked. Unlike most other large predators, it is a strict carnivore.

Lynx are solitary and territorial; they are typically silent, but can make similar calls to domestic cats. They hunt alone, and are only slightly smaller than wolves. They seem to be innately aware of Sepsis, and avoid spore fields: this trait has been exploited by both Apocalyptics and Spitalians in their hunts for spore fields.

HABITAT: Europe

COMBAT STATS

PROFILE: Lynx

INITIATIVE: 7D / 2 Ego Points

ATTACK: Bite 6D, damage 4, Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 8D; Ranged Combat Active (Take Cover), Reaction 7D; Mental 4D

MOVEMENT: 8D

ARMOR: Fur, 1 Armor

CONDITION: 8 (Trauma: 4)

SKILLS: AGI+Stealth 6; INS+Perception 8

POTENTIAL:

SHEEP

Sheep are grazing livestock. They consume grass or roughage, unlike goats, their cousins. They tend to be fairly docile, and they are very vulnerable while feeding. They tend to cluster together while feeding. Sheep are raised for their wool, but also for milk and meat.

More docile than goats, sheep are not particularly inquisitive about their surroundings; if they wander it is because of some external stimulus or the result of a predator driving them from their feeding grounds. Sheep rams do grow horns, but they curl in on themselves and are used primarily in fighting other sheep: sheep are typically docile around nonthreatening humans.

HABITAT: Universal

COMBAT STATS

PROFILE: Sheep

INITIATIVE: 3D / 1 Ego Point

ATTACK: Butt 5D, damage 3 (5 for rams), Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 3D; Ranged Combat Active (Take Cover), Reaction 4D; Mental 4D

MOVEMENT: 3D

ARMOR: Wool, 1 Armor

CONDITION: 8 (Trauma: 4)

SKILLS: N/A

WOLF

It is not for nothing that the wolf has been a symbol of power since the dawn of man. Untamed, wolves represent a primal, primordial force that remains undisturbed by the developments of the world. Not as strong or as cunning as Gendo, they have persevered through numbers and general resilience even as humanity and many other species were lost.

Wolves are pack hunters and scavengers. With close social structures, they rarely set out on their own. While they pose little threat to an armed human they can be incredibly dangerous when hunting in groups.

HABITAT: Europe

COMBAT STATS

PROFILE: Wolf

INITIATIVE: 5D / 2 Ego Points

ATTACK: Bite 6D, damage 1D, Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 6D; Ranged Combat Active (Take Cover), Reaction 7D; Mental 4D

MOVEMENT: 5D

ARMOR: Fur, 1 Armor

CONDITION: 8 (Trauma: 4)

SKILLS: INS+Perception 8

POTENTIAL: Pack hunter

So long as at least two wolves are attacking a target, all animals attacking the target get +1D to all active defenses and +1 to passive defense.

CLANS

Clans are weaker than Cults, but what they lack in numbers or resources they often make up for in determination, terrain advantage, or special gear and tactics.

When you have Clan NPCs appear, remember that they are not part of the conflict between the Cults, though some Clans are inimical to everyone outside their own circle.

COCKROACHES

Cockroaches have a caste-based society. Those born into a caste never leave, and the one unifying factor for the trend are their bloodlines, which are adhered to religiously.

After the fall of Praha, the Cockroaches were inspired to attack the Cults of Borca, but they were repelled. Since then they have been licking their wounds and preparing to return. Cockroaches are found primarily in the Protectorate. Cannibalistic and aggressive, they should not be underestimated.

ENCOUNTERING COCKROACHES: Cockroaches overwhelm their enemies with frantic assaults and how expendable their ranks are. If a Cockroach dies, they can serve as food for their fellows, and if they manage to kill an outsider, then all the merrier. Like their namesakes, they will flee from any combat that seems likely to overwhelm them, but they do not mind taking losses in battle.

GATHERER

Even though the Cockroaches are feared across the civilized regions of the world, they still need to eat. Gatherers, far from being the legendary warriors of the clan, are still common among their ranks.

When not searching for food or supplies, Gatherers serve as scouts for the Cockroaches, planning their next assault.

COMBAT STATS

PROFILE: Cockroach Gatherer

INITIATIVE: 5D / 2 Ego Points

ATTACK: Stone Axe, 4D, Damage 5 (blunt), Range 1; Bow, 4D, Damage 5, Range 10/40

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D; Ranged Combat Active (Take Cover), Reaction 5D; Mental 4D

MOVEMENT: 8D

ARMOR: None, 0 Armor

CONDITION: 10 (Trauma 5)

SKILLS: INS+Perception 6, AGI+Stealth 7

POTENTIAL: Deranged

When another Cockroach dies in battle, the Gatherer regains 1 Ego. This can temporarily give them more Ego than their limit.

WARRIOR

Warriors are the outside world's common picture of the Cockroaches. Violent, aggressive, and willing to die for their clan, they are fearsome warriors.

Most commonly armed with a knife made from the bones of their fallen compatriots and a large hide shield, they are able to stand their own in combat despite their primitive gear.

COMBAT STATS

PROFILE: Cockroach Warrior

INITIATIVE: 6D / 4 Ego Points

ATTACK: Bone Knife 6D, Damage 6, Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 9D; Ranged Combat Active (Take Cover), Reaction 8D; Mental 7D

MOVEMENT: 7D

ARMOR: None, 0 Armor

CONDITION: 14 (Trauma 6)

SKILLS: INS+Perception 8

POTENTIAL: Deranged

When another Cockroach dies in battle, the Gatherer regains 1 Ego. This can temporarily give them more Ego than their limit.

READER

Despite their names, the Cockroaches' readers are more shaman and prophet than archivist. They are just as wild and mad as their counterparts, but they have a keen intellect behind that.

Readers are rarely seen by outsiders; they are not fighters, and flee confrontation. The time for the Cockroaches has not yet come, and they will hide in the shadows until they lead their people into the day.

COMBAT STATS

PROFILE: Cockroach Reader

INITIATIVE: 3D / 6 Ego Points

ATTACK: Staff 4D, Damage 3, Range 2

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 4D; Ranged Combat Active (Take Cover), Reaction 3D; Mental 7D

MOVEMENT: 4D

ARMOR: None, 0 Armor

CONDITION: 10 (Trauma 5)

SKILLS: INS+Perception 6, CHA+Leadership 7

POTENTIAL: Deranged

When another Cockroach dies in battle, the Gatherer regains 1 Ego. This can temporarily give them more Ego than their limit.

KING

Cockroach Kings are legends, sealed away in vaults. Coming from a bloodline that produces gargantuan mutants, they are hardly identifiable as human and not a nightmare of Homo Degeneration. Nonetheless, it is a great honor for a woman to bear a child of the Kings for her clan.

When unleashed in battle, Kings show their strength by wielding a club that would be impossibly heavy for even the strongest human to wield practically. When their enemies fall before them, they earn the respect of their clan.

COMBAT STATS

PROFILE: Cockroach King

INITIATIVE: 5D / 8 Ego Points

ATTACK: Iron Club of the Cockroach Kings 8D, Damage 12, Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 4D; Ranged Combat Active (Take Cover), Reaction 5D; Mental 8D

MOVEMENT: 3D

ARMOR: Indomitable Bulk, 3 Armor

CONDITION: 24 (Trauma 12)

SKILLS: None

POTENTIAL: Deranged

When another Cockroach dies in battle, the King regains 1 Ego. This can temporarily give him more Ego than his limit.

PNEUMANCERS

The Pneumancers are warriors without leaders, but they are effective and well-trained. The remnants of a warrior caste that outlived their society, they still long to rebuild the world according to the Mechanist's designs. They have a long road ahead of them, as they cannot even control Nullpelia and their long-held territory has fallen to the Judges and Clanners.

ENCOUNTERING PNEUMANCERS: Pneumancers have grand aspirations, and may one day become a Cult if they could achieve their goals. They are not necessarily hostile, and they will seek optimal conditions for a fight if they know they are going to have to fight. Their Pneumo Hammers are terrifying weapons.

HERO

The heroes among the Pneumancers have distinguished themselves as warriors and fighters. They are also the first leaders of the Pneumancers after their independence from the Mechans has been cemented, and they are forced to find a path for their fledgling clan.

COMBAT STATS

PROFILE: Pneumancer Hero

INITIATIVE: 8D / 10 Ego Points

ATTACK: Pneumo Hammer 8D, Damage 10, Range 10/30; Sword 8D, Damage 9, Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D; Ranged Combat Active (Take Cover), Reaction 6D; Mental 8D

MOVEMENT: 7D

ARMOR: Loincloth, 0 Armor

CONDITION: 20 (Trauma 10)

SKILLS: INS+Perception 8; AGI+Crafting 7; CHA+Leadership 8

POTENTIAL: Inured

Pneumancers ignore the first three points of Trauma they suffer in battle. As warriors, pain is a natural part of life to them.

MERCENARY

Sellswords, they are the new face of the Pneumancers. They once fought for their spiritual masters, but now they fight for the idol of filthy lucre. It is something that they can control, or so they tell themselves as they spend all their Drafts on the caresses of Magpies and the escape of Burn and distillate.

COMBAT STATS

PROFILE: Pneumancer Mercenary

INITIATIVE: 6D / 6 Ego Points

ATTACK: Pneumo Hammer 6D, Damage 10, Range 10/30; Knife 8D, Damage 5, Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 6D; Ranged Combat Active (Take Cover), Reaction 6D; Mental 5D

MOVEMENT: 6D

ARMOR: Loincloth, 0 Armor

CONDITION: 10 (Trauma 5)

SKILLS: INS+Perception 6

POTENTIAL: Inured

Pneumancers ignore the first three points of Trauma they suffer in battle. As warriors, pain is a natural part of life to them.

WARRIOR

Hardened fighters, the warriors of the Pneumancers are now left leaderless after the clan's schism from the Mechans. They are now left largely without leadership, played by the Scrappers and Apocalyptics who have flocked to Nullpelia.

COMBAT STATS

PROFILE: Pneumancer Warrior

INITIATIVE: 5D / 4 Ego Points

ATTACK: Pneumo Hammer 6D, Damage 10, Range 10/30; Sledgehammer 4D, Damage 6, Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 4D; Ranged Combat Active (Take Cover), Reaction 6D; Mental 5D

MOVEMENT: 5D

ARMOR: Loincloth, 0 Armor

CONDITION: 10 (Trauma 5)

SKILLS: INS+Perception 6

POTENTIAL: Inured

Pneumancers ignore the first three points of Trauma they suffer in battle. As warriors, pain is a natural part of life to them.

MECHANS

Once lords of all they surveyed, the Mechans have fallen from their mighty position. Jewgeny Kagarast, the Mechanist, had a vision for a grand society, building cities in the world ravaged by the Eshaton. They did not last. Now the Mechans find themselves lost: they are priests without a congregation, hoarding secrets of technology and mourning their lost greatness.

ENCOUNTERING MECHANS: Mechans operate similarly to the Chroniclers, though their ideals and philosophy are different, and they are fewer in number. Lone Mechans will surround themselves with hired thugs and coerced Clanners, while in small groups they will work together to spring traps. Unlike the Chroniclers, they do not have a taboo against killing.

SEER

Seers are the guides and pathfinders of the Mechans. Once able to enjoy prosperity, they are now forced out into the world. They roam, observing from afar, looking at the currents and tracing them back to the Mechans to figure out what their course of action should be.

COMBAT STATS

PROFILE: Mechan Seer

INITIATIVE: 7D / 6 Ego Points

ATTACK: Freon Ray Gun 7D, Damage 9, Range 10

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D; Ranged Combat Active (Take Cover), Reaction 7D; Mental 6D

MOVEMENT: 5D

ARMOR: Mechan Suit, 3 Armor

CONDITION: 10 (Trauma 5)

SKILLS: INT+Artifact Lore 6, INS+Perception 7

POTENTIAL: Frozen Terror

Mechans often look abhuman with improvised augmentations and body modifications. When their grim visage is coupled with the horrific freezing effect of the Freon ray gun, their attacks gain the Terrifying (2) quality.

RECLAIMER

Reclaimers are focused on rebuilding the stockpiles and secret archives of the Mechans. They are masters of technology, upgrading their suits and Freon weapons to be more effective than the standard.

COMBAT STATS

PROFILE: Mechan Reclaimer

INITIATIVE: 6D / 8 Ego Points

ATTACK: Freon Ray Gun (Modified) 9D, Damage 11, Range 8

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 6D; Ranged Combat Active (Take Cover), Reaction 6D; Mental 7D

MOVEMENT: 6D

ARMOR: Reclaimer Suit, 4 Armor

CONDITION: 12 (Trauma 6)

SKILLS: INT+Artifact Lore 7, INT+Engineering 9

POTENTIAL: Frozen Terror

Mechans often look abhuman with improvised augmentations and body modifications. When their grim visage is coupled with the horrific freezing effect of the Freon ray gun, their attacks gain the Terrifying (2) quality.

MINISTER

The time for leading the flock is in the past. Now, the time has come to destroy them. The Ministers see to this by leading the naive. The Mechans may have lost their warriors, but they can always find new ones, and they have the same mystic appeal that Chroniclers have when they approach poor uneducated Clanners.

COMBAT STATS

PROFILE: Mechan Minister

INITIATIVE: 6D / 12 Ego Points

ATTACK: Freon Ray Gun 8D, Damage 9, Range 10

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D; Ranged Combat Active (Take Cover), Reaction 6D; Mental 10D

MOVEMENT: 5D

ARMOR: Mechan Suit, 3 Armor

CONDITION: 10 (Trauma 5)

SKILLS: CHA+Leadership 7, PSY+Domination 10

POTENTIAL: Frozen Terror

Mechans often look abhuman with improvised augmentations and body modifications. When their grim visage is coupled with the horrific freezing effect of the Freon ray gun, their attacks gain the Terrifying (2) quality.

PHOSPHORITES

In some parts of the Ramein region, one can find “P(15)” scrawled on walls, doorways, giant vats of white phosphorous left by the Recombination Group, the symbol of the Phosphorites. With the fall of the Mechans, they have filled the void. These Clanners, though simple in technology, wield deadly Bygone weapons and threaten even the mighty Judges. Why else would there be a 400 Draft bounty on their heads?

ENCOUNTERING PHOSPHORITES: Phosphorites are terrifying enemies that do a lot of damage, and they tend to attack in groups. They are more than a match for many opponents; they die quickly, but Phosphor Launchers and the poison they carry can easily overwhelm players.

PRIEST

The Priests are the ones who know the secrets of the phosphor, of how to make flame from mixtures and set it against the enemies of the Phosphorites. They wield great influence, but even more powerful is the knowledge they hold in their heads, secrets passed on from Bygone chemists, though they are now little more than legend.

COMBAT STATS

PROFILE: Phosphorite Priest

INITIATIVE: 6D / 8 Ego Points

ATTACK: Phosphor Launcher 6D, Damage 12 (Fire Hazardous), Range 20/60; Thorn Club 7D, Damage 6+1 Trauma, Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D; Ranged Combat Active (Take Cover), Reaction 6D; Mental 8D

MOVEMENT: 5D

ARMOR: Rags, 0 Armor

CONDITION: 10 (Trauma 5)

SKILLS: INT+Legends 6, INT+Engineering 8

POTENTIAL: Radiant Poison

Phosphorites' melee attacks cause an additional 1 Trauma due to the toxic minerals spread on their weapons.

REVIVER

Revivers seek out old RG facilities and other Bygone storage places where the priests' needed supplies can be found. They also are responsible for finding scrap and returning it to the Priests, who use it to make sure that the Clan remains equipped and supplied according to their standards.

COMBAT STATS

PROFILE: Phosphorite Reviver

INITIATIVE: 8D / 4 Ego Points

ATTACK: Phosphor Launcher 8D, Damage 12 (Fire Hazardous), Range 20/60; Sheet Metal Blade 9D, Damage 5+1 Trauma, Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 7D; Ranged Combat Active (Take Cover), Reaction 8D; Mental 4D

MOVEMENT: 7D

ARMOR: Rags, 0 Armor

CONDITION: 12 (Trauma 5)

SKILLS: INS+Perception 8, INS+Orienteering 6

POTENTIAL: Radiant Poison

Phosphorites' melee attacks cause an additional 1 Trauma due to the toxic minerals spread on their weapons.

TEMPLE WARRIOR

The temple warriors are the elites of the Phosphorite ranks. They don't have the secrets of the priests, but they do have the benefits of constant training and the best diets in their corner of Ramein. They fight with the ferocity of burning white phosphorous.

COMBAT STATS

PROFILE: Phosphorite Temple Warrior

INITIATIVE: 9D / 6 Ego Points

ATTACK: Phosphor Launcher 10D, Damage 12 (Fire Hazardous), Range 20/60; Bone Spear 10D, Damage 7+1 Trauma, Range 2

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 8D; Ranged Combat Active (Take Cover), Reaction 9D; Mental 6D

MOVEMENT: 8D

ARMOR: Rags, 0 Armor

CONDITION: 16 (Trauma 8)

SKILLS: N/A

POTENTIAL: Radiant Poison

Phosphorites' melee attacks cause an additional 1 Trauma due to the toxic minerals spread on their weapons.

ENEMOI

The Enemoi roam the southern parts of Borca, searching for Bygone artifacts and hope for a brighter future. They fight for an ideal, not personal gain, and they are welcomed by many villages as protectors. In others, they are feared; the Chroniclers are quick to protect their interests with propaganda.

ENCOUNTERING ENEMOI: The Enemoi are descendants of Bygone armed forces and maintain their martial traditions. In addition to their war trucks, they have rifles and pistols that are very powerful compared to average weapons, and can engage with the advantage of stealth or long distances. While they do not attack in overwhelming numbers most of the time, they will rarely attack alone, preferring 4-6 man fireteams or 2 man sniper-spotter teams.

OPERATOR

Someone needs to hold the guns to keep the wolves at bay. Operators may be at the bottom of the Enemoi's ladder, but they are still trained and dangerous.

COMBAT STATS

PROFILE: Enemoi Operator

INITIATIVE: 7D / 5 Ego Points

ATTACK: Battle Rifle 6D (+1D when prone or braced), Damage 13, Range 40/200; Combat Knife 5D, Damage 5

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D; Ranged Combat Active (Take Cover), Reaction 7D; Mental 4D

MOVEMENT: 6D

ARMOR: Uniform, 0 Armor

CONDITION: 10 (Trauma 5)

SKILLS: INS+Perception 5

POTENTIAL: Tactical Approach

+1D against unaware targets, unless they have a boost to their Passive Defense.

MARSHALLER

Marshallers are stealthy warfighters capable of recon and assault missions. Although they tend to avoid direct confrontation, they should not be underestimated just because they prefer good odds.

COMBAT STATS

PROFILE: Enemoi Marshaller

INITIATIVE: 8D / 6 Ego Points

ATTACK: Army Pistol 6D, Damage 11, Range 10/30; Combat Knife 7D, Damage 6

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 7D; Ranged Combat Active (Take Cover), Reaction 8D; Mental 6D

MOVEMENT: 8D

ARMOR: Kevlar Vest, 4 Armor (7 against bullets)

CONDITION: 12 (Trauma 6)

SKILLS: AGI+Stealth 8 (with camouflage bonuses); INS+Perception 8

POTENTIAL: Stalker

The difficulty of a test to hear a Marshaller's silenced pistol is 4.

GUARDIAN

The elite fighters of the Enemoi, Guardians are squad leaders and highly competent soldiers. Guardians are rarely seen alone, but that doesn't mean that they aren't capable of fending off many enemies by themselves.

COMBAT STATS

PROFILE: Enemoi Guardian

INITIATIVE: 9D / 5 Ego Points

ATTACK: Battle Rifle 8D (+1D when prone or braced), Damage 13, Range 40/200; Army Pistol 8D, Damage 11, Range 10/30; Combat Knife 7D, Damage 6

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 8D; Ranged Combat Active (Take Cover), Reaction 9D; Mental 5D

MOVEMENT: 8D

ARMOR: Kevlar Vest, 4 Armor (7 against bullets)

CONDITION: 16 (Trauma 8)

SKILLS: INS+Perception 6

POTENTIAL: Sniper

-1D penalty from range. -2D on subsequent shots if a spotter gives up one action to assist.

MAINTAINER

Maintainers keep the Enemoi machines moving, and they're highly valued members of Enemoi society. Most outsiders only know that they have seen a Maintainer if they come to the Enemoi to trade; they are careful to disguise themselves on field missions to avoid Shuttlers.

COMBAT STATS

PROFILE: Enemoi Maintainer

INITIATIVE: 5D / 7 Ego Points

ATTACK: Combat Knife 5D, Damage 4

DEFENSE: Passive 1, Melee Active (Dodge), Mobility *D; Ranged Combat Active (Take Cover), Reaction *D; Mental *D

MOVEMENT: 5D

ARMOR: Kevlar Vest, 4 Armor (7 against bullets)

CONDITION: 10 (Trauma 5)

SKILLS: INT+Artifact Lore 8, INT+Engineering 10, AGI+Crafting 8

POTENTIAL: Ammocrafting

Reduces the difficulty of crafting ammunition by 2. The time required is always 1 hour, even if the Maintainer tries to make more than one batch.

CORPSMAN

Corpsmen are highly regarded among the Enemoi, and are typically both hardy and intelligent. Although they lack the intense training of the Spital, they are nonetheless invaluable to the injured or sick.

COMBAT STATS

PROFILE: Enemoi Corpsman

INITIATIVE: 7D / 6 Ego Points

ATTACK: Battle Rifle 6D (+1D when prone or braced), Damage 13, Range 40/200; Smoke Grenade

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 6D; Ranged Combat Active (Take Cover), Reaction 7D; Mental 6D

MOVEMENT: 6D

ARMOR: Kevlar Vest, 4 Armor (7 against bullets)

CONDITION: 14 (Trauma 7)

SKILLS: INT+Medicine 6

POTENTIAL: Healer's Oath

May spend 1 Ego to gain 1 Trigger on a First Aid or Surgery roll.

DOVE

Infiltrators, but not necessarily spies, Doves have been sent out to any Cult the Enemoi become aware of. While not all Cults have proven fruitful for the Enemoi agenda, that doesn't mean that the Doves won't try to change that.

COMBAT STATS

PROFILE: Enemoi Dove

INITIATIVE: 7D / 7 Ego Points

ATTACK: As Cult they are infiltrating; Combat Knife 7D, Damage 5

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 7D; Ranged Combat Active (Take Cover), Reaction 7D; Mental 7D

MOVEMENT: 6D

ARMOR: Clothes, 0 Armor

CONDITION: 14 (Trauma 7)

SKILLS: INS+Orienteering 7; INS+Perception 8

POTENTIAL: Invulnerable

If the Dove takes a hit causing 4 or more damage, they recover 1 Ego point immediately.

STUKOV NOMADS

The Stukov nomads are elusive and xenophobic, believing the rest of humanity to be corrupt. While they have had minimal contact with outsiders, they consider their territory to be sacred and exclusive, and will attack any outsiders within their borders.

ENCOUNTERING STUKOV NOMADS: The Stukov nomads are masters of a seemingly inhospitable land. They eschew all contact with others, believing them to be corrupt, so they prefer to harass their enemies with hit-and-run attacks using stealth, night, and the hazards of the desert to their advantage.

NOMAD

The average member of the pack is both a hunter and a gatherer. One has to be to survive the wastes. They have the secrets of desert survival memorized.

COMBAT STATS

PROFILE: Stukov Nomad

INITIATIVE: 4D / 5 Ego Points

ATTACK: Bow 5D, Damage 8, Range 10/40; Spear 6D, Damage 6, Range 2

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D; Ranged Combat Active (Take Cover), Reaction 4D; Mental 5D

MOVEMENT: 5D

ARMOR: Leather Armor, 2 Armor

CONDITION: 12 (Trauma 6)

SKILLS: INS+Survival 6

POTENTIAL: Xenophobia

Potentials aimed at social manipulation using PSY or CHA count as one level lower against this Character, whether they help or hurt them.

PATHFINDER

Vanguards of the Stukov, pathfinders are both great hunters and experts in survival capable of finding the water and holy sites scattered throughout the desert.

COMBAT STATS

PROFILE: Stukov Pathfinder

INITIATIVE: 7D / 7 Ego Points

ATTACK: Bow 8D, Damage 9, Range 10/40; Sharpened Stone Axe 6D, Damage 9, Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 7D; Ranged Combat Active (Take Cover), Reaction 7D; Mental 7D

MOVEMENT: 6D

ARMOR: Leather Armor, 2 Armor

CONDITION: 14 (Trauma 7)

SKILLS: INS+Orienteering 8, AGI+Stealth 8, INS+Perception 6

POTENTIAL: Poisoner

Attacks made by the character that cause damage require a BOD+Toughness (2) test from the target when they hit. If they fail, they suffer 1 Trauma.

WANDERER

Occasionally it serves the Stukov to sacrifice the purity of one or two members to ensure that their lands are safe. These wanderers break from their pilgrimage to scour the wasteland for interlopers or threats.

COMBAT STATS

PROFILE: Stukov Wanderer

INITIATIVE: 8D / 10 Ego Points

ATTACK: Battle Axe 10D, Damage 11, Range 1; Bow 8D, Damage 10, Range 10/40

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 10D; Ranged Combat Active (Take Cover), Reaction 8D; Mental 10D

MOVEMENT: 10D

ARMOR: Leather Armor, 2 Armor

CONDITION: 16 (Trauma 8)

SKILLS: INS+Perception 8

POTENTIAL: Poisoner

Attacks made by the character that cause damage require a BOD+Toughness (3) test from the target when they hit. If they fail, they suffer 1 Trauma.

EXALTERS

DEJECTOR

EMBOSSER

RADICAL

STORSKIS

CHARCOAL BURNER

CONDUCTOR

ENGINEER

CORPSE EATER

DEVOURER

HUNGER

FAMINE

RESISTANCE

CONSERVATOR

PATRIOT

WARFIGHTER

PANDORIANS

ARCHETYPE

BEAST

MONSTER

GARGANTI

HERDSMAN

KAGAN

RIDER

USUDI

MOKOSCH

SOULLESS

WRAITH

VOIVODULES

OUTCAST

VOIVODULE

WHITE EAGLE

MATADORES

ASSASSIN

MATADOR

MERCHANT

NOVILLERO

PICADOR

TENIENTE

CORREDORES

CAPITAN

GUERRERO

SABIA

FLAYERS

CONFESSOR

PENITENT

WITNESS

ADRIANI

FISHERMAN'S DAUGHTER

GOATHERD

MARTYR

ROMANOS

ENFORCER

RAIDER

VENDOR

MASAI

GUIDE

KINSMAN

SEER

SHABATH

EXHIBITOR

LISTENER

SCHOLAR

CULTS

SPITALIANS

The Spitalians preserve the medical traditions of Europe, but they also have become a martial force to be reckoned with. Their war against the sporefields and the infestation they bring has become a driving force in their own political structures, and they field some of the most feared fighters in Europe.

Note that all the NPCs presented below have a +1D bonus to resist disease, on account of being or having been an Orderly.

ENCOUNTERING SPITALIANS: Spitalians often use other Cults to bolster their forces or serve as attaches in other Cults' forces. They are disciplined, but lack the heavy weapons of the Hellvetics. They make up for it with walls of Splayers and inexorable advances. Preservists coordinate their efforts, and can tear lesser opponents to pieces with sheer force of will.

ORDERLY

Fledgling Spitalians, Orderlies are ready to serve their patients and have passed the first tests on the road to full membership in the Spitalians, but they are rarely content with their position in life.

COMBAT STATS

PROFILE: Spitalian Orderly

INITIATIVE: 4D / 4 Ego Points

ATTACK: Scalpel 5D, Damage 4, Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D; Ranged Combat Active (Take Cover), Reaction 4D; Mental 4D

MOVEMENT: 5D

ARMOR: Spitalian Suit, 2 Armor (Sealed +4S)

CONDITION: 8 (Trauma 4)

SKILLS: INT+Medicine 4

POTENTIAL: Healer's Oath

The Orderly may spend 1 Ego to gain a Trigger on any First Aid or Surgery roll they attempt.

FAMULANCER

Famulancers are the front-line soldiers of the Spitalians, as well as their standard doctors. Found both in the hallways of the Spital trying to make themselves useful to a department and be promoted into its ranks or in the field accomplishing missions for the Spitalians, Famulancers are independent enough to be trusted with tasks but not too critical to be sent into harm's way.

COMBAT STATS

PROFILE: Spitalian Famulancer

INITIATIVE: 6D / 5 Ego Points

ATTACK: Splayer (with Mollusk) 3D, Damage 7, Range 2; Fungicide Rifle (Firedust) 4D, Damage 8, Range 2/8

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 6D; Ranged Combat Active (Take Cover), Reaction 6D; Mental 5D

MOVEMENT: 6D

ARMOR: Spitalian Suit, 2 Armor (Sealed +4S)

CONDITION: 10 (Trauma 5)

SKILLS: INT+Medicine 6

POTENTIAL: Last Bastion

The Famulancer is the Spitalian's weapon against the Psychonauts, their last ditch effort to save the world from Homo Degeneration. They gain +2T on all attacks against Psychonauts.

PRESERVIST

Preservists are the military elite of the Spitalians.

Frightening to behold, they are the leaders in the fight against the Sepsis, and are an order unto their own.

Preservists' swords are legendary not for the quality of their blade but the will and competence of those who wield them.

COMBAT STATS

PROFILE: Spitalian Preservist

INITIATIVE: 8D / 8 Ego Points

ATTACK: Preservalis Sword 9D, Damage 10, Range 1; Pistol 6D, Damage 9, Range 10/30

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 6D; Ranged Combat Active (Take Cover), Reaction 8D; Mental 8D

MOVEMENT: 6D

ARMOR: Preservist Suit, 3 Armor (Sealed +4S)

CONDITION: 14 (Trauma 7)

SKILLS: INT+Medicine 6

POTENTIAL: Preservalis

After a successful hit with their sword, the Preservist may choose to make their next attack at -2D handling and bypass the target's armor entirely.

FIELD MEDIC

The Spital frequently makes efforts to support their own Preservists and Famulancers in the field, as well as the forces of their allies operating toward a mutual goal of fending off the spread of Burn and spore infestation.

While field medics are not the warriors Preservists are, they have saved many a venture from a gruesome end with their medical skills, returning injured fighters to the fray.

COMBAT STATS

PROFILE: Spitalian Field Medic

INITIATIVE: 7D / 8 Ego Points

ATTACK: Splayer (with Mollusk) 5D, Damage 7, Range 2; Fungicide Rifle (EX-Aerosol) 5D, Damage -1+T Spore Infestation for 10 minutes, Range 2/8

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 8D; Ranged Combat Active (Take Cover), Reaction 7D; Mental 7D

MOVEMENT: 7D

ARMOR: Spitalian Suit, 2 Armor (Sealed +4S)

CONDITION: 12 (Trauma 6)

SKILLS: INT+Medicine 9

POTENTIAL: Combat Medic

When the Field Medic performs surgery, it takes 8 hours instead of 12.

HIPPOCRAT

Hippocrats are responsible for the Spitalians' internal reviews as well as their interactions with other Cults. They are trained to use espionage as well as their rank to get to the truth.

Hippocrats can seal off laboratories found to be doing illegal research, or

COMBAT STATS

PROFILE: Spitalian Hippocrat

INITIATIVE: 8D / 8 Ego Points

ATTACK: Splayer (with Mollusk) 5D, Damage 7, Range 2; Revolver 7D, Damage 10, Range 10/40

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 8D; Ranged Combat Active (Take Cover), Reaction 8D; Mental 7D

MOVEMENT: 8D

ARMOR: Spitalian Suit, 2 Armor (Sealed +4S)

CONDITION: 14 (Trauma 7)

SKILLS: INT+Medicine 7; PSY+Domination 7

POTENTIAL: The Last Farewell

If everyone else on the Hippocrat's side has fallen in combat, they get +2D to all attack and defense rolls and a +2 bonus to passive defense and damage for six rounds. This bonus is lost if an ally regains consciousness or a new ally joins the fray.

CHRONICLERS

Rebuilding the remnants of the Bygone Stream as well as they can, the Chroniclers are enigmatic. They present themselves as gods when among the unwashed masses, and with their masks and suits they often look the part.

ENCOUNTERING CHRONICLERS: The Chroniclers have a public face and a dark side. Most of players' interactions with the Chroniclers involves harsh words—at worst the terrifying thunder of a Vocoder. If they really earn the ire of the tech-cult, they will face Shutters and their ilk, who violate the Chroniclers' public policy on violence, operating in back alleys and lightning ambushes.

AGENT

Agents are the lowliest of Chroniclers; they are above the Bits, but the Bits are not worthy of being called Chroniclers yet. The Agent is not fully independent, but often serves Mediators in the field. They have a parole, and may not operate outside of Clusters.

COMBAT STATS

PROFILE: Chronicler Agent

INITIATIVE: 5D / 4 Ego Points

ATTACK: Vocoder 5D+4D, Damage 1+T Ego, Range 10

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 4D; Ranged Combat Active (Take Cover), Reaction 5D; Mental 4D

MOVEMENT: 4D

ARMOR: Cape, 1 Armor

CONDITION: 8 (Trauma 4)

SKILLS: INT+Artifact Lore 5

POTENTIAL: Brainwave

Once per day, the Agent may gain +1D on an INT-based action roll.

MEDIATOR

Finally, independence! Mediators are still closely watched, but at least now that they have their ranks their comings and goings are less heavily regulated. They sort through potential purchases and do their part to keep the Chroniclers' work going.

COMBAT STATS

PROFILE: Chronicler Mediator

INITIATIVE: 6D / 5 Ego Points

ATTACK: Vocoder 8D+6D, Damage 1+T Ego, Range 10

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D; Ranged Combat Active (Take Cover), Reaction 6D; Mental 5D

MOVEMENT: 5D

ARMOR: Chronicler Suit, 2 Armor

CONDITION: 10 (Trauma 5)

SKILLS: INT+Artifact Lore 7 (+1 T from Fractal Memory)

POTENTIAL: Fractal Memory

The Mediator gains +1T on all action rolls on INT.

SHUTTER

Shutters are off the grid. They no longer officially exist. They have access to sanctioned weapons, and when they are unleashed they almost always use them. They are no longer welcome in Alcoves, and they are officially shunned.

COMBAT STATS

PROFILE: Chronicler Shutter

INITIATIVE: 8D / 6 Ego Points

ATTACK: Revolver 7D, Damage 10, Range 10/40; Mace 6D (blunt), Damage 6, Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 6D; Ranged Combat Active (Take Cover), Reaction 8D; Mental 6D

MOVEMENT: 6D

ARMOR: Chronicler Suit, 2 Armor

CONDITION: 10 (Trauma 5)

SKILLS: INT+Artifact Lore 6

POTENTIAL: Dead End

When targets are trapped and cannot escape, the Shutter gains +1D to all attack and defense rolls, and +1 to passive defense.

FUSE

Fuses are the next step up from Shutters. They have the ability to access safehouses and stashes across the Chroniclers' known world, and operate in secret places within Clusters.

COMBAT STATS

PROFILE: Chronicler Fuse

INITIATIVE: 9D / 8 Ego Points

ATTACK: Sniper Rifle 9D, Damage 11, Range 50/400; Hatchet 7D, Damage 7, Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 8D; Ranged Combat Active (Take Cover), Reaction 7D; Mental 7D

MOVEMENT: 8D

ARMOR: Chronicler Suit and Tough Skin, 4 Armor

CONDITION: 12 (Trauma 6)

SKILLS: INT+Artifact Lore 6

POTENTIAL: Tough Skin

The Fuse gains 2 Armor, and suffers a -2 penalty to CHA+Seduction rolls.

SKALAR

Skalars are the top of the Chroniclers' black operations branch. They coordinate the Shutters and Fuses that do not officially exist, and oversee their own networks of subordinates.

COMBAT STATS

PROFILE: Chronicler Skalar

INITIATIVE: 10D / 10 Ego Points

ATTACK: Flechette Rifle 12D, Damage 13, Range 30/120;
Sword 10D, Damage 9, Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 9D;
Ranged Combat Active (Take Cover), Reaction 10D; Mental 11D

MOVEMENT: 10D

ARMOR: Reinforced Chronicler Suit, 3 Armor

CONDITION: 16 (Trauma 8)

SKILLS: INT+Artifact Lore 6, PSY+Domination 10

POTENTIAL: Download

The Skalar gains +2D and +2T when interrogating a restrained victim.

HELLVETICS

Driven by the Hellvetic Doctrine, the Hellvetics have bridged gaps between the eastern and western parts of Borca, provide a passage to Purgare and allow trade between Europe and Africa. They are fighters through-and-through, driven by a mixture of honor and tradition and the mercenary attitude with which they pursue their needs.

ENCOUNTERING HELLVETICS: If you fight the Hellvetics in the Alps, you will be lucky to escape with your life. It becomes a matter of honor, and no losses are too heavy unless some other emergency draws personnel away. They are disciplined forces that use numbers and cutting-edge Bygone firearms to their advantage. Player characters will rarely have the raw numbers or incredible technology to surpass the Hellvetics.

SOLDIER

Bullets are scarce, and the Soldier has few. They are expected to use their wits and allies to help them through problems, but only a few would dare attack them and face the might of their Trailblazers and the organization they represent. They never venture far from the Alpine Fortress except under the watchful eye of a superior.

COMBAT STATS

PROFILE: Hellvetic Soldier

INITIATIVE: 4D / 3 Ego Points

ATTACK: Trailblazer 4D, Damage 11, Range 30/120; Bayonet 4D, Damage 4, Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 4D; Ranged Combat Active (Take Cover), Reaction 4D; Mental 3D

MOVEMENT: 4D

ARMOR: Harness, 5 Armor (Fire Resistant 8)

CONDITION: 8 (Trauma 4)

SKILLS: N/A

POTENTIAL: Doctrine: Forced March

The Encumbrance of the Soldier's Harness is decreased by 1.

CORPORAL

Corporals have made it through their first few months in the field, and enjoy privileges and trust, though not too much. They command rookies who were like them not so long ago, relying on their experience to make the right call. They are not yet specialists, nor are they the leaders of their team, but their seniors give them an opportunity to prove their decision making capabilities before they specialize.

COMBAT STATS

PROFILE: Hellvetic Corporal

INITIATIVE: 5D / 5 Ego Points

ATTACK: Trailblazer 6D, Damage 11, Range 30/120; Bayonet 6D, Damage 5, Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D; Ranged Combat Active (Take Cover), Reaction 5D; Mental 4D

MOVEMENT: 5D

ARMOR: Harness, 5 Armor (Fire Resistant 8)

CONDITION: 10 (Trauma 5)

SKILLS: INS+Survival 4

POTENTIAL: Doctrine: Assault

If the Corporal charges and succeeds in his attack (ranged or melee) with 2T, then his companions gain +1D on their own attacks. This only works in the first combat round.

SENTINEL

They are the lawkeepers of the Alpine Fortress. They have access to explosives, and their heavy harnesses protect them from even more threats. They stand defiant; even if the Hellvetics had enemies who cared to remove them, they would not get past these gatekeepers.

COMBAT STATS

PROFILE: Hellvetic Sentinel

INITIATIVE: 6D / 6 Ego Points

ATTACK: Trailblazer 6D, Damage 11, Range 30/120; Bayonet 5D, Damage 7, Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D; Ranged Combat Active (Take Cover), Reaction 4D; Mental 6D

MOVEMENT: 7D

ARMOR: Heavy Duty Harness, 7 Armor (Massive 9, Fire Resistant 8)

CONDITION: 12 (Trauma 6)

SKILLS: CHA+Negotiation 6; INS+Navigation 6

POTENTIAL: Doctrine: Shield Wall

With a PSY+Reaction (4) test for melee attacks or (6) test for ranged attacks (the Sentinel rolls 9D for these tests), the Sentinel can block an incoming attack. If they get two or more Triggers, they may make an attack with their Bayonet.

MEDIC

It is time for what comes after the Hellvetics hold the line. The bandits hit harder this time than the last. Wounded men scream in all directions, and a woman, hardly thirty winters, does her best to attend to each of them. A smile

and a squeeze of the hand tells them they will be okay.
Now, where is the damn morphine?

COMBAT STATS

PROFILE: Hellvetic Medic

INITIATIVE: 7D / 8 Ego Points

ATTACK: Trailblazer 6D, Damage 11, Range 30/120;
Bayonet 7D, Damage 5, Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 6D;
Ranged Combat Active (Take Cover), Reaction 7D; Mental 8D

MOVEMENT: 6D

ARMOR: Harness, 5 Armor (Fire Resistant 8)

CONDITION: 12 (Trauma 6)

SKILLS: INT+Medicine 7; INS+Empathy 5

SPECIAL: +1D to all Psyche and Charisma rolls while in the hinterland.

POTENTIAL: Doctrine: Morale

If the Medic is outnumbered, they get +1D to mental defense.

FORAGER

Technicians and quartermasters, foragers are responsible for keeping their unit equipped and moving. After all, an army marches on its stomach, and the Hellvetics can't be seen in weakness. Still, with the shortages, they have to be inventive from time to time and acquire supplies in the field.

COMBAT STATS

PROFILE: Hellvetic Forager

INITIATIVE: 7D / 6 Ego Points

ATTACK: Trailblazer 8D, Damage 11, Range 30/120;
Bayonet 7D, Damage 4, Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 7D;
Ranged Combat Active (Take Cover), Reaction 7D; Mental 6D

MOVEMENT: 7D

ARMOR: Harness, 5 Armor (Fire Resistant 8)

CONDITION: 14 (Trauma 7)

SKILLS: INT+Artifact Lore 6; CHA+Negotiation 7

SPECIAL: Their uplinks are able to order supplies from anywhere the Hellvetics operate, replenishing weapon and ammunition supplies.

POTENTIAL: Doctrine: Discipline

The Forager can turn one Trigger into Ego Points at a rate of 1:1 whenever they attack or defend.

SPECIAL DETACHMENT

Specialists are elites; they have earned their place as the Hellvetics' emissaries bodyguards and as the most dependable soldiers among their ranks. When failure is not an option and the Hellvetics need model soldiers on display, they turn to the Special Detachment for personnel.

COMBAT STATS

PROFILE: Hellvetic Special Detachment

INITIATIVE: 8D / 10 Ego Points

ATTACK: Stubbed Trailblazer 11D, Damage 11, Range 15/60;
Knife 8D, Damage 6 (Smooth Running 2T), Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 8D;
Ranged Combat Active (Take Cover), Reaction 8D; Mental 7D

MOVEMENT: 8D

ARMOR: Harness, 5 Armor (Fire Resistant 8)

CONDITION: 16 (Trauma 8)

SKILLS: INT+Science 5; INS+Orienteering 7

POTENTIAL: Kill Shot

The Specialist may spend an action to aim with AGI+Projectiles, applying up to two Successes or Triggers from that roll on an attack if they attack with their next action.

JUDGES

Hammer, musket, book, and hat. These are the icons of the Judges. They hide their identities behind scarves and sunglasses, not because they fear reprisal but because they have one goal: to become the law. They stand together to fight the chaos and madness of a world without order, even if they do so with violence and insanity of their own.

ENCOUNTERING JUDGES: In much of the Protectorate, the Judges rule by symbol. They are accepted because they are law, and retribution would follow in their wake. Lone judges can be a fearsome opponent, but it is in massed cavalry and hammers that Judges triumph. Those who don't fight back in the open face highly-skilled fighters coming to exact vengeance, or the inexorable force of the lawkeepers' influence on society as the mob comes for them.

CITY JUDGE

City Judges already bear the insignia and the responsibility of a Judge. They do not have the ability to try capital cases, but in dealing with small crimes they are given a broad level of discretion. The ability they show in their independence determines their chances for advancement.

COMBAT STATS

PROFILE: City Judge

INITIATIVE: 5D / 4 Ego Points

ATTACK: Judgment Hammer 3D, Damage 7 (Blunt, Impact 3T), Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 6D; Ranged Combat Active (Take Cover), Reaction 5D; Mental 5D

MOVEMENT: 6D

ARMOR: Hat and Coat, 2 Armor

CONDITION: 10 (Trauma 5)

SKILLS: INT+Legends 4

POTENTIAL: Fiat Lux

When dealing with scum and Apocalyptics, the City Judge gets a +1D bonus to every deception attempt and their mental defense.

PROTECTOR

They are the iron fist of the law, with the power of life and death. They have contacts in every town; even the Apocalyptics will out fugitives to them, knowing that the penalty that comes with harboring a criminal is worse than the shame of admitting that one's Flock has sinned.

COMBAT STATS

PROFILE: Judges Protector

INITIATIVE: 7D / 6 Ego Points

ATTACK: Judgment Hammer 5D, Damage 8 (Blunt, Impact 3T), Range 1; Judges' Musket 6D, Damage 8, Range 10/40

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 7D; Ranged Combat Active (Take Cover), Reaction 7D; Mental 5D

MOVEMENT: 7D

ARMOR: Hat and Coat, 2 Armor

CONDITION: 12 (Trauma 6)

SKILLS: AGI+Navigation 7

SPECIAL: Horse (gaited)

POTENTIAL: Fiat Lux

When dealing with scum and Apocalyptics, the Protector gets a +1D bonus to every deception attempt and their mental defense.

EXECUTIONER

Fire and fury with a hammer in one hand and a musket in the other. A whirlwind of righteous judgment, able to live comfortably on bribes to look the other way or inspire a whole city to follow them on the warpath. Executioners have power, and they are watched closely from above. From below, they are knelt to.

COMBAT STATS

PROFILE: Judges Executioner

INITIATIVE: 8D / 8 Ego Points

ATTACK: Judgment Hammer 7D, Damage 10 (Blunt, Impact 3T), Range 1; Judges' Revolver 6D, Damage 7, Range 5/20

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 9D; Ranged Combat Active (Take Cover), Reaction 8D; Mental 6D

MOVEMENT: 9D

ARMOR: Hat and Coat, 2 Armor

CONDITION: 16 (Trauma 8)

SKILLS: AGI+Navigation 8, CHA+Leadership 7

SPECIAL: Horse (Charger)

POTENTIAL: Janus Face

The Executioner makes an INS+Empathy test against a target's PSY+Willpower/Faith. If successful, he gains a +2D bonus to all attacks and defenses while fighting that target.

ADVOCATE

They carry stacks of books and have written in the margins of their Codex. Recent printings contain their

wisdom. Advocates are influential and quite skilled at interpreting the law, even if they do not have the burning passion of the Executioners.

COMBAT STATS

PROFILE: Judges Advocate

INITIATIVE: 6D / 7 Ego Points

ATTACK: Judgment Hammer 4D, Damage 7 (Blunt, Impact 3T), Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D; Ranged Combat Active (Take Cover), Reaction 6D; Mental 6D

MOVEMENT: 5D

ARMOR: Hat and Coat, 2 Armor

CONDITION: 10 (Trauma 5)

SKILLS: CHA+Expression 7, INT+Legends 6

POTENTIAL: Lynch Law

When the Advocate attempts to foment a crowd against a particular individual or group guilty of a crime, they gain +2D to their CHA+Leadership roll.

ASSESSOR

A man sits on a steed, sniffing the air. He can smell his quarry nearby. This one isn't guilty, though. It is simply time to ask some questions about the body found in the well back in Brennen. If all goes well, he'll talk without a fuss. If not? There are ways to force compliance.

COMBAT STATS

PROFILE: Judges Assessor

INITIATIVE: 7D / 10 Ego Points

ATTACK: Judgment Hammer 5D, Damage 8 (Blunt, Impact 3T), Range 1; Judges' Musket 7D, Damage 8, Range 10/40

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 6D; Ranged Combat Active (Take Cover), Reaction 7D; Mental 8D

MOVEMENT: 6D

ARMOR: Hat and Coat, 2 Armor

CONDITION: 12 (Trauma 6)

SKILLS: CHA+Expression 8, PSY+Domination 8

POTENTIAL: Bloodhound

The Assessor may spend 1 Ego to gain +1S when they are attempting a roll related to searching for a target. They may choose one target per week, unless they have found their last quarry, at which point they may choose a new mark.

CLANNERS

Clanners are simultaneously the downtrodden, the restless hordes at the gates, and the providers for everyone else. They are commoners among giants, but even they have their heroes and legends. The Battle of Praha has shown that when the Clans rise up the world can shake and the powerful can fall.

ENCOUNTERING CLANNERS: Clanners often cannot afford to start fights, but that doesn't mean they'll go down without a fight. They have the home court advantage, and while the resources available to them vary, they can be clever in finding help from neighbors or using terrain, traps, wildlife, and local knowledge to their advantage. Individual clans use different approaches.

HUNTER

They brave the wilderness to find the supplies that their Clan needs. Fighting wildlife, bandits, and hostile Cults, they rely on their wits and survival instincts.

COMBAT STATS

PROFILE: Clanner Hunter

INITIATIVE: 7D / 4 Ego Points

ATTACK: Bow 5D, Damage 8, Range 10/40 or Rifle 6D, Damage 6, Range 30/120; Club 6D, Damage 5, Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 6D; Ranged Combat Active (Take Cover), Reaction 7D; Mental 4D

MOVEMENT: 7D

ARMOR: Fur Cape, 1 Armor

CONDITION: 10 (Trauma 5)

SKILLS: AGI+Stealth 6

POTENTIAL: Marathon

+2D to BOD+Stamina rolls related to running.

GATHERER

Gatherers are important to the Clans; they find and cultivate the plants and livestock that serve as a second line of defense against starvation and the cold.

COMBAT STATS

PROFILE: Clanner Gatherer

INITIATIVE: 4D / 3 Ego Points

ATTACK: Knife 5D, Damage 3, Range 1, Smooth Running (2T)

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D; Ranged Combat Active (Take Cover), Reaction 4D; Mental 4D

MOVEMENT: 5D

ARMOR: Clothes, 0 Armor

CONDITION: 6 (Trauma 3)

SKILLS: INS+Orienteering 7, CHA+Conduct 6, CHA+Negotiation 4

POTENTIAL: Could Be Worse:
Trauma penalties reduced by 1.

SHAMAN/SAGE

Trying times require great minds, and the Shaman has seen many years and can see many in the future. He bolsters their faith and steels their resolve (+1D PSY+Faith). The Sage, his counterpart, has seen his people through the worst days, and carries memories, perhaps even Bygone ones.

COMBAT STATS

PROFILE: Clanner Shaman

INITIATIVE: 6D / 8 Ego Points

ATTACK: Knife 7D, Damage 4, Range 1, Smooth Running (2T)

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 6D; Ranged Combat Active (Take Cover), Reaction 6D; Mental 8D

MOVEMENT: 6D

ARMOR: Shaman's Robes, 1 Armor

CONDITION: 10 (Trauma 7)

SKILLS: CHA+Conduct 8, INT+Legends 8 (10 if T2+)

POTENTIAL: Fair Omen (T1)

The Shaman may make a vague, but positive, prediction for a particular character. If the circumstances seem to be falling into place, the recipient of the omen gains +2D to their next roll.

OR: Brainwave (T2+)

Once per day, the Sage gains +3D on an INT roll.

CHIEFTAIN

Only the bold can truly lead, and Chieftans know how to lead their Clans. Even if their world begins to collapse, they will remain strong. To victory or extinction!

COMBAT STATS

PROFILE: Clanner Chieftan

INITIATIVE: 9D / 8 Ego Points

ATTACK: Pumpgun 10D, Damage 10, Range 5/40; Saber 9D, Damage 8, Range 1

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 9D; Ranged Combat Active (Take Cover), Reaction 9D; Mental 10D

MOVEMENT: 9D

ARMOR: Chieftan's Armor, 3 Armor; Elephant Skin 3 Armor (6 total)

CONDITION: 20 (Trauma 10)

SKILLS: INS+Perception 10; CHA+Leadership 8

POTENTIAL: Elephant Skin

+3 armor, but -3D to CHA+Seduction

CHAMPION (FIGHTER)

The Champion embodies the Clan's commitment to war and strength of arms. They are well armed and committed to defending their people, even if it means hewing down hordes of enemies.

COMBAT STATS

PROFILE: Clanner Champion

INITIATIVE: 11D / 10 Ego Points

ATTACK: Bow 11D, Damage 10, Range 10/40 or Light MG 10D, Damage 11, Range 30/80, Salvoes (4), Jamming; Battle Axe 9D, Damage 10, Range 1, Impact (2T)

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 12D; Ranged Combat Active (Take Cover), Reaction 11D; Mental 10D

MOVEMENT: 11D

ARMOR: Champion's Protector, 4 Armor (+3 against bullets if T4+)

CONDITION: 24 (Trauma 10)

SKILLS: INS+Perception 8, AGI+Mobility 10

POTENTIAL: Danger Sense

+3D on Perception when something threatens the Champion.

CHAMPION (SAVANT)

The Champion embodies the Clan; whether they are a master fighter or an engineer of note

COMBAT STATS

PROFILE: Clanner Champion

INITIATIVE: 6D / 10 Ego Points

ATTACK: Knife 7D, Damage 4, Range 1, Smooth Running (2T)

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 6D; Ranged Combat Active (Take Cover), Reaction 6D; Mental 8D

MOVEMENT: 6D

ARMOR: Clothes, 0 Armor

CONDITION: 14 (Trauma 7)

SKILLS: CHA+Arts 8, AGI+Crafting 10

POTENTIAL: Legendary Artisan

Possesses a work of art so inspiring that if given as a gift or performed for a specific individual it restores 3 Ego.

SCRAPPERS

MOUSE

BADGER

FOX

MANUFACTURER

SCAVENGER

CARTEL THUG

NEOLIBYANS

APPRENTICE

SCRIBE

MERCHANT

GREAT HUNTER

MAGNATE

SCOURGERS

DUFU

HONDO

CHAGA

SIMBA

KIFO

ANUBIANS

ENCHANTER

SOUL SEER

HEALER

SICKLE

HOGON

JEHAMMEDANS

SWORD OF JEHAMMED

ISAAKI

ABRAMI

HAGARI

ARIANOI

ICONIDE/ICONESS

APOCALYPTICS

BATTLE CROW

MAGPIE

WOODPECKER

OWL

SEAGULL

IBIS

RAVEN

PHOENIX

ANABAPTISTS

ORGIASTIC

FUROR

ELYSIAN

ACHERON

EMISSARY

PALERS

SPECTER

SOLAR

REDEEMER

HALO

DEMAGOGUE

BLANK NPC TEMPLATE

COMBAT STATS

PROFILE: ***

INITIATIVE: *D / * Ego Points

ATTACK: *** *D, Damage *, Range *, *** *D, Damage *, Range *

DEFENSE: Passive 1, Melee Active (Dodge), Mobility *D; Ranged Combat Active (Take Cover), Reaction *D; Mental *D

MOVEMENT: *D

ARMOR: ***, * Armor

CONDITION: * (Trauma *)

SKILLS: *

POTENTIAL:

BLANK IMPROVEMENT TEMPLATE

CONCEPT:

REQUIREMENTS:

TECH LEVEL:

SKILLS REQUIRED:

RESOURCES REQUIRED:

EFFECTS:

CHANGES TO KATHARSYS

Artifacts implements a few new weapon qualities and potentials that could be applied to Katharsys content. The following changes are optional, but recommended, to align Artifacts and Katharsys in game rules.

The Devastator is the Sapper's new weapon, replacing the "machine gun" they get.

Slings, Bows, and Compound Bows should gain the Loose Ammunition quality. All Projectile weapons should have their Damage decreased by 3, except for the Harpoon Crossbow.

Hunting Rifles use 5.56mm ammunition, rather than 357 ammunition, increasing their damage to 11. Nothing else about the weapon is changed.

The Medium Machine Gun and Heavy Machine Gun entries are intended to replace the Heavy MG, although the Heavy MG could still be used. If so, add the Deployed (7) quality to it.

Increase the damage of the Rocket Launcher to 18 from 15.

Increase the damage of all Explosives by 4, except for Explosive bottles.

AUTHOR'S NOTES

This version of Artifacts was created on 01/06/18 at 20:57:20.

Degeneration presents a large world, and the focus of Artifacts is to whittle it down and play around with it. Artifacts focuses almost entirely on the Protectorate, or, barring that, Borca. Some of Artifacts is based on work I've done for my own Degeneration campaign, and some of it is simply kicking around ideas for fun.

Where possible, I attempt to keep things as close to the original Degeneration style and lore. However, I do have a bit of a love for firearms in my games, so there's a focus on individual weapons more than general categories (though I feel that Degeneration does a very good job of weapons despite the scarcity of detailed variants through its modification system).

ENEMOI

The Enemoi are one of my focuses, since they factor into my campaign plans. Even though they are Tech V, I treat them as Tech IV for some purposes, namely (INT) + Engineering as a bonus skill, and the general fluff of the group. While they still have AMSUMO units and are generally technologically advanced, this isn't the front they present to the world, and without a large bastion of technological artifacts, like Exalt, they don't have the ability to settle down into a happy transhuman era tech society.

When turning the Enemoi into the equivalent of a full Cult, I did a few things. First, I took the blurb from the Enemies section of Katharsys and expanded it into a rank structure, extrapolating a basic military hierarchy and a simple scientist hierarchy, with drivers being a unique element.

My intention is to turn the Enemoi into full-fledged enemies for the Chroniclers, as well as an alternative to Hellvetics or Chroniclers as needed in campaigns. Also, I just like adding detail, okay?

The fact that the Heavy Pistol is basically a 1911 and the Battle Rifle is an M14 is not supposed to be lost in my interpretation of the Enemoi; they're clearly involved with the UEO (or at least got their trucks from the UEO), but I give them very American-style gear, mostly to stand out from the European-styled Hellvetics. Their camp assembles into a pentagon, for crying out loud.

I can't deduce their origin based on their designs or firearms, which might just be a reflection on my knowledge of such things, other than to see that the magazine in their rifle is at an unholy angle and that the pistol may be a revolver, because I can't think of any

convenient place to fit a magazine well on it (the bump up top seems to have a hammer on it, though it could well be part of the guy's armor). The exact function of the weapon is unclear, as I can't see any sort of cylinder or slide on the firearm. Being a Tech Level V clan, they seem unlikely to use black powder weapons or muzzleloaders, though.

Graphically, I designed the Enemoi logo based on the pentagon that their trucks make when encamped, with the addition of an hourglass design from the sample character art.

WEAPONS DESIGN

I also treat CALIBER 12 shotgun ammunition as being... well... 12-gauge ammunition. It's described as a variety of things throughout Katharsys, but I honestly believe that it's basically a mistranslation or botched attempt at 12-gauge. That's why I write it as 12-ga. in the ammunition descriptions instead of 12mm Buckshot, since a 12mm shotgun doesn't pass the smell test to me.

14mm ammunition is simply supposed to reflect the various 12.7mm calibers, NATO and otherwise, as well as slightly heavier rounds. Since .50 GL in the main rulebook would be too easy to confuse with .50 BMG (and is itself an oddity, as both a handgun and rifle ammunition) I simply conflated the various real 12.7mm rounds into a single round that is distinguishable from the .50 GL.

Likewise, in the Changes to Katharsys section, I suggest improving the damage output of many weapons. The .357 cartridge is relegated to sub-par non-combat weapons or last-ditch weapons, as it performs very poorly. Explosives perform very poorly; they are nearly incapable of causing serious injury at long distances, and while it is theoretically possible for someone to be pushed into Trauma from a point-blank explosive, that's a luxury that isn't likely to happen. Now rocket launchers and explosives should be more meaningful when used against vehicles, and much more likely to have a realistic and devastating effect on characters.

POTENTIALS

Artifacts adds new Potentials and new rules that govern them, so I figure it's important to add some justifications for why I add new Potentials and the logic that goes into them.

My philosophy for Potentials is that they should generally offer something unique to a character that makes them distinctive from others, and which cannot normally be achieved through standard character advancement alone.

When I create potentials, I consider one Success per Potential level per one type of action to be the “baseline” for benefits. Bloodhound, for instance, gives one Success per level while hunting down a fugitive or missing person, and I consider that to be more or less my balance baseline. Triggers typically cost Ego if they are acquired from a Potential, though this may be replaced with simply limiting the amount the Potential can be used (once per day or combat, for instance).

One thing I'd like to do as I build on Artifacts is to extend the Focus/Primal and Faith/Willpower dichotomies, so a lot of Potentials lean toward one end of those groupings or the other.

GENERAL POTENTIALS

Bloodhound: The purpose of this potential is to give players an easy guarantee (or at least, a much better shot) at hunting down quarry, allowing both the furthering of the plot and some character definition.

Combat Medic: Reducing the time for surgery is something that is very potent in Degenesis, at least if the GM is as stingy as I am when it comes to providing players with time to pursue their objectives. It also means that one medic can operate on more patients, without forcing a party to wait for very long times.

Confessor: I really added the Confessor Potential because I want to provide characters with ways to gain more Backgrounds. It was originally a Matadore Potential, but I decided that it wasn't totally applicable and made it a general Potential locked into PSY+Faith to limit its power.

Fury: Fury is an attack that comes with a consequence: it allows a character to quickly weaken or dispatch a target by dealing additional damage straight to Trauma, but also leaves that character vulnerable to reprisals for a short time (intended to be used to make it less attractive as a combat opener).

Healer's Oath: This follows the 1 Success per 1 Potential level rule a little differently. Since healing in Degenesis is largely limited in effect, but almost always succeeds, the Healer's Oath is used to give free Triggers at the cost of Ego.

Serenity: One of the least powerful Potentials, in my opinion, but also one that is equally useful to everyone. At high levels, Serenity doubles the rate of Ego return, which is nice for characters who need to use Ego a lot but don't want to use Burn and hit limits on playing to their Concept.

Kill Shot: This essentially allows a character to assist their own shot, though it's a little more valuable than normal assistance since it gives a guaranteed success or trigger, rather than simply a bonus die. It rewards stealthy play

and is useful for ammunition conservation, but it's far less effective than two attacks.

Killing Blow: The point of Killing Blow is to give melee attackers a better chance of taking down armored enemies. It is somewhat difficult to quantify the value of this Potential; on one hand, it could be effectively a free Trigger if all opponents a character faces had armor, but it is still fairly situational, so I feel it falls more into the same category as Hammer Blow, giving melee combatants more ability to take down armored opponents, especially light fighters like Apocalypics.

ENEMOI POTENTIALS

Ammocrafting: Effectively a free success on creating bullets and ammunition. Due to the fact that this puts it well into reach of characters who would normally not have the appropriate skills to do this, it could be seen as very powerful, but it's also crucial for a campaign in which guns are going to play a pivotal role and the players need to feed theirs.

Invulnerable: The character restores Ego points for taking damage. There is precedent for this, though it's still a very generous ability (ergo why it's not in the General Potentials section).

Road Warrior: Highly situational and difficult to exploit, this effectively gives free successes on driving rolls and bonus dice for attacks from moving vehicles. Very campaign-specific, especially since most characters in Degenesis will have a hard time fueling a vehicle.

Sniper: Makes Enemoi take good advantage of ranged weapons that have decent range, allowing them to take shots effectively out to their full line of sight once fully improved. Since it's basically bonus dice and it's fairly situational (and the Enemoi have good range on their rifles to begin with), it's useful but not overpowered, allowing them to actually function as a sniper without running afoul of the stiff -4D ranged attack distance penalty.

Stalker: Makes attacking with silent weapons a little more stealthy. Highly situational, effectively one free success on an opposed Stealth roll.

Tactical Approach: The point of Tactical Approach is to allow characters to stealthily take down enemies with well-placed shots. It's not particularly powerful (+1D per level), but is easily used with silent weapons or melee attacks to great effect.

MATADORE POTENTIALS

Affection: Based off of the Katharsys Matador NPC Potential of the same name, simply rebalanced to function as a player Potential. I worry about it being a little similar

to a Concept in terms of mechanics, but it's probably fine, especially considering the Hellvetics' Discipline Potential.

Catharsis: I want to compare this to At Eye Level from the Neolibyan Potentials, but it's really more powerful than that. It's intended to allow a whole party to take advantage from the flamboyance of a Matador to get in somewhere they're not supposed to go (presumably, the Matador could then sneak in separately, or simply go about other business).

Denial: Gives a fairly powerful ability, but only useful for staying out of trouble. Might be worded too broadly and need revision.

Husbandry: Very minor bonus, essentially a free skill point in the Taming skill. +1D for wild animals is not a big bonus, but +1S for domesticated animals gives some reliability to the action. It does obsolete the skill to a small extent, which worries me.

Mercy Kill: Mercy is to Tactical Approach as the end is to the beginning. Matadores are ostentatious fighters, and Mercy Kill gives them an ability to easily take heavily-injured opponents down. It's not super-powerful, but it does mean that an enemy who is about to go down won't get another turn as easily.

Nimble: Taken from the Katharsys Matadore NPC Potential and basically rebalanced to function more as a player Potential. It's fairly generous, but it's also only really useful in situations that a Matadore should be well-equipped to avoid, and since it's more about personal safety than accomplishing other goals I figure it's fair.

DHARMA

One of the things that attracted me to Degenesis is its post-apocalyptic setting and its "Sacrifice Everything" tag-line. As opposed to many other games, Degenesis is a game where player characters tend to suffer a great deal to accomplish their objectives.

The Dharma system is a way of encouraging players to deal with this notion of sacrifice in a more direct level. Unlike Concepts, a character's Dharma never provides a direct bonus, instead allowing them to push harder and give things their all in an act of sacrifice.

As it stands, there are a few reasoning factors in the role of Dharma that lead me to feel that it is balanced, and I'll go over them.

Limited Combat Utility: Dharma is only very rarely going to be applicable to combat, and when it is it almost always comes at the exclusion of most other pursuits.

Meaningful Sacrifice: While it is conceivable that a character may have more Flesh Wounds than they have Ego, the exchange of Flesh Wounds for Ego simply allows

a character to drive themselves beyond their normal limits, but has dire consequences in combat (especially if it makes the difference between trauma and death).

Alternate Paths: While the Concepts provide more character-driven elements, Dharma provides a mood for the campaign. A character driven by Dharma shapes the world around them, while only some Concepts are automatically concerned with looking outside themselves.

EXPANDING CLANS

Degenesis offers a dozen Cults to choose from, but some of them are somewhat difficult to work into a campaign, if only because there are many Cults who treat each others as natural enemies.

While Rebirth is much better about this than the original Degenesis, and it is possible for a party to come together despite this, I knew fairly early on when I ran Degenesis that I would want to provide my players with more resources and tools in their arsenal, giving them a way to fit into the group better if they did not want to simply make a character from a fairly short list of factions that the other player characters would be amenable to (coupled with my group's backstabbing potential and less than stellar diplomatic prowess, this required essentially neutral third-parties).

Not all clans can easily fit into a campaign: the Enemoi and Chroniclers hate each other, for instance, but clans like the Matadores and several others tend to be limited in their reach and focus their efforts on psychonauts or the harsh realities of life in the world of Degenesis, rather than factional conflict.

RANK TREES

When working with Clans, I have essentially based my assumptions for how to format things based on some observations on how the Cults do their trees. I've basically split the Cults between four classifications, not all of which work perfectly, but which give pretty good baselines:

The two-track Cult. Examples include Anabaptists and Clanners. These cults typically have a combat and non-combat tree, with very clear progression up the chain. People may be able to cross the tracks at some point, but typically they choose one branch or the other and follow it all the way up. Skills on each track are closely associated, though at some point they may cross over. My personal observation is that these cults typically have two diametrically opposed elements (Orgiast/Ascetic and Hunter/Gatherer) that define their growth.

The branching Cult. These cults get more wide specializations as characters develop, which carry into endgame. Scappers and Neolibyans closely resemble this

model. As characters progress, they get to choose between multiple different skill groups, all of which provide something interesting. Some of these Cults have a fair deal of overlap (for instance, all Neolibyans are heavily based on social skills), with unique abilities sometimes serving to provide definition within these.

The booming and collapsing Cult. Spitalians, Hellvetics, and Apocalyptic are good examples of this pattern. There are bazillions of low-level options, but generally advancement happens in one or two tightly focused skillsets. Characters who do well in these Cults have a basic focus, then specialize, then return to their focus again: martial prowess for the Hellvetics or skulduggery for the Apocalyptic, for instance. These don't have to be particularly diversified in skills, however.

The complex Cult. Jehammedans and to a lesser extent Palers follow this; the Palers would be a two-track Cult if not for their odd pronging, and one look at the Jehammedans explains the name of this pattern; there are a ton of origins, and a ton of conclusions, and people can go every which way. Jehammedans in particular have a lot of in-setting reasons for the distinctions between characters (since they essentially have two gender-specific trees overlaid to make one tree), and as a result have a high number of start and end points. Apocalyptic could also fall under this tree.

RANK REQUIREMENTS

I also pay a lot of attention to how characters gain Ranks. Ranks in Degenesis are not terribly important; they determine starting gear and privileges, but they're going to change during play, and they are often arbitrary distinctions that break down once you're actually in the field anyway. The temptation to hit high ranks is there, but it's not actually the core progression mechanic, so much as guides to the ways the Cults value proficiency. I treat even the mechanical side of ranks mostly as fluff in my own games; having good Backgrounds and good skills can get you a promotion even if you don't have the exact requirements.

In character creation, however, I make sure that most characters can hit at most Rank 2 or 3 based on requirements. Sometimes I'll use Backgrounds to ensure that this cap is in place, and sometimes I will simply rely on unpalatable skill/attribute requirements; a character who wants to push into Rank 3 and have a head-start on Rank 4 will need to give themselves serious deficiencies in other areas.

The thing about Degenesis is that there are real advantages to being a jack-of-all-trades; you can't always trust your allies to have your best interests at heart, and being able to do a little of everything can give

you a lot more power than someone who is only good at one thing. In my group, I had an Anabaptist who was a real combat monster, but he couldn't pursue any of his own interests because he was socially inept and lacked the perception and intellect to really figure out what was going on, leading him to be played by every major NPC in the game.

The way I handle Rank systems in the Clans I flesh out is intended to ensure that any character who wants to become elite pays the price in reduced competencies for other fields.

EXPANDED COMBAT

The expanded combat section includes new rules intended to make Degenesis function a little differently than standard. Some of this is simply a way to offset some of the potential effects from the changes made in Artifacts, some of it is simply personal taste, and some of it comes down to adding new mechanics to diversify play styles and add new options in combat.

DEATH SAVES

Death saves are common in a lot of games, and Degenesis intentionally eschews them to give a degree of urgency and add real danger to combat.

The purpose of death saves is to tone down the degree to which Degenesis kills players. My group's experience with *In Thy Blood* is a large element in the creation of these rules; the inability of all party members to really follow along with the adventure, and the subsequent need to either have some characters sit out combat heavy settings or just be politely ignored by enemies and environmental hazards was moderately annoying.

As is, the death saves prevent characters from dying to a single powerful attack or a mistake at random, but still leaves them vulnerable to very dangerous attacks (double-barreled shotguns, explosives, etc.) and one-shot kills from massive damage (such as falling off a cliff).

INITIATIVE PASSES

Initiative passes simply add a delay between the actions of characters who get enough Triggers to get bonus actions in combat, making it easier for characters with a poor PSY+Reaction to act (and reducing the effects of freakishly good luck on combat).

FUTURE PLANS

As always seems to be the way, my plans have gotten out of hand. In addition to working on three personal games, a novella, a novel, and *Open Legend* as a contributor, I've been working full-time and not getting back into some of my Eclipse Phase homebrew.

As a result, Artifacts has seen very little love since its last updates in 2016. As of April 2017, my plan is to make Artifacts into a more significant addition, sticking faithfully to the canon of Degeneration.

I am excited about The Killing Game, and may extend a couple of Clans based on the information that comes out in that (if SIXMOREVODKA does not do that themselves).

The first priority as I return to Artifacts is to work on the new Settlement mechanics. That had originally been planned as a separate work, but I have since decided to focus on making Artifacts more of my magnum opus tribute to Degeneration, and as a result go more heavily toward player-facing content.

The second priority is finishing up NPCs.

I am satisfied with the gear selection Artifacts offers. With several dozen new pieces of gear, the main reason I would expand further is to give more unique items to Clans and Cults that need them.

SETTLEMENTS

The settlements system is designed from the ground up to be a new mechanic that gives groups an identity to work around. They can be built from scratch, designed by the GM, or even adapted from existing rulebook content.

Settlements work as a function of attributes, which are developed using points and are divided into six categories: Necessities, Tech, Wealth, Defense, Population, and Morale. In addition, each Settlement has ratings with any of the Cults influential within it, so a Settlement may have an Anabaptist attribute or a Chronicler attribute. Population is actually handled separately, as it is simply the sum of these other attributes.

Settlements have Agendas, which represent what's going on with them for a particular game session. PCs can choose whether or not they contribute to these Agendas, and depending on the way the settlement is run they may even be able to choose the Agenda.

Settlements provide a way for characters to recover between games, to gain special bonuses (via Settlement Potentials), and more.

THE THREATS SECTION

While I love Degeneration, one of the things that always bothered me is that there were few rules for creating NPCs. While Degeneration is not impossible to create content for on the fly, I've found that as a GM my best work comes when I do not have to create everything from scratch and I can work on top of extant content.

As a result, I have created the Threats section, which once finished should contain something like a hundred NPCs, each with their own stat block and details.

However, as of the time of writing, I don't have time to really finish up the NPCs section. I have already created an outline, and I would love if people would contact me—I go by KWilley on the Degeneration forums and on the semi-official Discord (<https://discord.gg/vn36MW5>).

LEGAL AND FONTS

The fonts used are Merriweather Light for the body text, and Lato (in a variety of weights) for the headers, which serve as substitutes to the Avenir font family used in Degeneration. Both Merriweather and Lato are available from the Google Font Project.

Design-wise, everything in this book except the cover was done by myself, drawing from the styles of the original Degeneration book. The Degeneration logo and the subtitle text have been drawn directly from KatharSys, with a color change to make them work on a black background. My only real deviations (that I am aware of) from the original design stems from two sources: working with only LibreOffice, the GIMP, and Inkscape, which allow me to do almost anything I need, and the fact that I like adding red text on black backgrounds. You'll notice that I'm somewhat lazier than the original Degeneration art, because I'm not a professional designer and because I work almost exclusively in vector; I'm too lazy to make grungy designs and stuff.

If you'd like to open this PDF up in LibreOffice and make changes to it, you can. All of the main graphical elements should flow with pages. If you want to, for instance, remove all the new ammunition types and convert all the new firearms to existing calibers, you could open up the PDF in LibreOffice, delete those sections, export a new PDF, and give that to your group. Likewise, if you want to make your own new things and add them, feel free to do so!

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