

TRIBE 8 Player's Handbook



A Tribe 8 Corebook



Dream Pod 9

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The strange and wonderful world of Tribe 8 fascinates you, but you don't know what to do with it? The T8 Player's Handbook answers it all. Designed and written with the assistance of hardcore Tribe 8 players, this manual contains an overview of the game world, followed by extensive tips on atmosphere, character design, equipment, Synthesis and much more!

This book is eminently practical: it's really a player's handbook, designed to help getting started (and progressing) in a fantasy game where there are no elves or dwarves. It is full of serious advice on designing characters: the best combinations of Attributes, Skills and Perks, adventure/campaign ideas, background generators, and a lot more handy stuff on equipment, traditions, and combat.

The Tribe 8 Player's Handbook also contains a complete Open Gaming License conversion section. It explains how to make Tribe 8 compatible with the world's bestselling fantasy roleplaying game, enabling players to import 3rd edition rules' monsters and adventures from other fantasy settings, or to play a Tribe 8 campaign with the well-known 3rd edition rules set.

The Tribe 8 Player's Handbook includes:

- Critical information summaries on the Tribes, Houses and other factions;
- Overview and explanation of the various societies (populations, economics, cultures, etc.);
- Extensive Player Character creation guidelines, including numerous background tables and equipment section;
- Combat-related rules, covering such things as shields, partial armors, paired weapons and special maneuvers, along with tactics and guidelines;
- Clarification and expansion of the Synthesis magic system;
- Complete OGL conversion and adaptation rules.

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Contains
OGL
Material



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Table of Contents

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Chapter One: Introduction 4

What Is In This Book	5
Sidebar: Word of the Fallen and the Metaplot	5
Sidebar: Words, Days and Legends:	5
What is Tribe 8?	6
What Tribe 8 Isn't	7
What Can You Do in Tribe 8?	8
The World of Tribe 8 and the Metaplot	9

Chapter Two: The Tribe 8 Setting10

General Information	11
Sidebar: It offends us!	11
History	12
The Tribal Calendar	12
Geography	13
Weather	14
The Nation of the Goddess	14
Family, Clan, Tribe and Nation	14
Sidebar: The Exception To The Rule: The Agnites	16
Birth to Grave	16
The Circles of the Goddess	18
Religion and Spirituality	19
Industry, Technology and Economics	20
Sidebar: Technological Strengths Of The Seven Tribes	20
The Role of the Bazaar and Bartering	20
Westholm and the Bazaar	21
Crime and Punishment	22
Sidebar: Offense under Fatimal Law	23
Collective punishment of the Fallen	23
The Fallen	24
The First Days	25
Sidebar: The Mechanics of Pain and Banishment	25
Exiled but not Fallen	26
Cells and Outlooks	26
Survival, Food and Water	27
Law And Order	28
Leadership among the Fallen	29
Faith and Spirituality	29
The Shattered World Remade	30

Chapter Three: Character Development 32

Solo Creation, Weaver-Assisted And Cell Creation	32
Sidebar: Intra-Cell Conflict	33
Archetypes	33
Barbarian	34
Bard	34
Druid	35
Fighter	35
Thief/Rogue	36
Cleric	37
Mage	37
Sidebar: Other Archetypes	38
From Whence You Came	38
But I Don't Want To!	38
Friends and Enemies	39

Section One: What Came Before You (Family and Clan)	39
Section Two: Birth and Childhood — The Beginnings	40
Section Three: Coming of Age	40
Section Four: Adulthood and Maturity.	41
Section Five: Banishment	42
The Outlooks	43
Doomsayers	43
Herites	44
Sidebar: Freedom, now what?	46
Jackers	46
Lightbringers	48
Eminences	49
Buying Attributes	50
Other Levels of Tribe 8	51
Skills	52
Skills You iShouldi Have	52
Synthesis	53
Perks and Flaws	53
Rounding out the Character	53
Character Development	54
What now?	54
Determine Long and Short Term Goals	54
Focus or Diversity?	54
Changing Outlooks and Eminences	55
Sidebar: Silhouette Breakpoints	55

Chapter Four: Equipment and Economy 56

Personal Equipment	57
Sidebar: You are not What You Own	58
Selecting Personal Equipment	58
Weapons	59
Knives, Axes, Spears and Bows	60
Sword, Poleaxes and Crossbows	61
Sidebar: Bearing my Mother's Sword	61
Keeper Weapons	61
Armor	61
Barter Economy	62
Step1: Locate the item	62
Step 2: Determine the Value	62
Step 3: The Final Price	63
Sidebar: Medallions, an Ad-hoc Currency .	63
Working for a Meal	63
Who has What	64
Agnites	64
Dahlans	64
Evans	64
Joanites	64
Magdalites	64
Shebans	64
Yagans	64
Fallen	65
Keepers	65
Squats	65
The Value Table	66
The Junk List	67
Armor Pieces Table	67

Chapter Five: Combat	68
Combat Overview	69
Sidebar: Why Combat?	69
Close Combat	69
Parry or Dodge?	69
Ranged Combat	69
Damage	70
Wounds	70
Sidebar: It's only a Flesh Wound	70
System Shock	70
Recovery	70
Tools of the Trade	71
New Weapon Characteristics	71
Improvised Weapons	71
Armor	72
Sidebar: My Weapon has No Effect!	72
Shields	72
Tactics	73
Combat Maneuvers	73
Sidebar: Whoah! Too Much Detail	75
Synthesis in Combat	76
Group Tactics	76
Enemies	76
Sidebar: The Best Combat Advice	77
Non-combat Skills in a Fight	77
Limiting Skills	77
Creative Skill Use	78
Making Combat Work	78
Be Ready	78
Describe the Action	78
Make it Personal	78
Mass Combat	79
Goal Option	79
Unit Abstraction	79
Unit Experience (optional)	79
Formations	80
The Battle Round	80
Mixed Units	80
Damage	80
Loosing Troops	81
Using Tokens	81
Special Rules (Optional)	81
Chapter Six: Synthesis	82
The Spiritual Landscape	83
Sidebar: The Universal Cosmology	83
Synthesis	84
Wielding Synthesis	84
Conjunctive Synthesis	84
Detecting Synthesis	86
Equilibrium	86
Eminences	87
Who decides on Eminence's Domain?	87
The Opposite of... ..	87
Aspects	88
Ritual Synthesis	89
How it works	89
Dreaming	90

Spirit Combat	90
Chapter Seven: Open Gaming Rules	
Conversion	92
Introduction	93
Sidebar: Meet the Examples	93
Basic Mechanics	93
Characteristics	93
Character Generation	94
Races	95
Character Classes and Levels	99
Skills	100
Feats	104
Alternate Combat Rules (Optional)	105
The Tribe 8 Open Gaming Rules Magic System ..	107
The System	107
Limitations	109
Sidebar: Aspect (Synthesis Feat)	109
Magical Healing in Tribe 8	110
Aspects, Formulae and Sundering Abilities ..	110
Technomithing Formulae	112
Sundering	113
Gear and Treasure	114
Antagonists	115
The Houses	115
ZiBri Atmospheres	116
ZiBri Game Statistics	117
Flemis Stat Blocks	118
Koleris Stat Blocks	119
Melanis Stat Blocks	120
Sangis Stat Blocks	121
Chained Template	122

Appendices

OGC License	123
Glossary	124
Index	127

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Chapter one: Introduction

Welcome to the Tribe 8 Players' Guide, also known unofficially as "Word of the Fallen." The purpose of this book is to help both new and experienced players interested in exploring the Tribe 8 world, but who are intimidated or turned off by the layout or presentation of the basic rulebook. This book is about giving you a second wind (or helping you with that first attempt) at exploring the rich, diverse and unique Tribe 8 setting. The amount of fiction has been cut back substantially: information is now presented in a clear, easy to understand, objective format with plenty of examples, to better provide tools and space to explore the setting on your own.





What Is In This Book

Here is a general overview of the five primary chapters of the manual — each of which is neatly divided up for ease of reading and referencing. The introduction also contains answers to some of the “big questions” that surround **Tribe 8** — basically, what is the game about, and what it isn't about. The book presumes some foreknowledge of the setting; newcomers may want to refer often to the Glossary (p. 124).

In Chapter Two, *Setting of Tribe 8*, we will take you through Tribal society and handle aspects of the setting that were breezed over or not covered in the main rulebook — including how the Tribes work together, how individual tribes are structured, what the individual Tribal knows about the world around them, and so on. We will then take you through the ritual of Banishment and describe the first days among the Fallen — how cells form, why they form, how the Fallen feed and clothe themselves, and what are the general attitudes of the Fallen towards the Outlands, the Z'bri, the Goddess and the other human societies.

Character Development, the third chapter, takes you through the creation process with helpful advice. For those who come to **Tribe 8** from more structured template or class-based game systems, we have provided a number of basic archetypes that you might find a bit more familiar. There are also write-ups for each of the four basic Fallen Outlooks that go into more detail than what was found in the main rules. Finally, the chapter includes a back story generator bursting with plot hooks and inspirational ideas for filling in the blanks of your character's life before the campaign.

While **Tribe 8** is not a game about the stuff you carry around, equipment remains important. It can be confusing at times when it comes to what sorts of things are out there to “get.” Chapter Four sorts it all out: weapons and armor, vehicles, general gear and services are all listed here with relative values included. Beyond the simple “list of stuff” format, there is also the **Tribe 8** bartering system, encumbrance rules, and solid information on the nature of materials and equipment in the **Tribe 8** setting — who makes what, what is it made out of, and how do you get it.

The next chapter covers all aspects of combat. From what to do in a fight (combat maneuvers, advice on how to handle different types of threats in **Tribe 8**), to the more important: what *not* to do in combat, and how to avoid fatal and unnecessary battles in **Tribe 8**.

The sixth chapter details Synthesis — **Tribe 8**'s freeform, thematic magic system. Help and advice on how to use (and not use) the rules and how to make them less confusing to those more used to effects-based magic are found here. Also included are reprints of the Eminence summaries from *Adrift on the River of Dream*, and yet more examples of Synthesis use — both conjunctual and ritual.

Last but not least, we have included a basic Open Gaming License (OGL) conversion chapter at the end of this book. While not a complete OGL game system, it does allow you to translate characters, creatures and Synthesis/Sundering magic back and forth between the Silhouette system and the bestselling 3rd edition rules.

1. Introduction

Word of the Fallen and the Metaplot

In order to offer the most information to the most players, this manual is metaplot-free — it contains no reference to any event, person, faction, or feature that is not part of the immediate setting as presented in the core **Tribe 8** rulebook. It is presumed that you will be playing recently banished characters now living on Hom in the shadow of the Tribes living on Vimary.

Words, Days and Legends

The initial setup of the **Tribe 8** library divides the published books into a couple of different types of releases. The two 'Book of Days' (Capal and Vimary) are setting books that focus on single places. The 'Word of the ...' series are meant to be generic sourcebooks, mostly divorced from the metaplot. A 'Book of Legends' is an adventure story that has no connection to the metaplot (sort of like a generic adventure module). The rest of the books are story books and move the metaplot along. These metaplot books should not be read by Players in a **Tribe 8** cycle, as they contain details that are sure to spoil their enjoyment of the story. To be certain which type any given book is, open the front cover and look at the text by the symbol on the bottom of the front page. Interludes are sourcebooks, chapters are metaplot adventures, and books of legends are stand-alones.

1. Introduction

What is Tribe 8?

When someone plopped the main rulebook in front of you, what did you think? Neo-gothic/urban tribal barbarians worshipping feminist totems, fighting off mind-shattering tentacle-demons from another dimension using swords, some sort of new-agey magic, and a heaping dose of "technology bad, grunting and berries good" sort of deal, set mostly in Canada? Tons of small print, pages and pages of character narration, interspersed with a couple of Non-Player Character stats and some nice artwork? When someone first sold you on the idea of playing it, did you think post-apocalypse meets *Clan of the Cave Bear*?

You aren't alone. **Tribe 8** is, at least superficially, a difficult concept to understand. It's a fantasy game, but set in the future, with guns and skyscrapers and motorcycles left lying around. It's post-apocalyptic, but with serious religious overtones and magic everywhere. It's a game that constantly changes who the good guys are. But what is it really about?

It's about growing up, as an individual, as a small group (your cell), as a society, and as a people. It's about learning to think for yourself, to separate the truth and the lies in what you've been taught about the world around you. It's about rebuilding and making the world a better place than it was when your Character was born. It's about taking this really bad thing that happened to you, your shameful exile, and making something good out of it.

In this game you play a Fallen, someone who was thrown out of the "perfect society" because it wasn't as perfect as the Fatimas told you it was. You live on a discarded island — a forgotten land for a forgettable problem. But there is something here, something greater than yourself. For some it was a vision, a visitation of the divine; for others an omen from the greater world around them; and for others yet it was a totally internal choice (the snapping of the proverbial final straw) and instead of just waiting to die they decided to do something, anything, because this can't be the end of life.

The island of Hom is full of people like you — some talk, others dream, and others act: each is necessary in some way, and everyone tries to do his or her part. Without loved ones or a family, you start to build a family around you: your cell. You may not always get along, and sometimes you downright hate each other, but in a way you need each other — to simply be there if nothing else. Now, you and your cell have to deal with others like you — people who want to do *something*. That something might be very different than what *you* want. They might interpret the prophecy of Joshua differently from you, and some may not care at all about Joshua — they just want to survive another day. You have little food, clothing or shelter, and your most likely source of these is the very society that kicked you out (a fate, remember, that is supposed to be worse than death). You can't just go up to them and ask for food — you have to beg, toil, or steal just to get what you need — sharing with some, being forced to share with others.



Then there's everyone, everything, everywhere else to deal with. Beyond the island of Vimary is a whole, strange new world, with crazy xenophobic Keepers, fierce barbarian Squats, twisted Z'bri-worshipping Serfs, the Z'bri themselves, the restless dead, and surviving threats from the World Before (like radiation, toxic chemicals, diseases, etc.). If that weren't bad enough, you also have to remember that there is more to our world than what we can see in our waking hours — there is the River of Dreams, the Sea of Lost Souls, and spirits of all sorts. And there is one all-important question overshadowing all else, a challenge to all of humanity:

What are you going to do about it?



What Tribe 8 Isn't

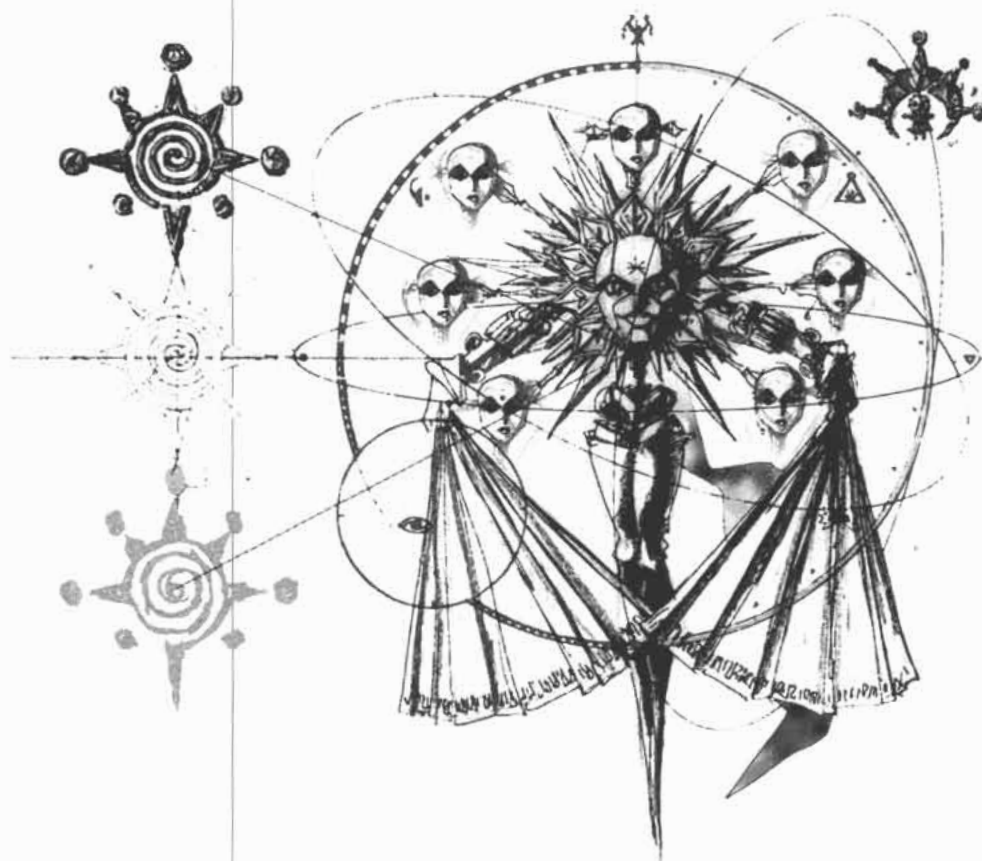
Tribe 8 isn't reality. It uses its themes and props, but it isn't a religious doctrine, or a feminist/New Age manifesto. It isn't meant to be a bondage-obsessed pornographic setting, where young Teresheban schoolgirls get molested by perverted Sangis Z'bri. It isn't meant to be a Post-Apocalyptic 1980's action movie with rusted muscle cars and plenty of studded leather, where everything is solved with big explosions and lots of gunfire. The magic in **Tribe 8** may be inspired by shamanism but it isn't real; the Goddess and the Seed may be inspired by some supernatural beliefs but they are not real.

The heroes of **Tribe 8** are not perfect. By perfect we mean the standard, cinematic model of heroism. The archetype prevalent now is strong, virile, smart, witty, the hero who always knows exactly the right thing to do and never makes a mistake (unless that mistake turns out to be a good thing in the end). They may get hurt, but never permanently or seriously. Think Superman — good at everything, or good enough at enough things that he doesn't need to worry about the few things he isn't good at. This hero never grows as a person, romance is a passing diversion, family is inconsequential, and loyalties are non-existent or so unquestionable as to be irrelevant. Rather, the heroes of **Tribe 8** are people who can find triumph even in apparent failure — because they learn something about themselves or the world around them.

The themes and the setting have elements of the horror, post-apocalyptic and fantasy genres, but it isn't purely any of these. There are no princesses to save *per se*, no mutants running amok (unless you count the victims of the Z'bri) and no unkillable teen-slasher film madmen around. The Outlooks are not hard and fast character classes, there are no caches of pre-collapse powered armor laying about, no fully functional military bases with supercomputers, jet fighters, and the like.

That isn't to say that **Tribe 8** can't be any of these things — indeed, anyone can easily throw in new elements. They just aren't incorporated into the setting as presented, so unless your group has decided to do things like this and have made adjustments for them, don't expect these elements to show up.

Introduction



What Can You Do in Tribe 8?

Short answer — anything you and your group want. **Tribe 8** has an amazing resiliency in the setting's makeup. While it does have a story that wants to be told, you should feel no compulsion to follow it. Make it your own — the rulebook pretty much presents a world ready-made to go in whatever direction you want. You don't need to look very far — the hooks for adventure are everywhere. Relic-hunting in the ruined cities of the World Before? Check. Z'bri-hunting in the Skyrealms and Ziggurats, for a dose of suspense, high action and adventure? Check. Swashbuckling exploration and adventure re-discovering the world? Check. Nameless wanderers traveling from one last bastion of civilization to another? Check. Deep political interaction among the Sisterhoods? Check. Epic warfare against human and non-human forces? Got that too.

Don't feel limited to the story arcs of the metaplot. While the game is set up for Players to incarnate Fallen Tribals, by all means you can also be Squats living on the edge of Vimary and looking in on the wealth the others, even their own outcasts, have while you starve. Or Keepers quietly moving beneath the superstitious noses of the barbarians, quietly fixing city-destroying crises (like preventing the Machine Monks from getting hold of a relic battle tank). Or even Serfs, fulfilling the wishes of their living god-masters, trying to reunify the old Lords in order to retake Vimary and bring the Keepers and Squats under the control of the Z'bri.

Don't even feel compelled to use the Vimary or the Capal settings. While this option may take a bit more work, there is no reason why it had to be the Camps around Vimary that were the ones visited by the Wanderers, and where the Fatimas were born. Maybe the Wanderers traveled the Camps in Africa, or maybe liberation came from British Keepers uniting with Highland squats to retake the British Isles in the name of humanity. Perhaps the Fatimas use the Chinese gods archetypes instead, for an orient-based campaign. These alternative settings will require more work from your Weaver and your group, but there is nothing that says you can't do it. You buy the books, what you do with them is your responsibility.

The World of Tribe 8 and the Metaplot

While this isn't the space to explain the whole of the metaplot (after all, the details are really for Weavers only to read, and if you play through the stories you might spoil them by knowing all about them) there are a couple of things you might want to consider about the metaplot. The metaplot is set up as five longer chunks called "story arcs." Each of these arcs has a number of smaller campaigns and individual stories within it. The whole thing covers over thirty years of game time, so it is set up for multi-generational game play: you could retire one Character and play someone from the younger generation, and the themes shift as things move along.

The first official arc is *Children of Prophecy*, which covers the first 3-5 years from the main rulebook's "year 0" starting point. The books set in this timeline are the following:

- Tribe 8 Weaver's Screen (intro adventure: *Enemy of My Enemy*)
- Vimary Sourcebook
- Children of Lilith
- Tribe 8 Companion
- Horrors of the Z'bri
- Into the Outlands
- The Word of the Pillars
- Trial by Fire
- Book of Legends
- Word from the North

The second arc is called *Conquest*, and covers the next 2-3 years after the events featured in **Trial by Fire**. There is a shift in scope and tone, and lots of big (i.e., world-shattering) things happen in this arc.

- Warrior Unbound
- The Word of the Fates
- Broken Pact
- Vimary Burns
- Harvest of Thorns
- Word of the Dancers
- Revanche
- Adrift on the River of Dream
- Liberation
- Capal: Book of Days

The third, and as of this book, current arc is *Legacies*, which takes place about five years after the events in **Liberation**, and which is introduced in **Capal: Book of Days**. There is a generational shift here, and the setting becomes much widespread (the Characters can now venture far outside Vimary to discover the world). The themes here, as the title suggests, are about the consequences and effects of the past on the present and the future.



Chapter two: The Tribe 8 Setting

This chapter is meant to complement the character narratives found in the main rulebook and in the various Tribal "Word" books. It provides a clear and clean picture of the setting, the day-to-day habits of the inhabitants of Vimary, and most importantly, provides a level of information about what the average Tribal knows (or is taught to know) about the world around them. This is not an exhaustive, comprehensive investigation of the setting, nor is it set up to restrict any changes you and your group wants to make. It merely provides a basic grounding in the default setting of the game.





General Information

We begin our grand tour with life among the Tribes of Vimary, since that life is provides the foundation for all the Fallen's backgrounds. They all began as Tribals, birthed from Tribal mothers and taught the Tribal ways. Then we move on through the banishment ceremony and into how the Fallen exist — in particular, how they survive and organize given the nature of their situation.

New players may want to refer to the Glossary often when reading this chapter. A number of setting-specific terms and names are used, which require more explanation that can be integrated within the main body of the text itself.



2. The Tribe 8 Setting

It offends us!

There is a lot of possible things in the Tribe 8 setting that may not sit well with the modern morals of a game group. The Tribes live in a world where they are simply "better" than others, especially the Fallen. The spirituality in Tribe 8 is a mix of the modern and the primitive — the concept of blood sacrifice and the ritual skinning of the dead sits side by side with modern notions of gender and salvation. One has to remember that the Tribals lack the structures, the formal education, and the freedom to think that we take for granted. Much of what they do is because they are told what to believe, how to act, and what to do, by their leaders and their Fatimas. This is not a society with a free press, independent secular institutions, or even many common notions of classic liberalism. It is one where generation of humans were tortured and enslaved by body-possessing demons, where a Goddess is made manifest through demonstrable acts of magic and has living constructs of metal and debris to serve as Her avatars. Much of the Tribals' justifications for their actions hinges on identifying who is "saved" by the Goddess — Tribals are; Squats, Keepers and especially Fallen and Serfs are not. People without souls are not people, and so there is no guilt in treating them as non-people.

Of course, the presence of these things is only part of the equation. The most important factor is whether or not your group feels comfortable handling these issues. This is not something this book can answer; it can only be an ongoing matter of trust and open discussion with fellow Players and the Weaver. You don't need to dwell on the more objectionable elements if you don't feel comfortable doing so, and if you object strongly to including this sort of thing into your game you don't even need to mention it. Remember — once a game ceases to be fun and entertaining for everyone, then it is no longer a game.

History

The average Tribal knows little of their distant history beyond what is taught from Baba Yaga's "100 Books:" that in the distant past humanity lost their connection to the One Goddess, and consequently, the River of Dreams. That after generations of this disconnect, they had forgotten their past altogether and started to believe that the World of the Flesh was all there was to creation. They built an empire of machines on this Earth; the ruins of this empire is all around the Fallen today, peaking out from under new green growth and towering above the Bazaar like the rusting bones of some skeletal beast. The Goddess grew angry with humanity and sent the Z'bri to remind them of the World of Spirits, of the River of Dreams, and Herself. To do what needed to be done, the Goddess turned her back on humanity and the Z'bri. The Z'bri were seduced by the corruption of the World Before and betrayed the Goddess, taking advantage of Her trust to enslave humanity and declare themselves gods. This brought about the closing of the Fold, and the Camps.

When the Goddess turned her gaze once more to humanity, she discovered what the Z'bri had done and sent the Wanderers to plant the seeds of Her daughters and vessels of Her grace, the Fatimas. The Fatimas liberated humanity from the corrupted Z'bri. His task done, Joshua, the Goddess' only son and bearer of Her wrath, no longer had a purpose in this world, and so he sacrificed himself. Those who had learned the Goddess' lesson then joined the Fatimas in Vimary, where She promised them a land without want or strife. With the birth of a new generation free of the Camps, the Goddess called to Mary, and Mary became Agnes, a new Fatima to symbolize the new beginning of humanity.

These events have no fixed time in the setting, and there is no firm dates for any of them. Some things have changed dramatically, while others show signs of only a couple of decades passing, if that. This is the nature of the world — it gives the past a sort of "faerie tale" feeling. From the Liberation of the Camps to the present day, about three or four generations have passed. The oldest surviving **Tribe 8** Non-Player Characters (spirits and Z'bri notwithstanding) are members of the first generation, and of these, only two remain: the Fisher King of Tera Sheba's tribe, and Grandmere Decembre of the Yagans. The second and third generations form the bulk of the leading adult cast of **Tribe 8** — these generations grew up with Agnes, not Mary. The Rust Wastes already existed, and Joshua was rapidly becoming nothing more than a footnote in their oral history. This generation was also the first the deal with the formal concept of Banishment. The last generation are mostly young adolescents and children — youngsters like Puck, Altara Ven, Kyr the Free, and many of the Player Characters themselves. They are the first full generation to live without knowing any of the first generation, and to lack a solid connection to the liberation and the nightmare of the camps. For these youths, Joshua is a name that isn't even mentioned except by the Fallen demagogues, and Agnes has *always* been the seventh Fatima.

The Tribal Calendar

The Tribes measure time by observable phenomena — the movement of the seasons, the Moon and the Sun, and the tides on the great river. They know that there are thirteen lunar cycles per year, each lasting twenty-eight nights. They know that there are four seasons of slightly unequal duration — the inequality is the result of the region's tendency to observable short, intense summers and long, drawn out autumn-winter-spring weather. Individual "months" do not have a name, but instead are merely counted or discussed in relational terms — this month, last month, next month.

Tereshebans use a dating system that names each day for a Fatima, in the order in which they appeared, but excluding Joshua altogether and using Agnes for the final day. Evans pay attention to the larger lunar cycles and passage of seasons more than the shorter periods. The Yagans measure the movement of the Sun and the Moon, among other spiritual bodies, and their Mordreds having an elaborate cyclical calendar tied to various spirits (an amalgam of the Chinese and European zodiacs). The other Tribes either ignore concerns about time altogether (the Agnites) or stick to the lunar cycles or other simple, observable phenomenon. This is why the dating of certain rites and festivals is tied to weather conditions: the first day after the ground thaws, the first snowfall, the changing of the colour of the leaves, and the shortest day or night.

Geography

For those not in on the geography, Vimary is "Ville-Marie", an early name for the island metropolis of Montreal, in the Province of Quebec, Canada. The Tribals live in the western end of the downtown core. The Keepers live in and around the site of the 1967 Summer Olympics (the Olympic Stadium). The Fallen live on the islands which now house Le Cirque du Soleil, the Montreal Casino, and the amusement park La Ronde. The current explored Outlands extend West through Rhanto (Toronto) and into the Canadian Prairies (where the Riders With The Wind originate), south to Hattan (Manhattan), northeast beyond Capal (Quebec City, the provincial capital), and East out across the Atlantic to Sanjon (Saint John's, Newfoundland).

Note, however, that the geography of this region should not be limited by what is found on modern maps. The cataclysmic events of **Tribe 8** have literally changed the face of the world, warping and re-molding it with Dream and Sundering. In general, things are the same — Vimary is the same shape as the island of Ville-Marie, for example. But many of the details will have changed, sometimes drastically. If your Cycle needs a mountain range in what is now flat plains, don't despair. Drop a mountain range there, and then make up a legend about how it came to be.



Tribe of the Nation: Agnites

Demographics: Estimated Population 1100, # of Children varies, Avg. Age 13, Agnite Breeders have several children but Breeders and Barren do not live much beyond their 30th birthday if they even reach that.

Homeland: Vimary, Playground.

Economics: Meager, trade found items for needs.

Politics: Basic Ideology: Progressive/Experimental, Allies — Dahlians, Evans, Enemies — anyone Agnes says.

Status: Fluid and chaotic.

Motivations/Goals: To play and be young forever.

Summary: "We are the future, you'd better be nice to us!"

Weather

The weather in and around Vimary tends to long, drawn-out winters and relatively short, hot, and humid summers. Being situated on a major waterway, Vimary is prone to severe storms bringing lightning in summer and heavy snow in the winter. In the winter, the surface of the river freezes enough to make attempts to walk across relatively safe. In the winter, very little moves around on Vimary. Deep snows and the threat of both wolves and wandering Chained Z'bri keep the Tribes in their warm homes and the Fallen in whatever shelter they can find on Hom. Raids in late winter are not uncommon — both starving Squats making suicidal raids on the Tribals for food and Fallen Herites doing the same to feed the hungry on Hom. There is some muted activity in the Bazaar, where people can still get about through the tunnels and shovelled pathways.

Winter allows the Keepers to come out. The heavy snow, pink-brown with rust, keeps the worst of the Rust Plague at bay, and their relic clothing keeps them very warm. A few 'thunder-sleds' (relic skidoos) patrol the area around Olympus or make hunting forays into the Outlands.

The Nation of the Goddess

The Nation forms the main free human social group on the island of Vimary. They are composed of seven Tribes which work together, under the direction of their Fatimas, to ensure the true survival of Mankind (or so they believe).

Tribe of the Nation: Dahlians

Demographics: Estimated Population 5200, # of Children 3, Avg. Age 32, Dahlian demographics shift very little.

Homeland: Vimary, nomadic.

Economics: Strong, based primarily on trade and facilitating trade (the Caravans).

Politics: Basic Ideology: Creative Destruction, Allies — Agnites, Enemies — Fallen, Squats, anyone who tries to interfere with them.

Status: Worried — they know about the Outlands and see the pressures put on the social fabric of the Nation.

Motivations/Goals: To teach through trickery and deceit.

Summary: "The lesson may not have been what you expected but you learned it didn't you?"

Family, Clan, Tribe and Nation

At the heart of the Tribes lies their social organization: it defines their culture and their way of life, and was given to them by the Goddess at the Liberation and the birth of Vimary. Each level of the system emphasizes interdependence of the greater whole. Families work together within the greater whole of the clan, and the clans are united by their Tribe, and the Seven Tribes reflect the unity of the Seven Sisters under the One Goddess. There is a corresponding desire at each level to keep the group somewhat independent and closed to outsiders: families share close ties of parentage, clans define themselves by their named ancestor, and the Tribes discourage unnecessary intermingling. While the parts of the system encourage interdependence, there is a strong tradition of Tribal isolationism that is equally encouraged by the Sisterhoods, who use this tradition to maintain a purity of their particular rituals and political goals.

Taking a look at the system from the largest level we have the Nation, which stands apart from the rest of the world. It sees itself as being alone, the only bastion of 'real' humans, the only ones possessing souls and salvation through the Goddess and the gift of Synthesis. This attitude means they do not recognize any claims of equality from Luther Boarhead's confederation or the Keepers of Olympus. With the exception of contact on an individual basis — mostly accidental meetings, illicit trading and the occasional Magdalite diplomatic envoy — the Nation does not speak to these groups and does its best to ignore their existence.

Under the banner of the Nation are the Seven Tribes, each following a single Fatima and led by a sisterhood of dedicated followers of that Fatima. Each Fatima represents an aspect of the One Goddess, whose nature the Tribals are taught is too vast and unknowable to be understood in its entirety by humanity. The beginnings of the Tribes date back to the Liberation. Those serfs who surrounded the new Fatimas and those who survived the Liberation were the first Tribals. The division and isolationist nature of the Tribes in part comes from those days — the "other" Tribes were strangers, their Fatimas strange and unknown. It was for this reason that when the Tribes came to Vimary that they choose to live nearby, but not with each other, in semi-isolated communities.

To keep the Tribes from competing with one another, the Fatimas instructed each of their Tribes to focus on a single aspect or need for their survival. This permitted them to live without competing for scarce resources and made them instantly dependent on the well-being of the others to keep themselves alive. One Tribe protected the others, one would grow the crops, one would fish (for food and symbolically for knowledge from the World Before), and one would distribute the goods between the Tribes, and so on.

Within each Tribe are the clans — extended families who trace their lineage from one of the major heroes of the nascent Tribes. These clans serve as the internal structure of each Tribe — at least until recently with the emergence of guild-structures. Many clans hold some physical or political traits in common. For example, the descendants of Kilbourn, the Kil'on tend to be very tall and muscled, almost giants compared to others, while the Sheban Ever'ons (children of Everett) are much more conservative and politically active than other Sheban clans.

New clans are created when the Fatima allows the surviving family of a notable Tribal to take the deceased's name as their clan-name, a great honor that is never without some political fallout within the Tribe. Lineage is traced through the first born; male or female is a matter of Tribal and clan tradition — Joanites tend to follow the male lines, while the Evans follow the mother-daughter line. Other Tribes make no traditional distinction or use some other criteria for authority. For example, Shebans use status of the individual family, Yagans use age.

Tribe and clan are what may be important to the Nation as a whole, but the most important unit for the individual Tribal is the family. Within a clan you may have a single or several families. Families are the basic building block of Tribal life and politics. The line between 'clan' and 'family' is simply a matter of living space and tie to the named ancestor. Who leads the clan is a matter of generational peer groups within families and between closely aligned families. This is the most political level of Tribal society — who leads and speaks for the clan, who the clan puts forward for apprenticeship and who controls interaction with the Fatima and other levers of political power. To a lesser degree, the clans follow similar lines in their influence over the Tribe as a whole, but the interplay between clans happens at a much slower pace. Many clans have held power simply through the name of their ancestor for generations, and strife within the clan can make any unified effort of the clan to better or protect its position within the Tribe difficult.

2. The Tribe 8 Setting

Tribe of the Nation: Evans

Demographics: Estimated Population 13000, # of Children 6+, Avg Age 22, only the large numbers of children and the early age at which Evan mothers have them keeps their average age so low.

Homeland: Vimary, Sunblessed Isles.

Economics: Strong, based primary on agriculture and natural resources.

Politics: Basic Ideology: Conservative, Allies — Magdalites, Shebans, Yagans, Enemies — Dahlians, Fallen.

Status: Growing — soon they will be unable to sustain themselves in their traditional homelands.

Motivations/Goals: To nurture the Nation like a mother nurtures her child.

Summary: "Farmers, healers, and mothers, we are the living embodiment of the Goddess."

Tribe of the Nation: Joanites

Demographics: Estimated Population 6100, # of Children 4, Avg Age 30, combat often kept their age younger and population low, but this shifting.

Homeland: Vimary, the Towers.

Economics: Stable, once needed for external protection the Joanites are moving to a more law enforcement.

Politics: Basic Ideology: Conservative/Loyal, Allies — Shebans, Enemies — Fallen, Squats, Z'bri.

Status: Conflicted — there is resistance to the changing nature of the Tribe, compounded by the silence of Joian.

Motivations/Goals: To serve the Nation's will — for better or worse.

Summary: "We are the strength of the Nation. A sword or shield to be used against any threat — internal or external."

The Exception To The Rule: the Agnites

As a Tribe, the Agnites violate many of the generalities described in this chapter. The Agnites are the glaring exception to all the rules because of their very nature and because that nature is a reflection of Agnes' own youth. There is no connection between generations, and status is awarded and stripped from individuals without any rhyme or reason — at least, in the perceptions of adults. The Agnites are literally children playing at making a society without the structure or direction given by a formative event like the Liberation of the Camps.

There is no claim to fame more important than finding a new cache of toys, being the best at tag, or knowing a good joke to tell Agnes.

Roles and functions are non-existent among the Agnites. Agnes has her favourites, but their sole "function" is to be Agnes' best friends and keep her entertained. These best friends can be bullies, pranksters, storytellers, or just children who are good at playing tea party.

Education among the Agnites is more accidental and experimental than any other Tribe. The Evans and the Barren who hover at the edges of the real Agnite society try their best to educate the Agnites, but when 'play' is considered better than 'learning' by the Fatima Herself, they don't often succeed.

If you are interested in learning more specifics about the Agnites, check out *Word of the Dancers*, particularly the Weaver's Resources chapter starting on page 88.

Parallel to the family-clan-Tribe structures is the emerging power and influence of the professional guilds and schools — inter-familial and inter-clan groups organized by function, not by legacy. While the sisterhoods have always held a role above all others, given their relationship to the Fatimas, the influence of these guilds is beginning to be felt as the Nation grows too vast for families to properly influence events and as the nature of the Tribes change over time. For example, among the Joanites the Blades lose ground to the Watch since the need for warriors gives way to the Nation's need for law enforcers. Some clans and families watch the growth of the guilds with interest and fear — others take proactive action and seek to control individual guilds, a task made easier in some cases where the guild's function was originally completely within the domain of a single clan.

Birth to Grave

Birth rituals vary among the individual Tribes. In most cases, it will involve several of the women in the family, along with the presence or assistance of a trained Evan midwife. The father's participation is usually peripheral, at best. Motherhood is sacred to the Tribals, and each new life is another reaffirmation of the blessing of the One Goddess, channeled to the family through the auspices of the Seven Sisters. Problematic pregnancies are seen as bad omens, and are blamed on either outside malevolent influences or some failure on the part of the mother — "her faith was not strong enough" is a common explanation, as is "she rejected the child in her womb."

Shortly after the birth — anytime from immediately to a full lunar month after — the first major ritual of a child's life is held. They are presented to their Fatima and officially accepted into the Tribe. It is at this time that the child is given their birthname and their family names. Since most Tribes are quite small and concentrated in one geographical area, this is usually a fairly informal ceremony, witnessed by a couple of the Fatima's chosen priestesses and members of the larger clan and immediate family. It is at this time that the Fatima grants the child the potential of her Eminences. In the case of more structured/orthodox Tribes (like the Shebans) such adoptions are more formal, and often accompanied by more elaborate rituals where the family comes to the Fatima, not the other way around. The ceremonial feast described in the main rulebook (p.35) can be a part of, or separate from, the Fatimal adoption. This banquet serves two purposes — it is a reward to the midwife for services rendered, it and the gifts received provide for the parents while the mother recovers her strength. Finally, it serves to tie the child to the larger community and clan from the moment of her birth.

The attitude towards childhood death, sickness, and malformations depends highly on when such things occur. It is the responsibility of the Evan nurses to deal with the vast majority of these problems. Children dead at birth are considered to be a failure of the child's soul — an impurity that the Goddess did not want to burden Her Tribes with. The family is consoled and the remains are disposed of quietly and discretely. Children who sicken and die prior to their Fatimal adoption are treated in a similar manner. Their souls were too weak to remain, or were unfit to survive. Again, the child is not mourned. Serial early infant death does lend a stigma of bad luck or spiritual weakness to the mother after a while. Children who die after their adoption are given the same treatment as any other Tribal member, with a great deal of mourning. Children who are crippled by birth or struck early by sickness are generally treated well, but suffer the consequences of their inability to contribute to the welfare of the family and the Tribe to the same degree as their healthier and more able-bodied peers.

The child's family is responsible for their early education. They learn their place in the world and their place within their Tribe, clan, and family. More prestigious families will hire tutors, usually Terasheban or Evans, who help give the children a 'head-start' on their later apprenticeship education. These families also place emphasis on learning the history of their ancestors to instill the proper sense of entitlement in the new generation.

Depending on the Tribe, higher education occurs later in childhood, on average just after the tenth birthday. This training is more directed to a single role — they are learning the knowledge they need to perform their function within the Tribe and the Nation as a whole. In some cases this education is tied to the coming of age ritual. The ritual is either the beginning of the training, as is the case with Evans, Magdalites, and Dahlians, or coming at the end, a sort of final test, a practice of the Joanites, Terasheban, and Yagans. Once the training is complete and the youth is accepted as an adult in their Tribe, they go on to be fully functioning members of their society, and are granted the full rights and burdened by the full responsibilities inherent in that position.

What they learn is a matter of their Tribe and their family. Questions about the past and the basic 'truths' are taught by rote — they are not to be questioned; they are objective truth and fact. There is no space provided for discussion or criticism. To a similar degree, the destiny of the child is also not up for discussion, let alone their free choice, although among the Dahlians this is most definitely not true. The child is simply too young to know what's best for them, or for the family/clan/Tribe/Nation. Entrusting them with such a terrible choice is tantamount to letting the Serfs debate the nature of the Goddess. Skills and knowledge from their guilds can be hidden or passed on as trade secrets or mysteries requiring the student to undergo initiations that may require them to make solemn vows to never reveal them to others.

Marriage is seen as a means to an end — that end being children. As such, those Tribes who place particular emphasis on motherhood also put emphasis on marriage. The marriage bond is a commitment to support the children and provides stability to the Tribe-clan-family structure. The husband usually is the one who joins the wife's family, although the opposite is not unheard of. How marriages come about varies — most are initiated by one partner or another, and are done with the permission of their families. Others are organized by the larger clan, or sometimes even the sisterhoods, for the purpose of mending wounds, forging alliances, or saving public honor. The rituals associated with marriage also vary, as do the responsibilities of the partners. Among Magdalites, marriage is little more than an affirmation of a casual relationship and the support needed during pregnancy. Among the Evans it carries much heavier seriousness, and among the Agnites, marriage games are usually done in secret — they are often seen as a sign of maturity and forever leaving Agnes' grace to become either a Breeder or a Barren. Same sex pairings are dealt with on an individual basis, but there is always some pressure to help produce children, even if not with your chosen partner. Children are the future of the Tribes and not helping with their production and raising is tantamount to harming the future of the Tribes and an insult to the life the Goddess has given you.

Tribe of the Nation: Magdalites

Demographics: Estimated Population 2600, # of Children 2-3, Avg Age 30, Magdalites have few children and usually have them later in life.

Homeland: Vimary, Xstasis.

Economics: Stable, providing expert goods and services in exchange for luxury items.

Politics: Basic Ideology: Liberal, Allies — Evans, Yagans, Enemies — Sheban, Z'bri and Fallen.

Status: Calm.

Motivations/Goals: To remind the Nation that toil is not the only thing in this world.

Summary: "We are celebrants of the holy temple of the body and the heart."



2. The Tribe 8 Setting

Tribe of the Nation:
Shebans

Demographics: Estimated Population 3900, # of Children 3, Avg Age 38, children are spaced out over their life.

Homeland: Vimary, Sunken City.

Economics: Stable, they receive good in exchange for their services as advocates and judges.

Politics: Basic Ideology: Authoritarian/Traditionalist, Allies — Evans, Joanites, Enemies — Fallen, Dahlians and Yagans.

Status: Confident — the Shebans maintain their role as leadership while slowly eroding the sovereignty of the other Tribes through the Watch and the Inquisitions.

Motivations/Goals: Maintain and extend authority.

Summary: "We are the lantern that lights the way of the Nation and the law which keeps it upon the path."

Just as motherhood is not just a matter for only the Evans, death and old age are not things that solely concern the Yagans. As a rule the elderly hold a position of respect and dignity among the Tribes — it is their reward for a life of hard work and recognition of their new responsibility: to pass on their wisdom to the younger members of the clan. Care for aging parents falls on the whole family and clan, with the largest part of the responsibility falling to their immediate children. Old age also carries a responsibility for those who reach it — they are entitled to a certain level of assistance from their clan, but it is the clan and the Tribe that is of utmost concern, not the individual. Death is not an ending to the Tribals, merely a passing on to the Goddess and one's eternal reward. As such, in times of hardship, the elderly will often be expected to recognize that their well-being and the well-being of others are at odds. It is rude to speak of this but sacrifice is expected, as one final service to their Tribe, clan and family. The involvement of Yagans in the handling of the dead is necessary to make sure the soul is taken across the Fold. The Yagans also fulfill the minor role of sniffing out whether the death was voluntary or not — spirits of those abused or killed rarely rest easy and often work to harm the living.

When elders die, their skins are collected by the Yagans. The markings often hold the history of the clan or family. In a very few cases, there is some conflict between the Pellis Artisan and the clan over ownership of the skin, a dispute which the Yagan wins more often than not. Their cooperation is needed for the funeral rites — offending a Yagan can be dangerous and unhealthy. Finally, the feast held by the Yagan and the clan is the final official send-off of the spirit and serves much the same role as the naming and Fatimal adoption ceremony does — the food and goods collected help the surviving family and serve to give the community a sense of closure. Some clans and Tribes have additional ceremonies and rites to respect the dead.

Tribe of the Nation: Yagans

Demographics Estimated Population 7500, # of Children 4, Avg Age 46, Yagans live a very long time and have children late in life.

Homeland: Vimary, Great Hill.

Economics: Declining, as the population ages their services are required less often but they are supported for their role as wise elders.

Politics: Basic Ideology: Traditionalist, Allies — Evans, Magdalites, Agnites, Enemies — Guides, Fallen, Z'bri (Melanis in particular), the Sea of Lost Souls.

Status: Retiring — the tribe focuses on their elders to the detriment of their younger generations.

Motivations/Goals: We are the fortune tellers and ritualists of the Nation.

Summary: "We are the end of life and the guardians of the Goddess' salvation."

The Circles of the Goddess

The Nation sometimes calls together multi-Tribal groups to perform certain deeds on behalf of the Nation as a whole. These 'circles' are analogous in many ways to a Fallen 'cell' — they are often made up of diverse people tied together by a central goal. They differ from the cells of the Fallen in many key ways as well — they are usually very temporary groups, focused on a single task and the bonds between the members is not as strong as the pseudo-familial ties of a cell.

Harvest Circles are called together for a single objective. They remain together until that objective and then are disbanded. They are usually called together by a superior, often a group of superiors, and are picked for reasons external to the individuals themselves. The Tribal Council itself is a Harvest Circle of sorts, although its goal is never-ending (to guide the unity and civil life of the Nation as a whole).

Horizon Circles are called as a result of some great event and are more contemplative than a Harvest Circle. They also tend to stay together longer, the circle sometimes outliving the individual members. Their purpose is to study an event and use their knowledge for the betterment of the Nation as a whole. The Crescent-Chasers, a Horizon Circle made up of Tribals from the Fates, is charged with watching the heavens for any sign of a future Falling Plague (meteorite).

Moon Circles resemble the previous two types but do what they do without thought of compensation or reward. Joining a Moon Circle often is a irreversible decision and the Fatimas choose only their most devout followers for these circles. The Dream Harrowers, a Moon Circle who protect Vimary from the unseen dangers of the River of Dreams and the Sea of the Lost, require Circle members to commit ritual suicide in order to free their spirits from the obligations of the flesh.

Shadow-Cast Circles are the secret, unofficial, and often illegal/immoral Tribal circle. Their existence is not sanctioned by the Fatimas, the Sisterhoods, or the Tribal Council. Shadow-Cast Circles must hide their goals and their membership from the rest of the Tribes, and often their goals involve deals or knowledge that Tribals are not meant to know or allies that are forbidden to deal with (like the Fallen or Z'bri). The Blood Silk, a Shadow-Cast Circle that seeks to combine the arts of Synthesis and Sundering, a goal which requires members to learn the terrible secrets of the Z'bri as well as drink their foul essence, is one example of this sort of Circle.

Religion and Spirituality

The sisterhoods teach that it is to the Goddess that all love, devotion and faith must be directed, but such can only be properly channeled to the Goddess through her seven chosen avatars, the Fatimas. The Goddess is too vast and too holy for humanity to fully understand, so Her virtue is embodied in the Seven Sisters so that it can be better understood. A few pray for direct intervention by the Goddess but dealing with a Fatima and her sisterhood is usually more immediately effective. The particulars of the worship of the Fatimas vary between the Tribes — for more information, consult the appropriate Word sourcebook. The Sisterhoods commonly use their authority to control access to the Fatima and to manage the petty squabbles of the various clans and families. Younger members of the Sisterhoods spend their time learning the secrets of Synthesis and how to best serve the Tribe as a whole in these two roles.

Veneration and asking assistance of another Fatima is done, but severely frowned upon — the individual's soul is the responsibility of their own Fatima. To ask aid of another is to say that you do not have faith in your own Fatima, and therefore do not have faith in the Goddess. It is considered acceptable when the situation touches the role of another Sister directly, such as asking Agnes and Joan to protect lost children, or praying to Eva for a safe and easy birth, or making offerings to Baba Yaga for assistance in warding off a troubling nightmare.

The use of Fatimal medallions was started in order to signify such minor prayers. The medallions are held or worn by the subject of the prayer. The less pious manufacture counterfeit medallions and sell them to Tribals and others, a serious crime in the eyes of the Sisterhoods. This has led to a form of trade-value economy using the medallions as the basic unit of currency — a practice that is outlawed by all the sisterhoods but continues to be used in the darker places in the Bazaar.

2. The Tribe 8 Setting

The Fallen: Doomsayers

Demographics: Estimated Population 130, # of Children <1, Avg Age 20, Yfette's mass suicide has cut their numbers dramatically.

Homeland: Hom.

Economics: Fragile, they are Fallen.

Politics: Basic Ideology: Conservative, Allies — Guides, Herites, Lightbringers, Enemies — Herites, Lightbringers, other Doomsayers.

Status: Fragile — the recent death of Yfette and other major Doomsayers has placed their credibility in jeopardy, Veruka's poor health also endangers them.

Motivations/Goals: To see and understand the omens, to avoid the hidden threats.

Summary: "We are the Eye that looks within, into the darkness in order to See."

The Fallen: Guides

Demographics: Estimated Population 2, # of Children 0, Avg Age 50, There are only two known Guides — Halos and Den-Hades.

Homeland: Hom.

Economics: None, they are supported by their students in exchange for lessons and advice.

Politics: Basic Ideology: Socratic, Allies — Lightbringers, Doomsayers, and Hunters (see Z'bri), Enemies — the Z'bri, the Fatimas, some Herites.

Status: Respected — they are treated with awe and respect but rarely get involved personally in politics.

Motivations/Goals: To guide the Fallen to their destiny.

Summary: "The path is before you, our only question is — why do you not walk it?"

Technological Strengths Of The Seven Tribes

Like in all other areas, the technical knowledge of the Seven is divided, allowing all to benefit from the advanced skill of the individual Tribe. The areas of expertise are as follows:

Dahlans — wheelmaking, fine tool work;

Evans — agriculture, farm tools, weaving, food preservation;

Joanite — metalworking, glassblowing, armor, weapon and saddle design;

Magdalite — basic psychology, sociology, performing arts, herbalism, political science;

Sheban — law, fishing, boat building and water engineering, archaeology;

Yagan — leathermaking, preservation, butchery, poisons, medicine, astronomy, bonecarving.

The Fallen: Herites

Demographics: Estimated Population 400, # of Children 1-2, Avg Age 23.

Homeland: Hom.

Economics: Fragile, they are Fallen.

Politics: Basic Ideology: Revolutionary, Allies — Keepers, some Jackers and Lightbringers, Enemies — the Watch, Lightbringers, the Sisterhoods.

Status: Fractious — the Herites are persuasive and numerous, but lack coordination and leadership.

Motivations/Goals: To live free of the Seven Deaths by any means necessary.

Summary: "For too long the destiny of humanity has been dictated by others — the Z'bri and the Fatimas — fight for the day when we will live without demons and spirits ruling us."

Industry, Technology and Economics

The level of technological knowledge of the Tribes is difficult to gauge. Skills and concepts from the World Before sit beside skills of the Late Bronze Age. Generally speaking, the Nation relies more on agriculture than on industrial development. Metal working skills are quite advanced, but are limited to the immediately functional and to what can be replicated with the tools they have managed to obtain. Buildings are often recovered World Before structures supplemented by wood and basic plaster or stone. Clothing is recovered from the World Before or made from animal skins and linen.

The Nation make little use of domesticated animals, apart from the dogs/wolves of the Joanites. The Evans are doing their best to breed aurochs, but they require so much grazing territory that it is not feasible beyond the new farms in Westholm. Goats and sheep are much more economical, and are owned by the more influential Evan clans.

The Role of the Bazaar and Bartering

The role of the Bazaar is tied deeply to both the history of the early Tribes and to resolving the problem of the isolation of the Tribal homelands. In the beginning, the Tribals lived in a very small part of Vimary, the area immediately around where the Bazaar is today. In those early days the Tribes didn't know one another — they had each fought their battles in their respective camps. There were still deep wounds that kept them from trusting one another. The Bazaar was at first a no-mans land, a gap between the Tribes that allowed a measure of safety to the first Tribes and allowed their Fatimas to instruct them properly as to what had to be done. After that, it was a matter of tradition: the Tribes remained separate because that was simply how things were done.

But the Tribes needed to trade the goods they produced, so the common ground between them, once used to protect the Tribes from one another, became the space where they could safely interact with one another. This common ground also became the natural place for the Tribes to interact for less material purposes — the Council Grounds are in the common ground of the Bazaar instead of Sheban territory for just this reason. In this public space, all Tribes are equal. They trade, they talk, they enforce their common laws, and they name their common leaders here. The fact that no one Tribe holds the Bazaar as their own sovereign territory also makes it the natural place for a little bit of illicit transgressing of taboos — from the purely ideological (learning the ways of the other Tribes) to the more purile (trade in sex/drugs with squats) or even forbidden (contact with the Skyrealm Z'bri or even the Fallen).

Bartering is the de facto method of getting what you want. There is no other medium of exchange, no common currency. Because bartering can be time consuming and unpredictable, it encourages families and clans to work together in a much more communal way, reserving bartering for important or large transactions and transactions that cannot be governed by a single authority, like trade between Tribes. The first step in bartering is deciding what you want, what you need and how much you are willing to give up for it. This determines the relative value of the good or service from your side of things. Differentiating between wants and needs is important here in determining maximum and minimum values — the absolute minimum of your needs determines the your lowest bid, and what you most want the highest.

Next comes finding the source of your desired good or service. If you are lucky you already know where to look and who to talk to. If you are very lucky you also know what the vendor may ask for in exchange. The luckiest are those who actually have what the vendor needs in sufficient quantity or a service of sufficient quality to seal the bargain then and there. In most case these conditions will not all be present and this is where the skills like Streetwise, Lore (Tribal, or even Keeper/Squat/Fallen/Serf), Haggling, and Trade come in. You may need to convince the vendor of the quality of what you are providing in trade (if this is a service then examples or performance demos may be required). If you are suffering from bad luck then you have nothing the person wants/needs and no direct exchange can be done — but you can always trade with a third party for the things the first vendor wants. This will 'cost' you more — both in terms of goods and in effort. When the proper deal is met both vendors shake on the deal and go about their business.

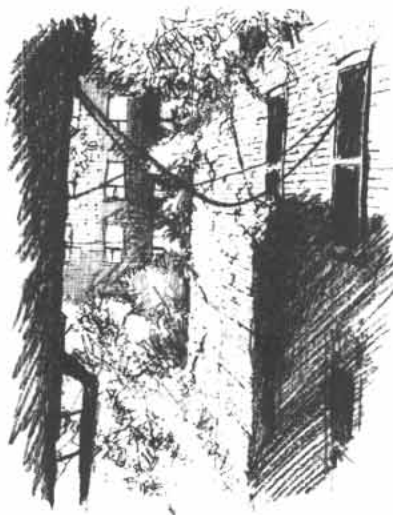
When it comes to long term deals and services, such as acting as a wet nurse for young children, or becoming a tutor, or being a sexual companion for a while, the conditions and payment is determined up front and agreed upon before the service begins. In the case of extended deals the actual payment may also be distributed throughout the duration of the contract — a nurse is not usually paid much up front, but they do get food and shelter and everything they may require — toys, medicines for the child, and other things the child needs are paid for by the contracting family.

Around all these sorts of bartering are those who 'barter' their knowledge of and skills at 'bartering' — the Dahlian whose Caravan collects the goods manufactured in far off Westholm, the backroom fixer who can be seen trading with the Skyrealm Serfs, and the Emporium mistress who negotiates the prices for all the Concubines working in her rooms. These support services are becoming more and more necessary as the size and complexity of Tribal society develops. These middle-men take a small portion of their entrusted trades in exchange for the service they perform.

Westholm and the Bazaar

The simple fact of the matter is that the population of the Nation is growing too large and too fast for the Tribes not to move further and further away from the centralized Tribal homelands in search of resources and space. This also means that the Tribes are losing their ability to restrict inter-Tribal contact to the occasional birth/death feast or Dahlian caravan.

The Caravans were the first concession to the necessity of inter-Tribal contact. They distributed the collective products of the Bazaar to the widespread Tribes. They brought the Bazaar to the homelands, so to speak. But these caravans only handle the flow of information and goods, not the need for living space. This came to a head when Westholm was founded.



2. The Tribe 8 Setting

The Fallen: Jackers

Demographics: Estimated Population 300, # of Children 1, Avg Age 19, Death and serious injury keep their numbers down.

Homeland: Hom.

Economics: Fragile, they are Fallen.

Politics: Basic Ideology: Apolitical,
Allies — Lightbringers, some Herites, Enemies — Z'bri, Squats.

Status: Stable — with Mek and other key Fallen Jackers as moral if not outright leaders the Jackers enjoy a certain level of stability and respect.

Motivations/Goals: To continue the crusade to cleanse the world of the Z'bri, to avenge the wrongs done to the Eighth Tribe, and to live according to the ideals of Joshua.

Summary: "Forward!!"

The Fallen: Lightbringers

Demographics: Estimated Population 100, # of Children 1-2, Avg Age 21.

Homeland: Hom.

Economics: Fragile, they are Fallen.

Politics: Basic Ideology: Democratic,
Allies — the Guides, Domsayers, Enemies — Herites, the Tribal Council, the Watch and disruptive Domsayers.

Status: Ignored — aside from special cases and crises the Fallen do not see the point of working together.

Motivations/Goals: To unify the fractious and self-defeating Fallen and lay the foundations of a society worthy of the future.

Summary: "We are the Children of Prophecy, the only ones who can make the future are us, together."

2. The Tribes Setting

Outsiders: Keepers

Demographics: Estimated Population 8900, # of Children 2-3, Avg Age 33 — the Rust Plague kill many in the Wastes and the focus on knowledge and science leaves little time for children.

Homeland: Rust Wastes, Olympus.

Economics: Strong, trade amongst Keeper enclaves and illicit trade in relics with others provide them with the food they cannot grow in the Wastes.

Politics: Basic Ideology: Democratic, Allies — Squats, Fallen, Enemies — Squat raiders, Z'bri, Tribals.

Status: Declining — the Plague and lack of sufficient food slowly saps their strength.

Motivations/Goals: To rebuild the World Before and recover the truth about how it ended.

Summary: "We will not forget what we were — not animals, not superstitious witches, Men — the masters of this Earth."

Outsiders: Squats

Demographics: Estimated Population 1000, # of Children 4+, Avg Age 20 — malnutrition, sickness and casualties from raids keep their numbers low and young.

Homeland: Outlands surrounding Vimary, Discarded Lands, Duskfall Forest.

Economics: Basic, they trade with anyone for better goods and services than they can produce.

Politics: Basic Ideology: varies by nation, Allies — other Squats, Keepers, Enemies — Z'bri, Tribals, Fallen raiders, other Squats.

Status: Struggling — starving in view of the Tribal abundance the Squats also worry about the threats of the Outlands, including the menacing Boarhead Confederacy.

Motivations/Goals: To survive and live free by any means including attempts to join the Nation.

Summary: The Squats survived the Camps by hiding in the wilderness and learned the older ways forgotten by the humanity of the World Before.

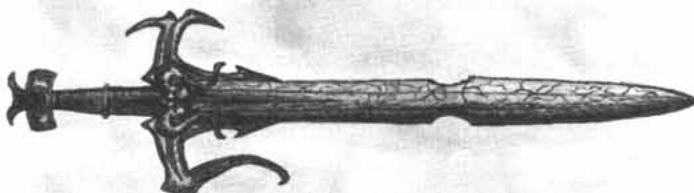
Westholm is the first combined Tribal 'homeland' and a disquieting (from the perspective of the Tribal leaders) sign of things to come. Intermingling of the Tribes raises all sorts of spiritual and social problems. For example: age of majority and consent to marriage. What happens when a Magdalite wants to marry a Yagan? While they are the same age, one is considered to be a mature adult while the other is still seen as a child, certainly physically mature, but lacking the social consciousness to make such an adult decision. To which Tribe does a mixed-Tribe child belong? Which clan and ancestor does the child get named after? These are questions that are becoming increasingly important and difficult to answer. Such a confused situation can lead to inspirational character hooks for Player Characters or plots. Would such a romance lead to banishment? Would an expecting mother choose to exile herself rather than allow others to choose the destiny of her child?

Crime and Punishment

There is more to matters of law and punishment than the ritual of Banishment. There are crimes other than being inconvenient to the Fatimas. Crimes fall into two general categories — crimes against a specific Fatima and crimes against the Goddess. Crimes against the Goddess is a term used to refer to crimes that affect more than a single Tribe.

Goddess-crimes are almost always very serious, aimed at the very heart of the Nation or its leaders. Examples include being in league with the enemies of the Goddess, aiding the Fallen, working against the Seven Sisters, their sisterhoods, or the Tribal Council. The punishments for these crimes is usually execution or banishment. The Tribal Council and the Watch conduct the investigation and Tribunal for these crimes. They also handle all inter-Tribal crimes, where one Tribal commits a crime against a member of another Tribe.

Crimes against the Fatimas cover all actions that are directed to against a single Fatima or which occurs within the Tribe itself but does not have the same severity as a crime against the Goddess. Exactly what a crime against the Fatima is depends on the Fatima. Anything that makes Agnes sad, for example, is a crime against Her. The Tribe's Sisterhood handles the enforcement of these laws, and they generally apply only to their own Tribe and any outsiders who are guests in their lands. The punishments vary greatly from simple apologies to restitution in the form of goods or indentured labour or forced volunteering for the various seasonal expeditions to the Outlands to more serious punishments. Curses are a common category of punishments among the Evans, Magdalites and Yagans. Crippling is favoured by the Joanites. The Agnites usually torture, kill or banish their criminals. To a lesser degree, some guilds and clans also enforce their own rules — usually rules about secrecy or disgracing the profession or family.



Just because something is not explicitly a crime does not mean it is permitted and acceptable. Much of the darker sides of the Tribes occurs in secret. Using Squats and Fallen as underpaid laborers happens, and as long as no one makes a fuss, authorities turn a blind eye to it — and many even profit through bribes to facilitate these activities. Organized criminals — especially those who work in the dark of the Bazaar's underground Emporiums — involve themselves in all sorts of things, including trading with Z'bri. These criminals walk a fine line when it comes to the law; while their victims are not Tribals (and therefore without souls and beneath the Goddess' concern) the Watch knows that these sorts of things can beÖ inconvenientÖwhen exposed. These operations are also vectors for other, more damaging things like the heresy of Joshua's Prophecy or Z'bri taint. The criminals either pay off the Watch and make sure there aren't any witnesses or stay as invisible as possible — which puts them more at risk of falling into the clutches of H'l Kar or Hom.

Talk of crimes and punishments brings up the topic of banishment. The ritual is well described in the main rulebook on pages 36-37. Banishment may sound like a fairly weak punishment from our point of view, but to the Tribals, it is very serious indeed. In a society where everyone must work together and share the product of their labor in order to survive, being cast out is tantamount to dying a slow, agonizing death by exposure and starvation. The public shunning also has the side effect of silencing any further discussion of the details surrounding the crime of the banished Tribal.

It is the spiritual side of banishment that differentiates it from execution — if you are put to death you die a Tribal, one of the Goddess' chosen and the Nation is obligated to respectfully carry out the necessary rites. The executed then goes on to the Goddess through Baba Yaga's blessing. The banished have no such luxury and their death has no consequence or expectation attached to it in any way.

Collective punishment of the Fallen

When it comes to Hom and the Fallen, the Tribals believe in the judicious use of collective punishment. Closing the Fallen Bridge is a common tactic — denying the Fallen access to their few opportunities to get food, clothing, or medicines. Such closures are accompanied by conditions that need to be met before the bridge will be re-opened: suspects handed over to the Watch, stolen items returned, and reparations made for the crime are usually make up this list. The Watch shuts the Bridge and waits for the hungry, desperate and scared Fallen to turn on each other like rats. The Bridge does not open until they are satisfied that the culprits have been turned over or enough pressure is put on the Watch by influential Tribals, who need the Fallen as labor or consumers, to lift the ban on travel. In situations like these, "deal-makers" and moderates like Hal Ninva become very active to resolve the situation in the best way they see possible — which can often mean Fallen turning on Fallen and betraying them to the Watch.

A more common occurrence is the humiliation, harassment, and theft from or assault on Fallen crossing the bridge in either direction by the Joanites on guard. While such activities are frowned upon as undignified, it does happen, and the Watch sees it as a good way to remind the Fallen who has utter control over their lives. As a result, Fallen often move across the bridge in small groups to evade the more serious threats, or learn to recognize which Joanites are a bit more humane (or easily bribable) and which to avoid meeting on the bridge.

2. The Tribe 8 Setting

Offenses under Basic Fatimal Laws

Agnes: Anything that Agnes doesn't like, Barrens or Breeders disobeying true Tribal members

Baba Yaga: Murder, including suicide or assisting in the suicide that kills the person before 'their time', malicious witchcraft, desecration of the dead, abusing or neglecting elders

Dahlia: Betraying the caravan, interfering with the Trickster

Eva: Refusing to have children, willful destruction of plants, torture and overhunting of animals, murder

Joan: Cowardice in battle, disobeying a direct order, creating faulty weapons or armor

Magdalen: Defiling or violating the sanctity of the body (your own or another's), not respecting the wishes of your partner, involving children in sexual activity.

Tera Sheba: Hiding knowledge from the Tribe, dishonoring the Tribe or your clan, corruption and abusing authority

Z'bri: Joh'an

Demographics: Estimated Population 50-100, # of Serfs ~900.

Homeland: Vimary, Bazaar (Skyrealms).

Politics: The Joh'an are outcasts and form their own little cliques or roam solitary as each chooses, Allies — none, Enemies — H'l Kar, the Tribals, Jackers.

Status: Outcasts.

Motivations/Goals: Too varied to summarize.

Summary: "We may not live in H'l Kar but what you are does not escape us, we see you, we walk among you, we know you each and every day. You were foolish to think you were ever free of us."

Z'bri: Hunters

Demographics: Estimated
Population 20+.

Homeland: Outlands, Nomadic.

Politics: Allies — Guides, Enemies
— Other Z'bri, Squats, Jackers.

Status: Outcasts.

Motivations/Goals: To redeem their
kind.

Summary: "There is nothing we can
do about the past, but we can stop
future evils."

Z'bri: Gek'roh

Demographics: Estimated
Population 200+ in animal/
animate forms.

Homeland: H'l Kar, Nomadic.

Politics: Allies — none, Enemies —
Hunters, Jackers, Squats, Tribals.

Status: Outcasts, some are kept as
pets by other Z'bri.

Motivations/Goals: None, the
Chained are reduced to predatory
animals.

Summary: <sound of screams,
tearing of flesh from cracked bone,
the consumption of a fresh kills>

The Fallen

"I couldn't imagine anything like it. The pain, the blood, the humiliation — that was almost the least of it. What finally got me, what really made me scream wasn't Eva, the "infinite mother" telling me that I never had a soul, that the Goddess hated and despised me and that even the Z'bri wouldn't bother with a useless thing like me. By that point I was numb, I couldn't feel anything, let alone Eva ripping my soul out through my skin. It was looking into my mother's eyes, my real mother's eyes, and seeing our connection, the connection of mother and child, of the creator and the created, mother and daughter, just — die. Nothing that was so right, so good, so simple, nothing that important to both of us, could just die like that. Ice takes longer to melt, it took longer for the sun to sink over the river tonight than it took the most important person in my world to make me into a stranger. I never forgot that moment.

*Now look at her squirm, she remembers me now, too bad she no longer has arms to hold me or any eyes to cry her tears. Hanging like that she can't even run towards me, like when I first bled, to tell me its okay, that I was a woman now, a young mother-to-be just like she was. Now who's the stranger here, now who can just make everything in the world just like *that*? Let's see who the Goddess really loves — the mother who could kill her love for her own daughter or the daughter who remembers her mother, who never stopped loving her and who just wanted to show how much she still loved her." — confession of a Herite before being sentenced to death by Judge Sakai Thaim'on.*

We've all known defeat in our lives: being shunned by a clique at school, breaking up with a lover, arguing with a parent. Most know what it's like to realize when something happens and nothing in our lives will ever be the same. We know what regret is, and shame, and humiliation. Take these feelings, these memories, amp them up past '11' on the 10-point scale, and mix in having a living embodiment of the divine, an honest-to-Goddess fragment of Her Love, tell you that you have no soul, no salvation, no peace in this world or the next. Next to this the actual physical beatings, rape, and even the sadistic torture of being forced to stand apart from your community as all this happens to you in public, for all to see... All that's almost enjoyable.

We sometimes forget this and we gloss over this moment of our characters' life story. After all, if you're Fallen, then you've lived through this. You were turned out, shunned, but so was everyone else in Junks, on Hom, or ranting in the Cage; no big deal. Except that to walk away from this, to never touch it, is perhaps doing a disservice to the game. Not every Fallen reacts as our Herite in the story above did. Most try to get on with their new lives, while some are just blasé about their exile. An Agnite, for example, may feel sad, or angry, or scared for a while, but may get over it sooner, through the mythical resiliency of innocent youth.

Over time, the Fallen learn that they do have souls, that the love and grace of the Goddess was not removed from Her children. But some scars never leave — a certain level of trust, the capacity to feel unconditional love, of faith, is forever destroyed. The Fallen must learn to move on or else the pain these scars engender will destroy them, turning them into monsters on par with the inhuman Z'bri.

While the **Tribe 8** metaplot touches on this somewhat, there are other situations where people arrive on Hom. First is the "runaway," a Tribal who escapes to Hom before being forced to undergo that unspeakable ritual. They come scared, a little guilty and full of remorse, but their souls and their hearts were not turned inside out and, unless they later get caught and undergo the ritual, they never will. They are Fallen in word and deed but they are often far less angsty about it, and most are less interested in the revenge-filled and pain-fueled rants of the Herites.

Then there are those children born to the Fallen, who suffer the double burden of having never been banished themselves, but who suffer whatever scars that ritual left on their parents. These children are considered by some Fallen to be "equal, but less equal than others." The injustices they suffer are not only political — some are abused or neglected and made to do the most demeaning of tasks. Their parents may be trying in their own way to show them what they had to go through, but the result is the same, a spike driven between the generations.

The First Days

Those first few days after the ritual of banishment are crucial to the survival of the newly exiled ex-Tribal. First comes the matter of finding safety. The Nations sometimes tosses their exiles directly into the mouth of danger — leaving them chained in the Circle of the Chosen (**Vimary**, p.56) or leaving them in a similar dire situation. Some Fallen cells dedicate themselves to saving these exiles, rescuing the injured, driving the Z'bri away, and taking them back to Hom. Many Fallen see the walk through the Bazaar, across the Fallen Bridge and the final passage under the Gate of the Fallen at the entrance to the settlement on Hom as emotionally powerful. Some can't make the journey or refuse for some other reason, some are left too broken after their banishment or who seek death instead of survival, and others refuse at the very end of their journey to pass the Gate of the Fallen. Something in these people isolates them from the greater destiny of the Eighth Tribe and they quickly fade into the background, to vanish entirely in silence and isolation (see sidebar for details).

Once on Hom, or a similar sanctuary, like a camp in the Duskfall or an abandoned skytower in the Rust Wastes, food, clothing, water, and treatment of injuries are the next concern. On Hom, the tradition is for newly-Fallen to present themselves at Junks. Barber, the Dahlian who runs the establishment, welcomes all newcomers. He provides them with a share of the food, a measure of his alcohol and a warm spot on the floor. In exchange for this he asks for a promise to never lie to him if he wants information, and a promise to work for their keep by performing some menial labor, such as washing the booths, cooking food, or collecting supplies from the Bazaar. This offer teaches the newly Fallen how to bargain for their survival and gives them time to adjust to their circumstances. Junks is safe territory, something Barber insists on, and many cells whose members once lived on his floor help in enforcing this.

Over time, on the night after the new moon, the tradition of the welcoming party started up. Lightbringers and Herites in particular show up to welcome the newcomers. Sometimes Veruka or the Guides quietly take part — measuring up potential new apprentices or people marked with a particularly noteworthy destiny. The newly Fallen learn all sorts of important information: they are introduced to potential patrons, maybe even invited to join a cell, and told a bit of the history of Hom. For most banished Tribals, this is their first sustained contact with Fallen.

The Mechanics of Pain and Banishment

If you are interested in modeling the effects of the banishment in your character, talk to the Weaver about giving your Character a temporarily lowered PSY score, or add Defects like Obsession, Beliefs, Quirks, Flashbacks (dealing with the ritual itself), Fear or some spiritual/Synthesis related ones like Spiritual Unbalance. Your character may become fixated on trying to reunite with lost friends and family — trying to rebuild those relationships, or to extract revenge for the pain caused to them. They become angry, vowing to never love/trust/believe someone ever again — and what happens to someone when that "never again" actually happens again?

Another interesting twist on this is to imagine what the after-effects the banishment has on the "surviving" Tribals — a sense of paranoia (who's next?) and of uncertainty (it isn't like a death in that there is a grieving process, a body, something definite to hold on to and to deal with). Does your Character's former children still ask the remaining parent about Mommy or Daddy? Are these children thinking of risking their own lives to contact the verboten Fallen? Imagine if they try and contact them, only to find someone like the Herite mentioned above. What about the child born on Hom, what if they grow curious and want to know about the family their parents left behind?

If you are interested in doing more research about this, the best places to look are your internet search engine, your library, and your local community. Look for crisis shelters, or local NGOs (non-governmental organizations) that deal with refugees, genocide survivors, or extreme abuse cases. Read online diaries of people who faced extreme prejudice when they came out as a homosexual. Find books on the psychology of alienation and banishment, anthropological journals discussing the notion of the banished individual or of the "non-person."

Z'bri: House Flemis

Demographics: Estimated Population up to 800 "individual" beings, # of Serfs 30000.

Homeland: H'l Kar, Rakh and Skkr Hives.

Summary: "We are Flemis, we are One — no pain, no death, no conflict, One, just Many, just Flemis."

Z'bri: House Koleris

Demographics: Estimated Population 350, # of Serfs 13000.

Homeland: H'l Kar, Slaughterfields.

Summary: The Koleris turn the feeling of wrongness the world screams at them outward, seeking solace in the blind moment of murder.

Z'bri: House Melanis

Demographics: Estimated Population 600, # of Serfs 8000.

Homeland: H'l Kar.

Summary: "This world provides many opportunities to learn — and we shall do much of that before we leave this prison and live on after your destruction."

Z'bri: House Sangis

Demographics: Estimated Population 760, # of Serfs 24600.

Homeland: H'l Kar, Ziggurat.

Summary: "We do what you want but there is no shame, no guilt, no consequence, which of us is the true monster? You, who squirm and torment yourself with self-deception, or us?"

Exiled but not Fallen

There are some who are thrown out of Vimary but do not join the Eighth Tribe on Hom. Their reasons are their own, but the most common one is a lack of the "vision" or calling that others feel — the little push Fallen-to-be feel calling on them to do their part in Joshua's Prophecy.

While the reasons may be their own, the reality remains that not everyone joins the community on Hom. Most go into the Outlands and die from exposure or from attack by predators. A few who escape to the Outlands join up with the bands of Squats and live among them, or join a Keeper family in the Rust Wastes, or one of the Joh'an in the Skyrealms. The rest live on Hom, but as outsiders, never joining a cell, only preying on the Fallen. These are never long lives and many die shortly thereafter, ill-prepared for the daily tasks they must perform in order to survive.

Cells and Outlooks

Most newcomers stay at Junks a couple of weeks, maybe a couple of months, until they join their first cell — often made up of others staying at Junks around the same time. During this time, it is understood that the newcomers are not to be bothered in any way — they are under the protection of Barber. It is also understood that until they feel comfortable talking about it, it is forbidden to ask about the reasons for their banishment. It takes time for those immediate wounds to heal and these stories are extremely private and personal in nature.

The cell is at the center of the Fallen society. It is everything for its members — foster family, emotional support, defense against your enemies, source of food, clothing, shelter, companionship, and everything else. Most cells start quite small and never have more than half-dozen members. Only a couple of very rare ones have more than ten members. The cell substitutes for family and clan for the Fallen, allowing its members to work together for mutual benefit.

Cells may represent a particular ideology, a specific leader or common enemy, or even a quest, but the most common uniting drive is simply an emotional/familial need for community. Some cells work like gangs, or even like businesses. Some literally become families, their members swearing an oath of commitment to each other that resembles the marriage vows of the Tribes. Fights, romances and melodrama are unavoidable, but your cell is the one group you know will never betray you — they are your one certainty on Hom. As always, there are a few who try and go it alone. Most of these are like Troy Fenys, a lone survivor of a destroyed or disbanded cell who prefers her temporary alliances to anything more meaningful or longterm. These poor souls prefer solitude to any form of dependence on another.

The Outlooks are described in more detail in the third chapter, *Character Development*. In essence, they are schools of thought, general beliefs and associated strengths and weaknesses. The Lightbringers work together, trying to exert influence over the Fallen and unite them into a wider whole, but most Outlooks are simply a label and a connected set of Eminences. They have an associated stereotype, but the actual beliefs and goals of their members vary widely. When investigating an individual, knowing which cell they are and who they were before being exiled is often a better way to understand them than discovering which Outlook they ascribe to.

Survival, Food and Water

The Tribes depend on one another, with each family, clan and Tribe doing their part to provide for the whole. The Fallen have no such unity, much to the chagrin of those who see it as necessary. For Hom, the question remains — how do you put food in your belly, clothes on your back, and protect yourself from the sun and the storms?

The simple answer is that they don't, at least not without a great deal of effort. Hom is overrun with small shacks housing individual cells, and the soil, even if there were enough space, is not healthy enough to sustain farming on any scale larger than a couple of sickly rows of vegetables and some wild berries and small, bitter, apples. There is no place to safely dispose of human waste, and no central authority organizing such things. Hom is a slum among ruins that only gets worse every month with newly arriving mouths to feed and bodies needing clothing and a roof for shelter from the rain. Winter comes with the bittersweet relief that some Fallen will die before the thaw — pneumonia, the freezing temperatures, and the lack of food cull the weak, the old, and the sick. Even the most successful Fallen will often go hungry for short periods of time.

Work

The biggest source of food, clothing, and tools is the very society that exiled the Fallen. There are some things that the Tribals need or are unwilling to do themselves. This is where the Fallen compete with the Squats for their needs. The Fallen have the advantage of having been educated and possessing the necessary skills for certain types of labor. In exchange for their labor, they get paid in cast-away clothing, broken or outdated tools, and over-ripe food.

Do It Yourself

Hom may not provide for everyone, but that is not to say some don't try. Growing or making your own necessities gives the individual some status among the Fallen, and they might find themselves taking orders from other cells in exchange for things they can't make or grow for themselves. This is the origin of such places as Ile Perdue and the booths of tattoo artists, and the small stalls selling hazers and other ritual implements in the Gallows. Really skilled crafters or successful farmers will also be sought out by some for apprenticeship.

Recovery and Exploration

Another way of getting what is needed is by offering something to trade. The Fallen pay no particular attention to the taboo about exploring the Outlands beyond Vimary. There are plenty of small caches from the World Before that have not been plundered and groves of food growing with no one actively keeping watch over them. The trade in relics with the Keepers and keep or trade the food collected with their cell. The rewards of a successful hunt or wild plant harvest often outweigh the risk, especially if the Fallen have some skills in wilderness survival.

2. The Tribes Setting

 Force/Theft

If working is too humiliating or they feel robbed, many Fallen turn to simply taking what they want. Stealing from one's Tribal employer is often done as a sort of "topping" up of their wages. Stolen items are used by the Fallen themselves or bartered in the Bazaar for what is needed. Some don't even use work as a cover for their larceny, they simply take what they need from the Tribes, storming into individual homes and taking what they want, maybe killing the occupants. This is slightly riskier since it attracts the furor of the Tribes who will hunt the offenders down and punish the Fallen as a whole until satisfied (see the sidebar on collective punishment earlier in this chapter).

The Tribes aren't the only targets of thieves and raiders — the Keepers are rarer but there is less risk involved since the Watch don't care if one non-person attacks another non-person. But Keepers do have a way of getting their own revenge, by sabotaging relics from the World Before. Squats are often a target of last resort — since they rarely have enough food for themselves, and their tools and clothing tend to be as bad as Serf-made items. Raiding Squat encampments along the frozen Great River is more often a matter of preventative defense than actual survival. Another target for Fallen theft are the Joh'an skyrealms, though the problems inherent in such raids make them more trouble than they are worth. Sneaking onto Vimary, dealing with the uncertain number of Z'bri and Serfs, and getting away with something that isn't too tainted to use and won't bring reprisals on the Fallen is no easy task!

Unfortunately the most common victim of theft are other Fallen. Herite "recruitment" gangs, Doomsayer con-men, thuggish Jackers, and corrupt Lightbringers all threaten to take what little a Fallen might have earned, made, or found on their own. This is one more reason why the Fallen gather into cells — they provide a small measure of protection in exchange for sharing with cellmates.

 Law and Order

The Fallen have little time for the artificial forms of Tribal justice, and with their lack of structure or leader, they are essentially lawless. Disputes are handled by individual cells in a general "eye for an eye" manner. Major atrocities, or rumors of similar things, send Hom into a frenzy of uncoordinated hysteria. Cells start forming gangs to track down the "offender" — whoever that might be in their eyes, grudges and prejudices come to the fore and the riots and witch hunts commence.

The Cage rants were instituted by the Seeds of Eden cell (with help from Mek's Jackers, Barber, and the Guides) as a way of dealing with major disputes or trials, though the rants have only been of marginal success. Many see the rants as an attempt by various demagogues to seize control and assert their kind of order, something many Fallen, not just radical Herites, oppose. And the Rants are no guarantee of justice. Since the goal of Rant is to sway the opinion of the mob, you have a hundred judges and prosecutors in attendance, and whipping people into a frenzy of mass rage/paranoia is not that hard. The case where the accused was torn apart by the mob in the Cage (rulebook, p.108) is an extreme example of what can happen but unfortunately not a terribly rare one.

A chief problem for Hom is how to handle the collective punishments handed down by Vimary. The basic refusal to hand over one of their own to what will certainly be their death or crippling for life must be balanced against the dire need for the resources that Vimary and the Bazaar provide. Fallen of all Outlooks and cells have to face this problem and there is no consensus. Generally speaking, they will look at the context, and often that means making value judgements about the subject's popularity on Hom, their connections to influential cells, any special or unique resources they bring to the Fallen, and the nature of what they are accused of. Lightbringers like Hal Ninva are more likely to hand over a really radical Herite to the Watch and get the sanctions lifted, then go and tell the Herite's cell where he is being held and let them go rescue him. Some Herites see any cooperation with the Watch as a betrayal of the Fallen, so these sorts of deals are often worked out in secret with a great deal of discretion and arm-twisting. No matter what, the Fallen put up a brave face and let the sanctions stand without challenge for as long as possible to show their defiance of the Tribes.

Leadership among the Fallen

The Fallen may be little more than a collection of broken lives, criminals and idealists, but they still have their own form of politics. Influence is much more a matter of sheer charisma, and maybe some Synthesis, than anything else. Perhaps because many believe themselves to be "purer" than Vimary, they do not notice the backroom politicking and the chaotic network of alliances and antagonisms that works under the surface to keep Hom peaceful most of the time.

When it comes to some of the established NPCs, the reasons behind the authority of Veruka, Kymber, or the Guides becomes a serious question. The reason lies in how they very carefully don't use their power and authority.

Veruka is a powerful mystic, and one of the very few on Hom who have the specialized training to perform funeral rites. Her demeanor is also one of non-judgemental acceptance and tolerance — she is like a kind grandmother for many Fallen (especially Yagans and Doomsayers). She rarely makes her views known, rarely attends the Rants, and generally only gives her opinions when people specifically look for them. Kymber is respected for much the same reason. While she is more politically active, her contributions to Hom with her Hospice and its open door policy and skilled healers blunts her critics.

Mek, widely seen as the leader of the Jackers, is the easiest to understand. This former Joanite's martial prowess is truly remarkable, and his seemingly limitless daring provides a focus for the rage of the Jackers. He has a reputation for turn attacks on the Z'bri that should be suicide raids into successful sorties, and defending Hom against impossible odds. He is honorable, and will rarely abuse his influence and betray a friend.

The authority and influence of the Guides and its origin is the hardest to understand. They are ciphers, and the Fallen know little to nothing about their pasts, their abilities, or their goals. The Guides have made themselves into the mysterious advisors of certain older and more respected Fallen — who in turn use their own authority to solve the riddles the Guides give them. On an individual level, the Guides use their secrecy as a form of intimidation, to scare away the less respectful.

The one Fallen not mentioned here has no overt leadership or socially recognized authority, but when he wants things done, they happen: Hal Ninva. Never let be said that under the table deals, treachery, and outright manipulation are not also ways of getting the Fallen to do what you want.

Faith and Spirituality

Faith, as opposed to the public display of religion by the Tribals, is a deeply, intensely, personal thing for the Fallen. Each Fallen has had their spiritual life stripped from them, and it is up to that individual to decide whether it is ever rebuilt and what form it will take if it is. Generally speaking the Fallen seek to understand their relationship to the Goddess without having Fatimas to act as mediators. Several cells work toward this end in their own ways.

At the forefront of this emerging Goddess worship are Herites and Lightbringers — two Outlooks of unity and freedom. They preach that the Fatimas have lost their way and that Joshua's Prophecy was in fact the Goddess speaking through Her fallen son. The Goddess loves and cherishes all free life, the Fatimas are in fact no better than the Z'bri — servants who sought to make themselves gods and steal humanity away from the Goddess. The connection between the individual and the Goddess is unbreakable, as evidenced by the continued ability of the Fallen to dream and use Synthesis. But within all Fallen there is a lingering memory of the powerful feeling being part of a Tribe once held. Some secretly pray to the Fatimas when they are in need, others sneak away and disguise themselves to take part in the pageantry and rituals of the Nation. Some Fallen buy fatimal medallions to ward off bad luck and protect their souls.

Another strong stream of spirituality is the search for the Lost Fatimas. Fallen who take up this path look for answers to their questions about what really happened to Joshua, Mary, and their respective Tribes. Doomsayers focus on this the most, and cells of Doomsayers carry out rituals in the Temple of Joshua on Hom. Some become pilgrims, wandering Vimary, Hom, the Outlands, even H'l Kar looking for their answers. They practice rituals to look for the ghosts of Marians

2. The Tribe 8 Setting

and Joshuans, or spirits who may have known of these two Fatimas. Part of this belief is the idea that the two dead Fatimas could not possibly like the others, that they had been killed long before the Fatimas grew corrupt. This hybrid of hero-worship and idealism leads them to make all sorts of assumptions about the "real" truths behind the Fatimas.

And then there are those who are so scarred by the betrayal of the Fatimas that they reject any divinity at all. This last group is a very small minority, but very rabid in their belief that seeking help from any Fatima — living or dead — is no better than worshipping a Z'bri, and that if both Z'bri and Fatima were servants of the One Goddess then She is not worthy of anything but the unending hate of humanity. These types tend to get along a bit better with Keepers. Even at a more moderate tone, these types preach that nothing the Fatimas taught should be kept. They object to the Yagan funeral rites, or the use of fatimal medallions.

Faith, Not Religion

The title of this section was chosen to deliberately oppose the earlier Religion and Spirituality in the Tribal life section. Religion has connotations of structure, of established "truths" and a centralized leadership. For the Tribals there is absolutely no questioning or criticism of what they were told about the world around them by the Fatimas or their Sisterhoods. You listen, you understand and you move on trust alone.

The Fallen deliberately avoid the trappings of the religion of the Tribes. They operate on intuition and instinct. Their spirituality is all about investigation, self-doubt, and self-discovery. Their conclusions are based on their own sense of how things should be, bolstered by any evidence they can find, or changed by evidence and experience that challenges that sense. There is a matter of simple faith in the world around them.

The Shattered World Remade

When a Tribal becomes one of the Fallen, they quickly learn that not everything they were told to believe was the truth. This can quickly lead to the Fallen throwing away all their preconceived notions and starting to look at the world from a point of view based purely on lived experience. If one thing they were told was a lie, what else could be untrue?

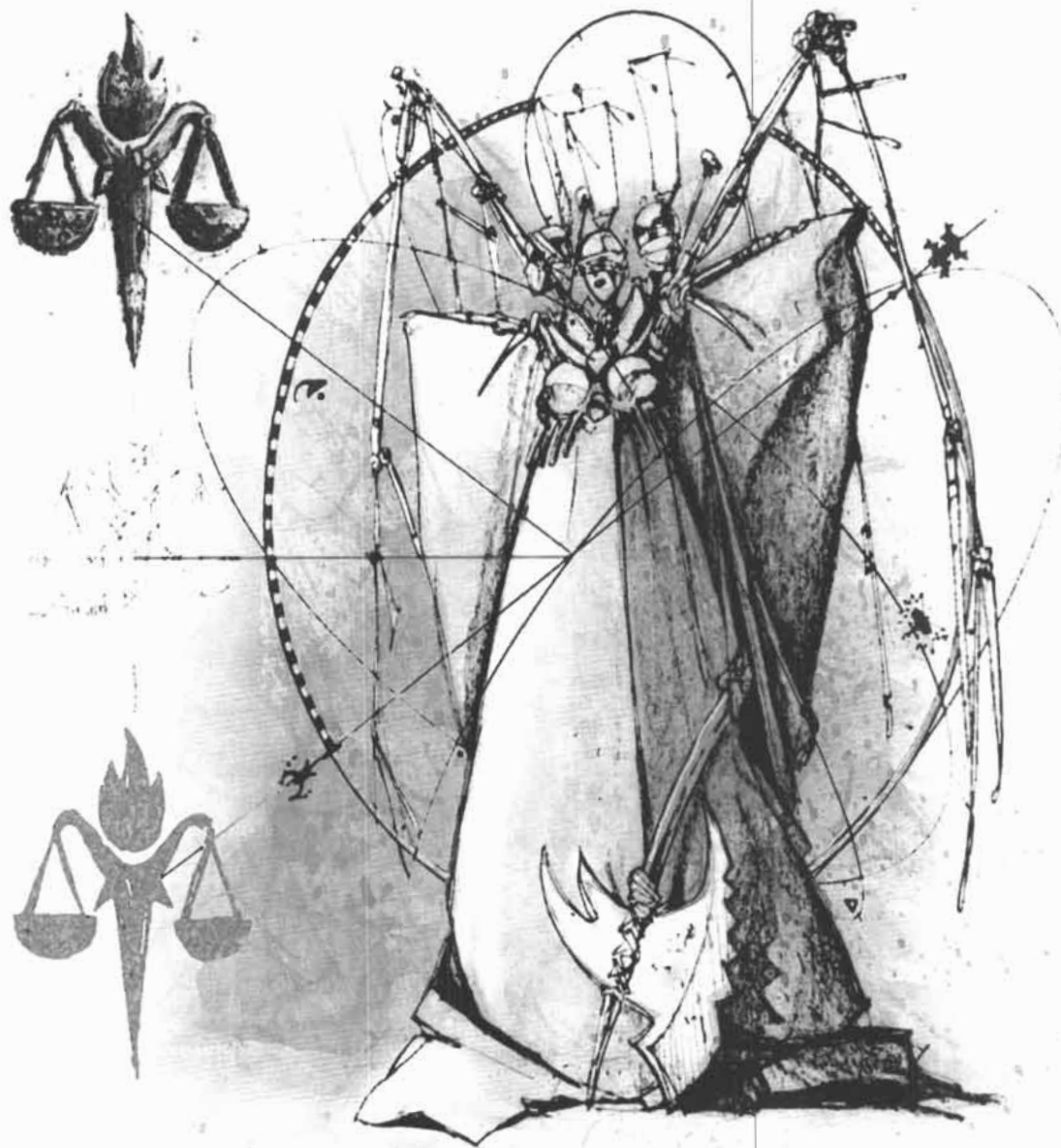
The Outlands call to the Fallen, a land that has not known the stifling nature of the Fatimas and is geographically distant from their power base on Vimary. It is an entire world full of potential and exploration. Expeditions to the Outlands often suffer from a lack of knowledge about long-term wilderness survival and a hostile land. The Fallen are products of the Nation, and they are more used to short stints in the wilderness or semi-wilderness around the farms and urbanized areas.

When it comes to the other humans, the Fallen consider each case carefully. They lack the unity and security of the Tribes, but that lack also makes contact with Squats and Keepers both necessary and possible. The Keepers are of most interest to the Fallen — their knowledge about the World Before may not be perfect, but it does seem to paint a better picture of how the world was than the nightmarish one of Baba Yaga's histories. The Keepers also benefit from trading with the Fallen — collecting the relics of the World Before the Fallen may have recovered from areas the Keepers themselves cannot visit.

Squats are more difficult to generalize. To the Fallen, the Squats are still very much beneath them, since Joshua's Prophecy does not mention them explicitly and the old prejudice from the Tribes still lingers. The River Squats are all afraid of the Fallen, who are liable to raid them if Hom needs food or furs in the winter time. Some see the Squats as children in need of guidance from the Fallen, but this is not a common belief. What the Fallen do have is a better understanding of the threat from Luther Boarhead. They can see the impact his Confederacy has on the Outlands and the Squat Tribes the Fallen visit/raid. They recognize that not all Squats are feeble or disorganized, and that the blindness of the Fatimas may be placing the Tribes in grave danger.

To the Fallen, the Z'bri are real and not simply the stories told to scare Tribal children. Many are Banished because they learn too much about the real nature of H'l Kar or the Rakh Hive in the Discarded Lands. Others know there is still power and evil at work high up in the Skyrealms of the Joh'an and deep in the wild hearts of the Chained roaming the Outlands. And most know that under the guise of Squats, Serfs scurry to their masters' bidding.

But here is where the utter rejection of all that the Fatimas teach sometimes undermines the Fallen — the more foolish believe that the Fatimas lied about the evil of the Z'bri as well, or simply of their cruelty and skill at murder. If these naïve optimists are lucky, they are simply eaten by Gekroh in their first attempt at contact with these "misunderstood creatures." If they are not so lucky, they are quickly subverted by the Z'bri and find themselves as enslaved to them as any Serf, sometimes even joining their new masters and becoming Serfs in reality as well as name. Then there are those who would risk contact with a Z'bri in exchange for food, or a warm place to sleep for the winter. These poor souls are rarely seen again.



Chapter three: Character Development

There are many ways to create your Character. Your group may have a method most comfortable to them, or you might simply follow the steps presented in the main rulebook. Your Weaver may have some additional guidelines, based on additional information you may not be privy to. Ultimately, the game is yours to play as you wish, but the following will get you started in the right direction.

The title of this chapter is deliberate — it isn't simply about Character creation, but of the development of the Character from before creation to their inevitable increase in power through Experience Points (and other, less mechanical details). The chapter is laid out to take you through the whole process step by step. Tables and other reference material from the core rulebook have been reprinted for ease of reference. There is some overlap between this chapter and others in areas of Synthesis, combat and equipment. This chapter focuses on these elements only as they pertain to the character mechanics itself.

Your top priority is to make a Character that is fun for you to play and watch grow, not any plot — published or otherwise or mechanics. You should also think of other Players as well, try not to make something so disruptive that their fun (their top priority from their perspective) is harmed. When it comes to mechanics the final arbiter is always the Weaver but the two of you should try to come to a compromise if you really need that extra Character point or level of Perk. Perhaps you can volunteer for some additional responsibility somewhere else in the game.

SOLO, WEAVER-ASSISTED AND CELL-BASED CREATION

According to the **Tribe 8 Rulebook** (p. 114), the first step to creating a Character is designing the Cell to which he or she will belong. This allows the Players to make Characters that will mesh together, build community, and insure that all the necessary roles are filled for the Cycle. Nothing must be set in stone at this point, but using this technique establishes a foundation to build your Character on during her creation. Deciding what brought the group together, what they want to accomplish, and how they survive on Hom, will make fleshing out your individual Characters that much easier later.

A second possible technique is to simply skip Step 1 of the main rules and jump directly to creating your Character. This is common in many other RPGs, and can certainly be used in **Tribe 8**, if the group agrees. This allows you to design your Character unfettered by the opinions and choices of the other Players. You should be aware of the disadvantages, though. Different Players may create very similar Characters, or try to fit into similar roles, and this can cause conflict during the game sessions. The opposite is also possible, where roles necessary to a general Cycle are missing and again may cause the game to suffer. Finally, the Characters could end up incompatible if the Players are not aware of the roles the other Characters fulfill. While it may be interesting to have rivalries within the Cell, these often shift the focus to just the two involved Characters, leaving out the other Players.

The middle of the road is of course to have some basic idea of the intended game and assistance from the Weaver, a basic idea of what everyone else is playing (at least the Tribe-Outlook) and the necessary materials (main rulebook, any supplements needed). Here you have a basic idea to work from. Perhaps everyone has chosen a basic archetype from the next section. While not as useful as being there when their Characters are drawn up, it does give you some boundaries to work with.

The Weaver is the final authority on what is an appropriate Character, but be sure to consider the input and opinions of your fellow Players, too. Create a Character who will mesh with the rest of the group, in both ability and personality, who you will enjoy playing. Your Character should contribute to the Cell and not cause conflict, either in game or among the Players. The Weaver should be consulted about many of your Character decisions as she has access to additional information that she can use to help you make your Character. Furthermore, both Character and Cycle creation are interactive activities and good communication among the group will strengthen both elements.

INTRA-CELL CONFLICT

Cells are built to provide community and support among people of similar goals and outlooks. Much like any other type of family-like units, Cells can have (and often do) have conflicts between the various members. Ideally, these conflicts should arise during the game, as a result of situations that confront the group. If all parties are willing conflicts can be designed with the Cell. Great care must be taken with this approach, as conflicts built into Cell are often ideological and cannot be overcome easily.

So while conflict is the spice of roleplaying games, it is also the bane of cohesion and can shift the focus of the game in a way detrimental to the Cycle. Understand that the point of the game is for all involved to enjoy themselves, and be cooperative with the Weaver's solution when such conflicts, rivalries and ideologies get out of hand.

ARCHETYPES

Many other games approach creation using broad or focused archetypes found in fantasy literature or real world myth. This is not the approach **Tribe 8** takes directly, although it is easy to see a similar mechanic at work in how the Tribes and Outlooks interrelate. It might be slightly easier for beginning Players or those just looking to hammer out a basic idea, to use the standard fantasy archetypes outlined in the next few pages.



3.Character Development

BARBARIAN

You never conformed to Vimary's society, instead going through life ruled by instinct and pure emotion. Sure, you loved your Fatima, but books, lore, and law were beyond you. The most civilized of warriors admired your bravery, while your recklessness and simple mind earned you the disdain of others. Perhaps your disregard for your Fatima's laws caused your banishment, or perhaps you inadvertently offended some important figure. Now you are on Hom, where your strength will allow you to survive — if not flourish.

Suggested Attributes: Barbarians tend to be pure fighters, relying on their strength and blade to deal with most situations. Having a good Build, Fitness, and Agility will allow your Character to deal that extra damage. Consider lowering your Knowledge or Influence to a -1 or a -2 to represent the barbarian's simple mind.

Suggested Tribes: Agnites make the most believable barbarians as they live in a tribe that exists on whims, not set law. Your Character could be the wild child who loved to explore, or a bully who got what he wanted through physical force.

If your Weaver allows it, you could play a Squat. Squats are what most Tribals think of when they picture barbarians — wild people who live beyond the Fatimas' love, and who have strange beliefs. Your Character could be someone who desires to prove that Squats are not just soulless creatures, or a Squat that ends up with the Fallen cell because of some tragedy. Perhaps your home was destroyed by raiders, or your family died from plague or starvation.

Suggested Outlooks:

Jacker — Jackers are mean, tough, and solve most of their problems with their fists. A barbarian would fit in quite well with this violent bunch.

Herite — The Tribes and their laws, one way or another, separated you from your friends and family. This Outlook would be good for those barbarian Characters who feel the need to tear down the existing society.

Suggested Skills: Archery, Athletics, Combat Sense, Dodge, Hand-to-Hand, Intimidate, Melee, Notice, Survival, Throwing

Suggested Perks/Flaws: Acute Sense, Night Vision, Bloodlust.



BARD

The bard is the traveling musician, a walking lore book, a gentle soul who entertains her audience through poetry and music. Full of wanderlust, she enjoys traveling and goes wherever her feet will take her. Curious and informative, perhaps her desire to seek out hidden knowledge and true stories caused her to be Banished from her Tribe. Now she is on Hom, trying to bring a little beauty to an ugly and broken land.

Suggested Attributes: Primary — Creativity and Influence will allow your Character to hold any crowd's attention while singing, dancing, or rallying them behind you. Secondary — Perception for a quick eye, Agility for quick fingers, and Psyche for the ability to dream well.

Suggested Tribes: For a bard who is an entertainer with a fun-loving spirit, one who seeks to make her audience laugh (or at the very least, smile a little), the Trickster's Tribe is an excellent choice. The epitome of the classical bard, the Dahlians are known throughout Vimary for their wide wanderings and Skill at performances of all kinds.

Magdalites also make great bards. The Lover's Tribe is no foreigner to entertainment or the diplomatic role that bards occasionally play.

Suggested Outlooks:

Lightbringers — Known to all as the most friendly and open of the Outlooks, there are many poets and public speakers among the Lightbringers.

Herite — The Herite bard plans on bringing down Tribal society by telling, through poetry, the truths that the Fatimas would rather not let out.

Doomsayers — For a darker, more mysterious bard, turn your eyes towards the Doomsayers. One of these prophets, dreamers, and fortune-tellers would make an unusual wandering teller-of-tales.

Suggested Skills: Acrobatics, Dance, Disguise, Dodge, Dreaming, Etiquette, Grooming, Human Perception, Lore Skills, Melee, Music, Mythology, Notice, Sleight-of-Hand, Sneak, Streetwise, Theatrics. If you have enough points left over, consider a point of Synthesis to add that magical touch to bardic life.



DRUID

You always felt connected to the Goddess on an intimate level. You could hear Her whispering in the wind, roar in the thunder, and dance within falling leaves. You always felt more comfortable being in some secluded grove than being around large crowds of people. Your heart aches to see the land being torn by the Beasts and uncaring human hands. Perhaps it was because you loved the land and the Goddess's creations more than your Fatima that you were cast out from the Tribes. Or maybe you simply left one day of your own will when you felt that the Fatimas did not do enough to nurture the Goddess's creation. Now among the Fallen on Horn, you can work when you want and where you want to try to repair a damaged world.

Suggested Attributes: Primary — Psyche and Perception. Your Character is attuned with animals and with the forest, noticing the slightest things. Secondary — Willpower, Creativity, and Knowledge. Druids are calm people strong in their beliefs and wise in their decisions.

Suggested Tribes: Of all the Tribes, the Evans are by far the most connected to the land. Perhaps your Character was Banished because she called too loudly for Eva to care for lands outside Vimary, or perhaps you were cast out for feeling closer to the forest than some distant Fatima.

Suggested Outlooks:

Doomsayer — A good choice for a contemplative Character who wishes to connect to the Goddess on a personal level. Doomsayer druids are more interested in learning the lore and how to best take care of the dying land before plunging head first into their task.

Jacker — This is a good outlook for the aggressive druid. The druid who sees the lands being ravaged by the Beasts, by the Keepers, by everyone who never thought twice about what they were doing. Jacker druids rather not sit down and try to educate or spook away those who harmed the Goddess's work. They are the ones that will clear the land of the Goddess's weeds.

Suggested Skills: Agriculture, Animal Care, Camouflage, Herbalism, Lore (Nature or Outlands) Navigation (Land), Notice, Sneak, Survival, Swimming, Synthesis

Suggested Perks: Acute Sense, Animal kinship, Sense of Direction

Suggested Flaws: Code of Honor (something dealing with the protection of nature), Mechanical Ineptitude

FIGHTER

The Joanite Watch, the Agnite bully, and the Evan nannies all are fighters. Fighters can be noble Templars who wish to fight in the name of Joan against the Beasts, or they can be rough mercenaries who are willing to fight anyone's battles. They come in all sizes and shapes, with just as diverse goals. Your Character could be an ex-Templar who has been haunted by the tragic dreams of some great event, or the unlucky swashbuckler who has a knack of always ending up at the wrong place at the right time. From the fighters with the roughest edges to those with the sweetest tongues, in the end it is your Character that keeps your Cell alive when the swords are drawn.

Suggested Attributes: Primary — Build, Fitness, and Agility are all great physical stats for a fighter. Build and Fitness will allow your Character to have higher strength to do more damage. Agility increases your chance of getting a blow through your enemy's defenses and improves her own defenses.

All other Attributes depend on what type of fighter you wish to create. The fighter that wishes to lead like a templar or a knight must have a good Influence, while the swashbuckler would probably have a high Appearance. A fighter with more mystical leanings would have a good Psyche.

Suggested Tribes: The Warrior's Tribe is almost all fighters. There are a few exceptions, such as the glass smiths who create the stained glass windows. But when it comes down to a fight, most Tribals want Joanites backing them up.

Evans live in the largest Tribe and can not always depend on the Joanites for protection. Eva sends Her strongest to become Nannies to defend the fields and the workers.

Suggested Outlooks:

Jackers are for Characters who feel the strongest drive to take the fight to the beasts. Leave diplomacy and politics to the Lightbringers. The Jackers are all about action.

Herites are for those Characters who need the fire of some rhetoric to justify their violence. You are the basic thug — the muscle who backs up the demagogues, who collects "donations" for the cells and goes toe to toe with the equally brutish Watch.

Suggested Skills: Archery, Athletics, Combat Sense, Dodge, Hand-to-Hand, Intimidate, Leadership, Melee, Notice, Sneak, Survival, Tactics, Throwing

When picking Skills, include some that best reflects your warrior. An ex-Agnite bully could have high Hand-to-Hand but no training in Melee combat. An ex-Evan nanny who is used to working in the fields would most likely have a variety of combat Skills, but no leadership Skills or experience working in a larger unit.

Suggested Perks: Acute Sense, Ambidextrous, Light Sleeper, Night Vision

Suggested Flaws: Code of Honor, Dedicated, Nemesis, Bloodlust

3. Character Development

THIEF/ROGUE

There is no single catchall description for a thief or rogue. They don't fit in anyone's guidelines, and that's how they like it. The pickpocket and cat burglar are what most people think of when they picture thieves. People who sneak around and prey on the masses to fill their own pockets. Many Fallen are reduced to this sort of role to survive in a place where nothing comes easily. Other Fallen willingly take on the roles of spies, slipping into Vimary to learn what the Tribes have in store for Hom.

The Fallen are not the only ones willing to steal and spy. Magdalite Voyeurs act as secret police, listening and watching when one least suspects. Some Tribals would argue that most Dahlians are thieves, constantly playing tricks on the unwary. There are even some rumors that secret assassin and spy guilds exist within the other Tribes to take care of enemies within and outside of their domains. Whatever the case may be, the thief's life is full of both danger and variety.

Suggested Attributes: Primary — Like the fighter, this depends on what type of thief you are looking to create. If you wish to create the standard thief that enjoys stealing and only fights when the advantage is on her side, then keep your Agility high for a bonus to the Skills of a classical thief. With a good Perception score as well your thief will be able to notice the slightest details, an excellent trait for spies.

If you wish to create the sly trickster, have a high Creativity and Influence. A good Agility and Perception won't hurt either. Creativity will allow your Character to be quick witted, and Influence will make your Character naturally likable. Agility will allow your Character to survive when her victim realizes she has been tricked and Perception gives your Character a keen eye.

Suggested Tribes: Dahlia's children are rewarded for their sneakiness and cleverness. Life in a caravan, always moving from one place to another, and tied only to her clan creates an excellent atmosphere for nurturing the Skills of a thief and slipping away from the long arm of the law. Dahlians smile upon their thieving sisters, reveling in chaos and change.

Magdalites also often play the role of both diplomat and spy. The Lover's children feel that the only way to keep everyone working together is to keep a close eye on everyone's business.

Suggested Outlooks:

Herites — Herites often see their neighbors on Vimary as their greatest enemies. Many have mastered the Skills needed to sneak onto the main island without getting caught. They live on the fringes of society, even Fallen society, never quite going the same way as everyone else. The Herites who are most respected are those who know every move made by the Seven Deaths. Those Skilled at espionage can be sure to find a place among the Herites.

Lightbringers — Most people would not imagine the gentle Lightbringers as thieves. They see them as idealists, speaking good of everyone, and reminding everyone how wonderful life would be if they just put aside their differences. Not all Lightbringers are this naive or idealistic, though. There are those

who wish to see the Fallen thrive, but know that good will and intentions alone will not bring about the society that they envision. A Lightbringer with a thief's edge is one who feels that the ends justify the means. Blackmail, deceit, and a bit of outright robbery are more than justified if they help to bring about the perfect society. Of course, this is a very slippery slope...

Suggested Skills: Acrobatics, Archery, Camouflage, Combat Sense, Disguise, Dodge, Forgery, Gambling, Haggling, Melee, Notice, Sleight-of-Hand, Sneak, Streetwise, Throwing

Suggested Perks: Ambidextrous, Connections, Favor, Light Sleeper

Suggested Flaws: Destitute, Liar, Wanted



CLERIC

The cleric is a person who does everything in the name of the Goddess. Perhaps she was a member of one of the Tribal Sisterhoods, banished for betraying her Fatima. Or perhaps she was an ordinary Tribal who threw away the notion that humanity's only connection to the Goddess was the Fatimas.

The cleric can fill many roles in Hom. She could be the gentle healer who spends most of her time in the Goddess of Mercy Mission, tending to the sick and hurt there. She could take up the warrior's life and campaign against the greatest of the Goddess's enemies — the Z'bri. She could rise to the role of leader, trying to show the other Fallen that the Goddess truly has a plan for them all and that they should not despair. Above all, the cleric always believes the Goddess is with her.

Suggested Attributes: Psyche is the most important Attribute for your Character. With a good Psyche score, your Character will have easier access to the River of Dream. Your other Attribute choices depend on what path your cleric has chosen to follow. A healer would have good Knowledge, a templar would have high Fitness and Agility, and a leader would have good Influence.

Suggested Tribes: Every Tribe has its own Sisterhood, ranging from the ritualistic Yagan Mordreds to the freewheeling Agnite Favorites. Look over the Tribes and pick the one goes best with your Character concept. Keep in mind that this was how your Character was before her Banishment. It does not necessarily have anything to do with what she's like now.

Suggested Outlook

Lightbringers naturally attract the most gentle of people, being the Outlook that desires to unite and build up the Fallen into something more than disorganized outcasts. The Character that desires to lead, help, or heal would find many allies here.

The cleric Character who picks up her sword to destroy the Z'bri would find a better place among the Jackers. There she can smite the Goddess's foes, while reminding her fellow Jackers that there is more to life than battling the beasts — they would do well to turn their attention to the Goddess now and then.

The Doomsayers are a natural choice for a fortuneteller, prophetess, or Dreamer. Concerned with portents and the spiritual as they are, many Doomsayers have a strong connection with the Goddess and the River of Dream.

Suggested Skills: Dreaming, Etiquette, Healing, Herbalism, Human Perception, Leadership, Mythology, Read/Write, Ritual, Synthesis

Suggested Perks: Connections, Prestige, Spiritual Balance, Spiritual Siren

Suggested Flaws: Nemesis, Secret, Wanted

MAGE

The mage is a Character who is fascinated by lore and Synthesis. He finds weapons rather crude compared to the strength of Dream and the Goddess' gift. The mage could be focused on learning as much about Synthesis as possible, or exploring and understanding the River of Dream.

Suggested Attributes: A good Knowledge score will allow your Character a greater understanding of the more complex issues while a good Psyche score allows greater success in touching the River of Dream. Raise and lower the other Attributes to give your Character flavor. A reclusive scholar with a burning desire for knowledge might have a low Influence and high Willpower. An energetic youth who is talented at manipulating the energies of Synthesis could have an even higher Psyche, but a lower Knowledge.

Suggested Tribes:

Yagans — The Yagans prize wisdom and knowledge. They seek to learn things about the River of Dream that they believe the other Tribes are incapable of understanding. A Fallen Yagan could be a Character who feels the pull to continue to learn but fears that he will not be able to get his fellow Outcasts to understand.

Shebans — Another well versed Tribe, the Shebans spend their entire lives surrounded by books. Tera Sheba limits Her children's direction and demands that they learn what She tells them. A Fallen Sheban could be a Character who inquired too deeply about forbidden knowledge, or perhaps someone who became frustrated with the narrow boundaries imposed by Tera Sheba.

Suggested Outlook:

Doomsayer — Doomsayers want people to understand the complex undertones of a world that most only vaguely understand. They spend hours and hours researching ancient tomes, questioning spirits in the River of Dream, and seeking answers where no one else dares to look. Doomsayers have been known to go mad on occasion from what they learn but, like most brilliant people, the rest plunge on, not always learning from past mistakes.

Herites — The Tribal dogma of forbidden knowledge is only an encouragement to Herites. How better to expose the lies of the Seven Deaths than with the very secrets they wish to hide? The power of the River is a weapon as potent as a sword, and knowledge begets freedom.

Suggested Skills: Dreaming, Lore Dreaming, Mythology, Synthesis, and perhaps some Aspects

Suggested Perks: Spiritual Balance, Spiritual Siren

Suggested Flaws: Destitute, Secret

OTHER ARCHETYPES

Another way of organizing heroic archetypes is used by other Dream Pod 9 Silhouette games. These definitions provide an alternate mean of conceptualizing new Characters.

The Fighter: This hero seeks to resolve conflict using violence. Strong and agile, this is a very physical archetype. The Fighter focuses on offensive combat Skills (Hand-to-Hand, Melee, Archery). The Fighter is not always about being face-to-face physical, a hot-tempered archer, a sniper, a master swordsman are all equally about resolving confrontation as directly as possible.

The Tinkerer: The Tinkerer is all about using knowledge, time and tools to overcome threats. Not exactly a pacifist, they are usually not cut out for rough and tumble of combat. The Tinkerer is not limited to mechanical tinkering that is there namesake — book learning and mystical knowledge work in much the same way. The Tinkerer tends to be more intellectual than others, but their strengths lie in their ability to recall, use and combine knowledge.

The Socialite: Communication is a versatile gift — the right words can open doors, get people to do the research for you, avoid combat altogether or get others more capable to fight for you. Socialites are often thought of as a bit lazy because all they seem to do is talk — but think about the leg work it requires to find people who know what they need. Think about how many little bits of inane knowledge they have to keep track of in order to make the most of their conversations — who needs what, who doesn't know which secrets and who can never find out. Socialites focus, obviously on social Skills, but also on perception-related ones, especially Human Perception and Notice. A good socialite also has the Skills to make themselves useful to others, often a craft or an artform that they can bargain with in their conversation.

The Rogue: The best way to overcome obstacles is to simply not get caught by them. The Rogue seeks to avoid obstacles at any cost. This can mean they are agile types who duck and weave through combat, or they are good liars able to bluff knowledge they don't have or keep themselves out of the web of promises and gossip that keep Socialites tied up. The Rogue is often in the position of doing things no one else would consider precisely because no one would think of it. Rogues are outsiders and pick up a number of odd Skills (firearms and survival Skills for a Tribal for instance). Their mottos are 'never let them see you coming' and 'never let them know how you left.'

FROM WHENCE YOU CAME

One of the most important elements of a Character, at the beginning of the Cycle, is her background. It is this background that will give you a starting point to playing your Character. While it is perfectly valid and desirable to develop during play, it is the first few sessions that set the tone for your Character for the rest of the Cycle.

At the most basic level, your background will provide you a blueprint from which you can design your Character. Such things as your Birth Tribe and your current Outlook determine very important issues of Character creation. But beyond the mechanics of the rules, establishing a background makes playing the Character a more rewarding experience.

At a minimum, you should decide your Character's birth Tribe, think about where she is from, consider how she Fell, and determine what she is doing now. Additionally, you should answer as many of the questions that follow as you can. This will answer all the tough questions during Character creation and breath life into your fledgling Character. Do not worry if the answers change during Character creation or even during the early sessions of a Cycle. Your background should be a guide, not a straitjacket.

In addition to helping determine mechanical details, your background can provide additional context in your current and future adventures. These elements — call them 'plot hooks' or 'seeds' — make mundane plots into something special because you have something invested in the consequences: a relic owned when still a Tribal holds sentimental value, blood-relatives and lost loves can be allies, rivals or even angst-generating antagonists, and family secrets or mysteries from childhood may play a part in your ultimate destiny.

BUT I DON'T WANT TO!

Some people are a bit nervous about including background information that might be used 'against' the Character. They see things like family, friends, children, or personal mementos as something that can be held hostage or used by the Weaver to pressure their Character to do things that might be detrimental to them. This antagonistic view of the Weaver and plot may stem from any number of sources — from past negative experiences in games, a reaction to non-mechanical details, or perhaps just a selfish desire to make the Character unbeatable, without any trace of weakness.

No one is forcing background on the Player who refuses it, but they should take into consideration that not everything in a past need be used 'against' you — someone from your past can actually be of help. A second thing to keep in mind is the context of the standard **Tribe 8** game. One's past is not something you can walk away from easily — for most Fallen, their 'past' is right across the river, and they interact with it on a daily basis. They trade in the Bazaar, they may encounter someone from their Tribe, their clan, or even maybe their family. All Fallen were exiled for some reason, which may color all

interaction with the Tribes, the Z'bri or the Keepers. Remember, the Character did not just wake up one day on Hom — fully grown and without any form of past. If you have a problem with using your background after Character creation, then tell your Weaver — odds are they will accept your arguments and let you use it for Character creation only (if you even want to use it for that).

The 'background generator' is broken up into various stages of life. This way, you can pick and choose what sections you want: an Agnite for example, would likely do the childhood section only, while an exiled Clan Elder would have a childhood, maturity and adult life within the Tribes. The lists are set up in such a way that they can be used as random tables as well.

FRIENDS AND ENEMIES

At several points in this generator, you have the opportunity to develop friendships or cultivate enemies. Since these are often more important than actual events — since these follow you through life and (probably) into banishment they do need to be fleshed out.

These relationships can be reflected in Perks and Flaws such as Connections and Nemesis but you do not need to bankrupt your Character 'buying' their relationships with everyone on Vimary and Hom. 'Bought' relationships mark important ones central to the Character, and are intended to be, because they involved game mechanics, to be fairly long-term and semi-permanent. These 'bought' relationships are also fairly restrictive as well — a Nemesis is an enemy, a Dependant needs your help, not too much nuance there.

First determine the gender and age of the friend or enemy. Second, choose the relationship of this person to you. Remember, once you are banished some of these factors change — Fallen are no longer 'outsiders,' Tribals are, and you might want to determine a Fallen's outlook and cell if need be.

- same family
- same clan (determine their family's status within the clan)
- same Tribe (determine their clan's status with the Tribe)
- within the Nation (determine at least their Tribe)
- outsider (Fallen, Squat, Keeper, Z'bri, Serf, Spirit or Ghost)

Third, what is the nature of their relationship to you? How intense is the friendship or the antagonism, does it survive your banishment, and did it play a role in your banishment?

Fourth, what happens if you encounter one another again? Are their sparks still there? Do they gloat, do they go out of their way to treat you badly or help you?

Remember — these personal relationships are a large part of what makes us human. Our relationships are more than mechanical Perks and Flaws — they reflect who we are and where we fit in the grand scheme of things.

3.Character Development

SECTION ONE: WHAT CAME BEFORE YOU (FAMILY AND CLAN)

DETERMINE YOUR TRIBE

Birth Tribe:	(roll 2d6 or choose)
2	Marian*
3	Dahlian
4	Magdalites
5	Yagan
6-8	Evan
9	Joanite
10	Agnite
11	Sheban
12	Joshuan*

*Special rules govern these Tribes (see the T8 Companion), check with your Weaver or reroll these results.

DETERMINE CLAN AND FAMILY STATUS

Choose (or roll) twice — once for the clan's position within the Tribe and once for your birth family's position within the clan. Note: Agnites have no clan, so they skip the rest of this section.

Status:	(roll 2d6 or choose)
2-3	Elder/Leading (INF, Etiquette, Leadership, Lore (History), Lore (Tribe), Authority, Connections, Prestige, Property, Subordinates)
4-5	Respected/Allied (Etiquette, Lore (Tribe), Connections, Prestige, Obligations)
6-7	Small/Growing (CRE, Lore (Tribe), Etiquette, Connections, Nemesis)
8-9	New/Undistinguished (Lore (Tribe), Debt)
10	Criminal/Destroyed (Haggling, Lore (Tribe), Streetwise, Connections, Prestige, Infamous, Social Stigma, Wanted)
11-12	Disgraced/Banished (Lore (some forbidden knowledge), Speak (outsider), Prestige (among Fallen only), Destitute, Infamous, Social Stigma, Touched by the Seed)



3.Character Development

FAMILY AND CLAN SIZE

Now figure out how big the clan and family are and where the leadership sits. Who controls the family (relation to Character)? Who are they (gender, age, role in the Tribe)?

Leadership:	(roll 1d6 or choose)
1-2	Grandparent
3-4	Parent or Parental Sibling
5	Self, Sibling or Cousin
6	Child and younger generations (grandchildren, great-grandchildren)

FAMILY LEGACY EVENTS

This is a list of events that occurred before your birth but cast a shadow over your very early childhood. Possibly the event happened to your parents or someone of their generation. Other events are things which colour your family's past.

Event:	(roll 2d6 or choose)
2	Family has outsider blood (Machine-Touch, Patron Spirit, Tenuous Dreamer, Touched by the Seed)
3-4	Family member of a secret society, shadow-cast circle or similar group like a crime syndicate (Lore (organization), Streetwise, Connections, Property, Subordinates, Beliefs, Code of Honour, Obligations, Secret, Wanted)
5-6	Promotion of family member (Prestige)
7-8	Loss of family member status (Social Stigma)
9-10	Family member banished (Social Stigma)
11	Family are keepers of a sacred Fatimal Relic (Lore (Fatima), Mythology, Synthesis, Prestige, Property (the relic), Obligation)
12	Family are involved in a conspiracy (Human Perception, Investigation, Lore (secret/forbidden), Connections, Patron Spirit, Dedicated, Nemesis, Secret)

SECTION TWO: BEGINNINGS

BIRTH

Most births go quite well, but sometimes things happen, especially when a Evan is not on hand for the birth (sudden labor while travelling, during a snowstorm, etc). Evan midwives are also charged with judging the fitness of newborn children — if they appear physically disabled or deformed, or if the midwife senses that they have a destiny that is harmful to the Tribes, they might attempt to kill the infant and pass it off as a stillbirth.

Birth:	(roll 2d6 or choose)
2-4	Birth Difficult — mother of child was harmed (low AGI, APP, or FIT, Bad Luck, Lame, Poor Sense, Slow Learner)
5	Birth fatal to Twin Sibling (Bad Luck, Social Stigma)
6-8	Birth Normal
9	Birth fatal to Mother (Bad Luck, Social Stigma)
10-12	Birth Unusual — Midwife attempted to kill you or tried to/succeeded in killing a twin sibling (high or low PSY, Blessed by the One Goddess, Luck, Curse, Spiritual Stigma, Touched by the Seed)

SIBLINGS AND BIRTH ORDER

Now that you've been born we need to take a look around your childhood environment, and that means figuring out where you fit in the order of births in your family.

- How many siblings do you have?
- How many siblings do you not have due to banishments, kidnappings or deaths?
- Where do you fit in the order — first, last, somewhere in the middle?
- Were you a part of a multiple birth? Non-Evans rarely survive births of more than three children simultaneously.

FAMILY AND PERSONAL EVENTS

These are things that happen during your childhood (basically up to your coming of age ritual and formal education).

Personal Events:	(roll 2d6 or choose).
2	Family member banished (Connection (Fallen), Social Stigma)
3	You make an enemy (see sidebar — Friends and Enemies)
4	Poor encounter with your Fatima (Bad Luck, Curse, Nemesis, Spiritual Stigma)
5	Family makes an enemy (see sidebar — Friends and Enemies)
6	Family loses status — within clan or in tribe (Social Stigma)
7	Family member/friend/enemy killed
8	Family gains status — within clan or in tribe (Prestige)
9	Family gains ally (see sidebar — Friends and Enemies)
10	Good encounter with your Fatima (Dreaming, Synthesis, gain an Aspect, Luck and Intuitive Synthesis)
11	You make an ally (see sidebar — Friends and Enemies)
12	You are recognized by the Tribe as outstanding in some way (Prestige)

SECTION THREE: COMING OF AGE

When you were a child you played with childish things, but that part of your life is over and you are growing — physically, socially and spiritually. In the eyes of everyone you cease to be a child and become an adult. This is a fragile time for people and there are many pitfalls. For Agnites this is the ending of their Tribal lives — as they go on to be Breeders or Barrens, both marginal groups living at the edge of Agnite society.

THE RITUAL

When he enter a coming of age ritual you cease to have a fixed identity — you are no longer a child but are not yet an adult — the latter is determined by the outcome of the ritual.

Ritual: (roll 2d6 or choose)

- | | |
|-------|--|
| 2-5 | Ritual Never took place (see Section Four, but keep in mind that you are not a full adult capable of making mature decisions in the eyes of your tribe, Bad Luck, Social Stigma) |
| 6-9 | Ritual took place normally (see Section Four) |
| 10-11 | Ritual took place, but something odd happened (see 3.2) |
| 12 | Ritual took place, powerful omen (see Section Four, the omen might foretell your destiny, great opportunity for the Weaver to highlight something of the forthcoming plot) |

SOMETHING HAPPENED

Something happened during your ritual — it took place, but not under normal circumstances or was never completed. Another possibility is that it did take place but you emerged from the ritual with something more or less than you started with.

Something happened: (roll 2d6 or choose)

- | | |
|-------|--|
| 2-3 | Banished |
| 4 | Tainted (Spiritual Stigma, Touched by the Seed) |
| 5 | Conspiracy (Connection, Debts, Nemesis, Obligation) |
| 6 | Made enemy. (see sidebar — Friends and Enemies) |
| 7 | Vision (Blessed by the One Goddess, Luck, Patron Spirit, Spiritual Balance, Spiritual Siren, Spiritual Unbalance) |
| 8 | Made ally (see sidebar — Friends and Enemies) |
| 9 | Kidnapped (Social Stigma) |
| 10 | Mentor problems — they were banished, corrupted, reassigned, disgraced went missing, or were killed. (Social Stigma) |
| 11-12 | Family problems (Bad Luck, Nemesis) |

SECTION FOUR: ADULthood AND MATURITY

For many Tribals, this is the longest period of their lives. They take up their responsibilities to family, clan and Fatima and until their death they remain Tribal. For the Fallen this is a period of time between childhood and banishment.

YOUR ROLE IN LIFE

Like each Fatima has her responsibility to humanity, each Tribal member has their role to play in the Nation. In most cases the decision of which role you take up is determined by others, notably your family and clan, but fortune and politics have a way of changing things from time to time.

Note: for obvious space reasons, we cannot list each and every role and secret order for each of the seven Tribes here. For reference to appropriate Skills, Attributes, gear, Perks and Flaws for each role, consult the main rulebook, the Tribe-appropriate Word book, or one of the many generic pre-made Archetypes in the entire series.

Role in Tribe: (roll 1d6 or choose)

- | | |
|-----|---|
| 1 | Disgraced profession such as the Barrens or the Rangers |
| 2-4 | Common Role as traditional for your family/clan |
| 4 | Merchant or Trader on behalf of the family/clan |
| 5 | Sisterhood or Secret Order |
| 6 | Given a choice (automatic result for Dahlians) |

LIFE EVENTS

It may seem to some that once we become adults and settle down that our life is over but in reality we face a whole new set of events which shape our destiny.

Life Events: (roll 3d6 or choose)

- | | |
|-------|--|
| 3 | Join a conspiracy (Human Perception, Theatrics, Connections, Dedicated, Nemesis, Paranoia) |
| 4 | Injured (lowered FIT, Blind, Deaf, Lame, One-Armed, Poor Sense, Sick, Weak Immune System) |
| 5-6 | Selected for a Tribal Circle (Connections, Famous, Prestige) |
| 7-8 | Have Child |
| 9-10 | Get married (see sidebar — Friends and Enemies) |
| 11 | Promoted or Demoted within role (Authority, Obligations) |
| 12-13 | Family/Clan status changes (Authority, Connections, Famous, Prestige, Property, Subordinates, Curse, Debts, Dependents, Destitute, Infamous, Nemesis, Obligations, Paranoid, Secret, Social Stigma) |
| 14 | Make friend or enemy (see sidebar — Friends and Enemies) |
| 15 | Death of family/clan member |
| 16 | Have illicit affair or outsider ally (Secret, see sidebar — Friends and Enemies) |
| 17 | Weather major crisis (Luck, Tough Skinned, Bad Luck, Destitute, Flashbacks, Insomnia) |
| 18 | Brush with spiritual — a vision, a spirit visitation, contact with Z'brí or the Fatimas (high or low PSY & WIL, Dreaming, Lore (as appropriate), Mythology, Blessed by the One Goddess, Patron Spirit, Spiritual Siren, Curse, Spiritual Stigma, Spiritual Unbalance, Touched by the Seed) |



3.Character Development

SECTION FIVE: BANISHMENT

Unless you plan on playing an unusual Character (a Keeper, Squat or similar outsider), or a purely Tribal-based game, then at some point you are banished from the Nation and become one of the Eighth Tribe. The hows and whys surrounding this are probably of immediate concern to your life.

If you plan on playing a runaway or a child of Fallen Tribals, then you will need to modify this section somewhat. You may not have been Banished in person, but you ran for some reason and while you may have done nothing except been born but your parents were exiled for something, and that something may have some impact on your present status.

CIRCUMSTANCES OF YOUR BANISHMENT

Not everyone is a simple victim of prophecy or circumstance — some a truly deserving of being thrown out soulless and forsaken into the wilderness.

Banishment: (roll 2d6 or choose)

- | | |
|----|---|
| 2 | Destiny — for some reason you have been marked from birth as one who will need to leave Vimary and fulfill some important role. |
| 3 | Offended Fatima (Infamous) |
| 4 | Corrupted (Touched by the Seed) |
| 5 | Witch-hunt (Bad Luck, Infamous, Social Stigma) |
| 6 | Victim of fate (Luck Bad Luck) |
| 7 | Because of final(?) Life Event |
| 8 | Politics (Investigation, Nemesis, Paranoia) |
| 9 | Broke Goddess/Fatimal law (Infamous, Wanted) |
| 10 | Discovered Secret/Truth (KNO, appropriate Lore or similar Skills, Beliefs, Nemesis, Paranoia) |
| 11 | Defied Nation — you defied the Nation and aided outsiders (appropriate Lores, see sidebar — Friends and Enemies) |
| 12 | Visions (PSY, Dreaming, Lore (Joshua), Blessed by the One Goddess, Spiritual Unbalance) |

YOUR SENTENCE AND YOUR ARRIVAL ON HOM

The Nation has several ways of dealing with newly banished individuals and none of them are particularly pleasant.

Arrival: (roll 1d6 or choose)

- | | |
|---|---|
| 1 | Escaped imprisonment, either on your own or with help (Sleight of Hand, Streetwise, Connections, Debts) |
| 2 | Staked out in the Circle of the Chosen for or sold to Z'bri (Flashbacks, Fear, Touched by the Seed) |
| 3 | Sent into the Wilderness (Navigation, Survival, Sick) |
| 4 | Set adrift on the Great River (Boating, Swim, Fear) |
| 5 | Chased out by mob (Athletics, Dodge, Luck, Social Stigma) |
| 6 | In absentia, you left before sentenced (Wanted) |

THE CHOICE

Faced with the rest of your life and the reality of banishment each person faces 'The Choice' — to join the Fallen of Hom or to go your own way.

The Choice: (roll 1d6 or choose)

- | | |
|---|--|
| 1 | You knew some about the Fallen (Lore (Fallen or Hom)) |
| 2 | You have friends who were Banished (see sidebar — Friends and Enemies) |
| 3 | You had a vision directing you (Patron Spirit, Spiritual Siren, Spiritual Unbalance) |
| 4 | You were rescued by Fallen (Debts, see sidebar — Friends and Enemies) |
| 5 | You were directed by someone (Lore (Fallen), Human Perception, Sneak, Theatrics, Beliefs, Code of Honour, Dedicated, Secret) |
| 6 | It seemed the thing to do |

LIFE AMONG THE FALLEN

This final list covers events that may play a part of your very recent life among the Fallen and set the stage for your situation in the first session.

Life Among the Fallen: (roll 2d6 or choose)

- | | |
|------|--|
| 2-3 | Find a source of wealth (Favor, Property, Obligation, Secret) |
| 4-5 | Hassled by Watch (Bad Luck, Destitute, Lame, Wanted, may begin the game with one or more Light Wounds in the process of healing) |
| 6 | Attract notice of Hom personage (Connections, Nemesis) |
| 7 | Make friend or enemy (see sidebar — Friends and Enemies) |
| 8 | Attract notice of Guide (Connection, Spiritual Siren, Nemesis, Spiritual Stigma) |
| 9-10 | Find love (see sidebar — Friends and Enemies) |
| 11 | Find teacher (see sidebar — Friends and Enemies) |
| 12 | Become a teacher (Teaching, Favor, Subordinate, Obligation) |



THE OUTLOOKS

Outlooks are the factions into which the Fallen organize themselves. Each represent a particular philosophy or approach to life.



DOOMSAYERS

"We are the eye that is closed, that looks into ourselves and sees without sight." — Veruka the Wraith

To be a Doomsayer is like playing in the deep end of the pool when you have only swam in wading pools, under supervision. Mix this with constant fear of the unknown (the other) and the uncertain (the future), give it a dose of apocalyptic imagery and sprinkle in some cults of personality and you have a pretty good idea of what being a Doomsayer is all about. Doomsayers have in many ways the hardest job of all (so they believe) — the others worry only about things of the flesh, the Doomsayers have responsibility for seeing all the hidden threats, the spirit world, and the future.

WHO BECOMES A DOOMSAYER

Those Tribals who were already trained as mystics, dreamers and scholars tend to doomsaying unless they choose another outlook for specific, individual reason. Individuals who are concerned about the mystery of the future or who have had an intense or significant spiritual experience also come seeking answers and eventually join the Doomsayers. They also attract the charlatans, the cruel, the nihilistic and those seeking power and influence but lacking the honest charisma of a Lightbringer. The mentally ill also exist among the Doomsayers, some, like Chevon the Deranged (see Children of Lilith) are elevated as a sort of oracle or idiot-savant-prophet.

ROLE AMONG THE FALLEN

The Doomsayers among the Fallen play the role of advisor, interpreter of dreams, prophets, counselors and historians. Their particular gifts would also be useful for any covert activity or spying/assassination but few of them have this mindset (those that do tend to belong to mixed cells with similar interests).

WHAT DO THEY DO?

Much of the daily activity of the Doomsayer, apart from the time spent securing the minimal food and shelter they need, is spent interpreting and debating. They congregate around the Temple to hear each other's pronouncements of omens and interpret the meaning, they are approached by others and asked for their interpretation of a particular dream, they huddle in small cabals and interpret the movements of the Fallen, the Guides, the movement of the heavens and the animals upon the earth. They are most known for their interpreting of Joshua's prophecy.

INTERNAL POLITICS

Aside from most agreeing to at least listen to Veruka and the Guides, there is little cohesion between the Doomsayers. Below these luminaries are all sorts of minor cults centered around charismatic or particularly gifted individuals, many of whom have strikingly different interpretations of things. This leads to a plethora of heresies among the Doomsayers and when two or more cells meet they can often explode in very heated debate about the absolute certainty of a hypothetical interpretation of an abstract (or delusional) omen or dream. During a time of crisis this antagonism can even escalate into physical and spiritual violence (as Doomsayers who "know" they are right try to remove those who would "lead others astray" or "endanger the fulfillment of prophecy").

Apart from the risk to each other, Doomsayers are prone to being a danger to themselves as well. Horn remembers Yfette and her prophecy-driven call for the suicide of all her followers. People who peer too long and too hard into the darkness of the soul risk being blind to any other way to deal with their omens than by painful physical sacrifice and death.



3.Character Development

EXTERNAL POLITICS

On any issue (important or not) you can find at least two Domsayers with opposing viewpoints, but in general they tend to be wildly depressed and prefer to litter their interpretations with doom and gloom (both because of their basic outlook and because forecasting failure and defeat is always the safer bet). On the whole they don't oppose any other outlook or tribe, although the more spiritual ones are always alert to the movements of the Fates.

TIPS ON PLAYING A DOOMSAYER

- look for meaning in all things; not everything is a sign or prophecy, but if you aren't looking you will never find them. All of creation echoes the fate and will of the Goddess and the Seed
- never give anyone a completely straight answer in plain language, always give yourself room for later interpretation
- prophecies that don't come true were thwarted somehow (or those who were needed to act failed/weren't pure enough), and when an omen isn't an omen it's a metaphor constantly struggle with self-doubt about your own ability to properly interpret the omens and dreams you have
- doubt the interpretation of any sign if that interpretation is completely optimistic, without any unforeseen consequence or side effect or other negative value, the glass is half-empty and reward without suffering is a trap for the foolish
- the future and the darkness share one thing in common — they are both unknowable and frightening, but only those pure of heart can stand to face them without flinching
- everything is important to the Goddess, everyone has a part to play, even the villains and the fools and the victims

SUGGESTED ATTRIBUTES

Having a good KNO is pretty usual for Domsayers. Those that focus on mundane counseling also tend to have good PSY and PER scores (as well as Human Perception and Teaching Skills). The morbid/depressive/hysterical ones tend to have lower (even negative PSY) but make up for it with WIL or even INF. Skills tend to be KNO-based Skills, Rituals, Dreaming, and Synthesis.



HERITES

"We are free only if we let the Seven Deaths have no power over us, including the power of hate. The need to strike at them and their children is as much a form of slavery as our devotion once was." — Jerebai, member of La LibertÉ Verte cell

"We can never be free until they are destroyed, their structures torn down, their priests punished for their crimes and total freedom imposed on them. And you too can play your part, if the Watch or one of their sneaks shows up, we are not here, get it?" — Kyrt, leader of the Unbound.

"By MY hand, by MY word, by MY free will: pain, suffering, and death. I am your true Goddess." — Troy Fenys

The Herites play the game of freedom and slavery. To be free is their goal, but they are slaves to their own rhetoric, tactics and fanatical devotion to the notion of free will and self-determination. Among the Fallen, they are both the folk heroes and the brutal tyrants of Hom. One freedom fighter is another terrorist, and often both at the same time.

WHO BECOMES A HERITE

It would be simplistic to say that all Fallen harbor Herite sentiments — distrust of central authority, religious persecution and the infallibility of the Fatimas — but to actually be considered a Herite there has to be something more than just that level of bitterness and pain-rage. One of two things might occur — either the Banished decides to make their life over, fresh from the beginning, or they learn to feed and nurture that rage, striking out against everything associated with their banishment. These people become the Herites — bitterest hate and a sense of liberty mixed in.

ROLE AMONG THE FALLEN

The Herites, apart from being among the most numerous of the Fallen, fulfill a range of roles for the Eighth Tribe. They are the teachers, the protectors, and the providers for the Fallen. Those who turn from violence often work hard to make Hom a better place (for themselves at least). Moreover they use the freedom of their outsider status to take a hard look at the world around them — seeking the real facts and real stories instead of relying on the lies and biased views of the Seven Deaths. The more violent obtain the necessities of life for the Fallen — by labor if need be, by theft, swindle or violence preferably. And both groups preach the word of freedom. Philosophically they are

opposed to the structures that they associate with the Tribes — the Watch and their injustice, the Sisterhoods and their secrets, the segregation of the Tribes themselves, and so on. This last part can be problematic depending on the fervor of the individual Herite — they are prone to factionalism and resistance to collectively organize simply out of the principle of ceding authority and free choice to anyone, to any degree.

WHAT DO THEY DO?

It would surprise the average Tribal to know that most Herites are not like Troy Fenys — the sadistic stalker and serial killer almost as demonized as the Z'bri. Most would be very afraid if they knew that the 'fallen' they just hired in exchange for some overripe fruit are in fact Herites providing for others who are not strong enough to work for themselves. And if a good carving knife goes missing, or some heretical knowledge is given to a curious child from one of these rift-raff, the same Tribal would not likely remember the face of those untouchables.

Other Herites, those that refuse to travel to Vimary are the traders, explorers, farmers (meager though the soil of Hom is) and trappers. They seek to find their way in a world, and a connection to the One Goddess (if they don't reject Her existence as a lie of the Deaths to justify their authority) without the Seven. Herite cells will often offer to help other cells and Fallen who have not yet joined a cell — to watch their kids while they work, to help build their home, to get medicine from the Evan healers when necessary, "no questions asked". These relationships build over time, and a sense of interdependence forms. If things remain like this then all is good, but some cells come to expect help from their "charges", maybe shelter from rain, maybe a bit of extra food, or some help fencing some Tribal loot.

Then there are the truly criminal — those that shake down newly banished Tribals, stealing whatever goods they have left "for the cause, our cause". They threaten and beat anyone who opposes them. They even use the children or newly banished — people whom the Watch suspect nothing of, to ferry weapons, drugs, or just act as bait/cannon fodder for their operations of "resistance" against the Seven Deaths.

INTERNAL POLITICS

The Herites are a mess of willful, deliberate anarchy. Freedom often means no formal leadership, no one telling them what to do or what to think. This is the major reason why the Tribes have yet to take the minor crimes and occasional violence of the Herites seriously — more often than not their plans are undermined by their inability to coordinate and follow one leader's plan. Just because they agree that the Seven are evil and humanity must be free of them doesn't mean their tactics and philosophies are compatible.

3.Character Development

For example: one Herite may believe that the only true way to free Vimary is to expose the lies of the Fatimas about the Goddess and the Outlands — these would be akin to underground teachers, purveyors in forbidden, seductive knowledge. Another may simply lead by example, living a life free of the Seven Deaths will show that it can be done. A third may destroy the trappings of the Seven Deaths while others will threaten or seek to kill Tribals — either high profile leaders and outspoken elders or just any Tribal at all, wherever and whenever they see the opportunity — for a specific reason (like abusing another Fallen) or simply for just being in the wrong place at the wrong time. If the first two hear about the last Herite they may try to stop them, to prevent further hardship from the Watch and hardening the hearts of the Tribes. The violent one may see the interference of the other two as a latent love for the Deaths, or simply cowardice and inability to do what must be done to really liberate humanity.

On a smaller scale Herite cells use a variety of leadership models — from consensus to leadership by the most charismatic/tough/smart, rotating leaderships, vote on everything, etc. There is also a small minority of 'lone wolf' Herites, who follow the example of Troy Fenys: these either live like zen masters or monsters, depending on what end of the spectrum they tend towards.



3.Character Development

EXTERNAL POLITICS

It becomes obvious that the Herites can be both a boon and a threat to the others on Hom. Some offer to help, others offer to protect, some will fight, and all to one degree or another are reluctant to bow to authority. The stereotypical Herite — the loud, argumentative criminal who thinks of himself as a hero of the common people — does have some basis in truth and these are the bane of more peaceful types. Their reluctance to cede to any moderation puts them smack dab against the unity beliefs of Lightbringers. If they are too focused on the Tribes, they are generally disliked by Jackers (who see the Z'bri as the greater threat — if you are going to boast about making the world a better place please do so by removing the real problem). Children of Lilith (if present in your game) also have a certain, understandable distrust and hostility towards the Herites.

Herites are often more willing to work with non-Tribals — 'liberated serfs', squats and of course the keepers. Such alliances could be little more than coercion or mutual exploitation (against the Tribals) or true, if individual, friendships.

FREEDOM, NOW WHAT?

There is something perverse about the institutionalization of a revolutionary force dedicated to tearing down a society. The chief reason for this is of course that it is often in the best interest of the movement itself to never fully succeed. Once the Seven Deaths are dead, those Herites whose authority, resources and power derived from their role in the struggle against the Seven will be hard pressed to justify their continued leadership and maintain their access to the shared resources of the Fallen. Those Herites who realize this come to one of three major conclusions: they will simply retire and relinquish that power, or that the struggle will last forever (or at least longer than they will live) so it isn't a concern. The last group is perhaps the truly vile, those that deliberately sabotage their own crusades just enough to guarantee that the fight will last forever, and those that make deals with equally ideologically-bankrupt representatives of the Pillars so that individuals on both sides may profit eternally from the struggle without risking any sort of long term resolution.

TIPS FOR PLAYING A HERITE:

- be concerned about why you are doing something
- question held opinions and traditions/taboo's, especially if they are holdovers from Tribal life without personal experience
- be willing to lend a hand for another Fallen, even if you expect payment later
- distrust the Tribals — at best they are simply ignorant (simply doing what they are told) and at worst they are the ones who help maintain the tyranny of the Goddesses, some can be saved but others are hopelessly brainwashed
- be suspicious of anyone who wants leadership too badly
- resist by any means necessary, humanity must be free
- define freedom for yourself: does it mean not caring about the Sister Deaths, or is it something more political or concrete

SUGGESTED ATTRIBUTES

Herites who focus on helping themselves and others tend to have good people Skills (haggling, healing, teaching, human perception) and good survival/laboring Skills (survival, animal care, endurance, etc). The revolutionaries tend towards stealth and combat Skills, often unorthodox ones (archery, firearms, demolitions, herbalism (for poisons). The protection gangs focus more on ways of getting what they want (intimidate, hand to hand, etc).



JACKERS

"Strength of body is one and the same with purity of the soul." — Mek, Jacker

Jackers can be anything from simple-minded brutes to philosopher-warriors. As an Outlook, they embody the strong arm of the Fallen. More than any of the other outlooks, they are the ones to get dirty and physically fight for the ideals that many Fallen only talk about in hushed terms. They are the power and fury of a people ignored and shunned by the community at large. Jackers embrace their emotions, using the purity of their feelings to help grant them power in the temporal world. As the first line of defense against Hom and the Fallen, they are also the last line of defense for everything that Joshua held dear.

WHO BECOMES A JACKER?

Primarily, the Jackers are composed of fighters and brawlers. In the Tribes they were the ones who enforced the law, protected the farmsteads, or bullied those smaller than themselves. Many were once Joanites, but this is nowhere near a universal. Indeed, most Jackers come from Tribes other than the Joanites, with a number of Evans, Shebans, Dahlians and Agnites among their ranks. However, many Jackers were never warriors before they Fell, and since their banishment, have decided to abandon their passive natures and instead act where they once would have watched. Many Jackers were abused or ignored while part of their former Tribe. Many Jackers are simply tired of watching the world act upon them and have decided to make a difference. Either way, Jackers are those people who have decided, for one reason or another, to demand respect from those around them (whether those around them like it or not).

ROLE AMONG THE FALLEN

Jackers are the force of arms that the Fallen rely on. They are the protectors and enforcers on Haven and Hom. Jackers are also the hunters of the Fallen- stalking natural animals for food and Z'bri for vengeance. Politically, they are the spokesmen for direct action and combat when the other Outlooks are too timid to suggest such a course of action.

WHAT DO THEY DO?

Jackers fight. They fight for their own glory, for the glory of some ideal or person, or simply for stuff. They patrol the environs of Hom and Haven and do what they can to keep the worst abuses of the Nation to a minimum. They are also the enforcers and bodyguards of the powerful Fallen personalities. Jackers are the ones that take the fight to the Z'bri. If there is a bar room brawl or scuffle in the streets, it is a safe bet that at least one Jacker will be in the thick of it all.

Some act as the enforcers for organized crime syndicates throughout Vimary and criminal cells on Hom. Others act as the bodyguards for particular personalities; dedicated to protecting their leader and the vision they hold. There are also those Jackers who fight in back allies or dimly light rooms as gladiators (not unlike modern day prize fighters). A few Jackers lead Joshuan cults, seeing themselves as the legacy of the Ravager (or in some rare cases, as the Ravager himself). Many Jackers are simply out for themselves- explorers, mercenaries, or thieves.

INTERNAL POLITICS

The Jackers are of many minds, and consequently, many factions, cults of personality or hero worship (many Jackers aspire to be asked by Mek to accompany his hunts). The two primary factions are composed of those who are more concerned with the Z'bri and those that are more concerned with the Tribes. Those who hunt the Z'bri are convinced that they must take the fight, en masse, to the demons of the H'I Kar. Without the leadership and swords of the Jackers no war party of any worth will ever come into being, and any hope for a true and lasting victory lies with the Fallen (and Jackers in particular). Wallowing in Hom is not enough — they must take the fight off the island. The other major threat, those concerned with the Tribes know that their greatest adversary is right across the river. While the Z'bri may be a major threat, the Z'bri are nothing compared to a possible war with the Tribes. The Nation has a bone to pick with the Fallen, and would like nothing more than to wipe the Fallen off the map. Before the Z'bri can be dealt with, the security of Hom from the Nation needs to be ensured.

EXTERNAL POLITICS

Jackers are often concerned with the actions of the Pillars and H'I Kar, the natural adversaries of the Fallen.

TIPS FOR PLAYING A JACKER:

- Joshua was the Fatima of Vengeance, and no one better embodies those ideals than you. In his own mind, a Jacker is the legacy of Joshua.
- You command respect from other Fallen outlooks (and the Nation) because of your strength and martial prowess.
- Pick an enemy or pick a cause- either way, choose something that your Character feels very passionate about.
- The Jackers embrace their emotions, allowing their hatred, envy and frustration to be their strength. They are the courage of the Fallen, acting when everyone else discusses.
- There are few problems that cannot be solved (at least temporarily) by bloodying your fists.
- What are you protecting: your honor, your life, or the lives of others?
- At what point is the fire allowed to die out? When does your anger fade — when a particular pack of Z'bri is destroyed, when everyone who hurt you is dead? What happens when there is no one left to fight or no more reason to fight?



3. Character Development

SUGGESTED ATTRIBUTES

Jackers are fighters but that isn't their only thing. And they aren't all huge hulking tanks either. Try to explore different styles — maybe you're a deadly archer (high PER, good AGI, with notice, archery, some weaponsmithing and even maybe some firearms (the Keeper Skill)). Another route would be the cavalry, a tactician (Alexander the Great? Sun Tzu?), maybe a trapsmith. Bloodlust and Touched by the Seed are good defects to take (if they are being used) to reflect how far a Jacker can fall. More ronin-samurai types would have Code of Conduct or maybe even Oaths. And of course being the big action hero accumulates Status, Fame/Infamy and Wealth (to reflect your collection of weapons). Don't forget that as a warrior, many of the physical injury defects might be in your future (or give you ideas — the crippled Jacker who must find other ways to fight is an interesting concept to explore).



LIGHTBRINGERS

"We will see the day where we walk in the sun, head held high and prophecy fulfilled. That day will happen before our children are grown — but it requires work and sacrifice. It means that we have to put aside our differences and work for this, the best of all possible futures." — Altara Ven, in debate at the Cage

"Pretty speeches give a direction, but there is more to building a future than just good will. Now I know they're your friends and we all respect their beliefs, but Judge Sakai won't open the bridge until the people who defaced the Council Grounds are in the custody of the Watch. Kymber needs those medicines *now* to deal with the summer river fever. If it makes you feel better I'll make sure the Watch catches them, no blood on your hands, no regret or guilt — if we do this soon I have his word that they will live through it, just a couple of teeth knocked out and bruised egos. With the bridge open I'll even make sure your kids get a little something extra in trade, say a couple of Agnite medallions to watch over them when they sleep — how's that?*" — Hal Ninva, in secret discussion.

The Lightbringers believe in the future, ardently and without reservation. They are the open eye of Joshua, scanning the horizon, blazing the trail and more importantly, encouraging others to follow the path, their path, to this future. More than any other outlook the spirit and themes of the **Tribe 8** setting are best encapsulated in the Lightbringers — from ruin and misery comes hope and unification.

WHO BECOMES A LIGHTBRINGER

To primary groups of people are attracted to the Lightbringers — those who want to make things better for everyone and those attracted to the natural power that leadership attracts. These people may not have been leaders in the past, and often they weren't, but they have a vision that drives them or a sense of duty to make sure that vision gets accomplished — no matter what the cost.

ROLE AMONG THE FALLEN

The Lightbringers are the leaders, the idealists, and the people willing to help. Above all they are the organizers. Herites may help people, but they do so on a one-to-one basis, Lightbringers organize groups, they try and work with other cells. They drag otherwise bickering and self-interested Fallen kicking and screaming together to work for a common goal. They direct and manage conflicts. The flip side of this is that they meddle, they play politics, they backstab and undermine people who won't follow their suggestions. Some, like Hal Ninva are the ultimate "fixers" — doing all the grunt work so that the idealists like Deus or Altara Ven can still believe in the good in humanity, they never have to sell out cells to the Watch, never have to sabotage Doomsayer cults, or tell people that they can't have their own way all the time. Finally there are those who just like to use the "leadership" excuse for simply letting others do all the work — a permanent leadership caste in the making.

WHAT DO THEY DO?

They lead debates, plan the future shape of the Nation of Man, and talk to other Fallen. They often have the largest number of formal and established relationships with other Fallen outside their cells. Lightbringers encourage others and give them hope when things look bleak. In general they know the healing power of accomplishment and if the Fallen need it, they organize a project like building a windmill — something everyone can play a part in and something they can point to as a tangible success. On an individual level they try and get people to work with one another and to share the meager resources of the Fallen. A Lightbringer project is something that benefits as many others as possible.

The less idealistic Lightbringers do much the same thing, but their calculations accept a certain level of harm for a greater good. If a Herite must die in order to prevent a Tribal pogrom of Hom then so be it — one death instead of dozens. If these two cells will only work together because they hate a third then by all means put them in a situation where interfering with that third will make them work together. If Altara is upset because Deus is sleeping around then comfort her yourself or talk to Deus. It isn't pretty and it isn't fair, but it gets the job done — anyone who thinks the world works differently is more often a danger to themselves and others than of any help. Let the foolish make the speeches; these others will make sure it gets done — even the perfect world needs its laborers and its bureaucrats.

INTERNAL POLITICS

More so than any other outlook the Lightbringers are the most concerned with leadership structures. They listen to visionaries and seek compromise. But the idealists are not always in agreement — the Sheban Lightbringer who sees a peaceful and orderly utopia is not going to agree with the Agnite whose cell includes several Herites. Lightbringer rants are a perfect situation of too many guides walking the same path. They agree that people should walk the path together — but the nature of the destination differs as much as the methods of how to get there. Still, there are major leaders whose basic vision of the future attracts Fallen who more or less agree with that vision. In this chaos and confusion the lazy and greedy ride the wave, the sycophantic curry favor and the "managers" quietly go about their job trying to get things done. At a cell level Lightbringers often work together very well. Cells are often formed around a shared vision for the future or around one central leader (often the person who started the cell).

EXTERNAL RELATIONS

Lightbringers are seen as the leaders of the Eighth Tribe. How others react to this really depends on how comfortable they are with the Lightbringers taking that authority and those responsibilities. Moderate Herites welcome the efforts to encourage the Fallen to help themselves but are generally less enthusiastic about all the talk about rules and laws and how the Lightbringers take credit for the hard work of others. Jackers and other militant types are happy enough to let the Lightbringers make the decisions about the day-to-day management of Hom but feel that they are too hesitant to make the "tough" decisions or take decisive action. Doomsayers look at the Lightbringers as the people who must lead, but despair that the light they see is often a blinding one and that they neglect the darkness and shadows every light casts.



TIPS FOR PLAYING A LIGHTBRINGER

- think about what your vision of the future is and how others can play a role in getting there
- when doing anything how can you get others involved, how can you make sure the most number of people benefit
- does power come with responsibility or entitlement? Do you expect personal rewards for the work you do?
- which is more important to you — the keeping your eye on the goal or making sure you get to it (ends versus means)
- always remember a face, a helping hand or a person in need, keep them in mind and think about how to involve them in the future
- not everything asked of you leads to the goal, how do you deal with these situations: are they distractions or opportunities?
- you don't always get your way, how do you handle that?

CHARACTER SUGGESTIONS

Lightbringers have people Skills and the charisma to support them (INF, PSY, etiquette, human perception and leadership, maybe tactics). Their own particular way of helping the Eighth focuses their abilities (a tactician will have more combat support Skills, a inspirational artist will have high CRE and Skills, etc). If you play with Perks and defects then Lightbringers will tend to have the trappings of leadership (fame, wealth, connections, allies, status) and the foibles (infamy, debts, beliefs, obsessions, secrets, enemies).

EMINENCES

A very important decision you will have to make early in Character creation is how your Character interacts with the River of Dreams (see the Synthesis chapter for details). The choice of birth Tribe and Outlook does limit you, but still a choice must be made.

Eminences color the way a Tribal looks at the world. As a result, you should select the Eminence in each category that best reflects the attitudes, personality, bearing and her view of reality. This can be approached from one of two directions. The first possibility is to use the questions listed previously to determine the more appropriate of the two Eminences at each opportunity. The second way is to select an Eminence at each stage and then use it to flesh out your Character's personality. See the Chapter on Synthesis later in this book for more information regarding Eminences

You should also decide at this point how directly your Character interacts with the River of Dreams. If you do decide to take the Synthesis Skill, you need to set aside Skill points and insure that your Attributes support your Eminences.

3.Character Development

BUYING ATTRIBUTES

The first real mechanical step in the Character creation process is the buying of the ten primary Attributes. A completely average Character, with nothing but zero across the boards costs 10 points, a third of what you have. A standard Character will likely have a +2 in one, maybe two areas and some +1's. This depends on the tone of the game and the power levels of the campaign obviously (see sidebar — *Other Levels of Tribe 8*).

Try and keep a sense of perspective when buying Attributes. Every plus or minus has a major impact on the Character — even before creation is finished. They dictate the calculation of the secondary Attributes, and they determine maximum Skill levels. For those used to games which use a higher number system keep in mind that that system likely is similar in some way to this one — the scale is simply different.

Before assigning a +3 or a -3 to anything, keep in mind that a -3 in Build, for example, represents the mass of a dog or a child. A +3 verges on the bulk of someone either very tall or very large. This spills over to other areas as well. A -2 Influence is timid and mousy, a -3 is completely socially inept capable of inspiring only pity or frustration. A +3 to Psyche is someone gifted or blessed with almost Buddha-like sense of self and harmony, and so on. That is not to say that an abnormally high or low score will never be applicable to a Character but those cases are exceptional even among Player Characters (who are themselves above the average already).

ATTRIBUTE DESCRIPTIONS

Name	Abbreviation	Description
Agility	AGI	Physical prowess and coordination
Appearance	APP	Physical beauty
Build	BLD	Physical size and mass
Creativity	CRE	Mental innovation and quick thinking
Fitness	FIT	Physical conditioning
Influence	INF	Charisma and persuasiveness
Knowledge	KNO	Education and logical thinking
Perception	PER	Alertness and ability to discern details
Psyche	PSY	Mental health and empathy
Willpower	WIL	Mental endurance and conviction

ATTRIBUTE COSTS

Attribute Rating	Character Point Cost
+4	25
+3	16
+2	9
+1	4
0	1
-1	0
-2	+1*
-3	+4*
-4	+9*

* These values are added to available CPs instead of being subtracted.

ZERO-AVERAGE ATTRIBUTE / TRAIT EQUIVALENCIES

Rating	Description	Weight Equiv.	Rating	Description	Weight Equiv.
+5	Superhuman	180-250 kg	-1	Poor	60-70 kg
+4	One in a million	140-180 kg	-2	Weak	50-60 kg
+3	Exceptional	115-140 kg	-3	Pathetic	40-50 kg
+2	Superb	95-115 kg	-4	Hopeless	25-40 kg
+1	Good	80-95 kg	-5	Tragic	10-25 kg
0	Average	70-80 kg	-6	Dead	10 kg or less

SECONDARY TRAITS

Name:	Strength
Abbreviation:	STR
Description:	Raw physical strength
Formula:	(Build + Fitness) + 2 (round towards zero)
Name:	Health
Abbreviation:	HEA
Description:	Physical well-being
Formula:	(Fitness + Psyche + Willpower) + 3 (round off)
Name:	Stamina
Abbreviation:	STA
Description:	Physical endurance
Formula:	25 + 5 x (Build + Health) (minimum 10)
Name:	Unarmed Damage
Abbreviation:	UD
Description:	Damage inflicted in hand-to-hand combat
Formula:	3 + HTH skill + Strength + Build (min 1)
Name:	Armed Damage
Abbreviation:	AD
Description:	Base damage in melee combat
Formula:	3 + Melee skill + Strength + Build (min 1)
Name:	Flesh Wounding Score
Abbreviation:	-
Description:	Threshold to receive a Flesh Wound
Formula:	Stamina + 2 (round up)

OTHER LEVELS OF TRIBE 8

Name:	Deep Wounding Score
Abbreviation:	
Description:	Threshold to receive a Deep Wound
Formula:	Stamina
Name:	Instant Death Score
Abbreviation:	
Description:	Threshold for Instant Kill
Formula:	Stamina x 2
Name:	System Shock
Abbreviation:	
Description:	Ability to withstand shock and trauma
Formula:	5 + Health (min 1)

Tribe 8 is set in the "adventure" tone of power — Player Characters are noticeably more powerful than average people (30 points versus 10) and have a reasonable number of Skills. Like other Silhouette games there are two others levels — Gritty (where Player Characters are only marginally more able/Skilled than the mundane NPC) and Cinematic (where Player Characters routinely have Attributes in the +2 or even +3/+4 range and near maximum Skill levels. These change the tone of the game in a number of ways. The average **Tribe 8** (Adventurous) PC can handle their own in combat; a Gritty PC would have at best a 50/50 chance against a strong Serf, and Cinematic Characters can take down Z'bri Knights solo! Check with you Weaver about which level you game is going to involve. As a default, all **Tribe 8** materials presume you are using the Adventure power level.

Style	Character Points (CP)	Skill Points (SP)
Gritty	20	30
Adventure (default)	30	40
Cinematic	50	60



3. Character Development

SKILLS

The next major mechanical hurdle is buying your PC's Skills. Here again, some people balk at having "only" five levels to handle, and get more indignant when the practical reality is closer to three levels (four if one counts 0/unskilled as a level). The idea here is to have a core group of Skills that are central to the Character concept (these will be level 2 or 3) and a couple of lesser Skills (level 1) to reflect other aspects — family traditions, hobbies, and new Skills.

SKILL COSTS

Skill Level	Simple Skill Cost	Complex Skill Cost	Minimum Attribute
1	1	2	-1*
2	4	8	0
3	9	18	+1
4	16	32	+2
5	25	50	+3
6	36	72	+4
7	49	98	+5
Specialization	5	5	n/a

* If Attr. is less than -1, level 1 can be purchased at double cost.

MASTER SKILL LIST

The Master Skill List lists the available Skills along with their Attributes and the page on which the Skill is explained. The Skills are listed in alphabetical order for easy reference.

Name	Att.	Complexity	Page
Acrobatics	AGI	Simple	126
Agriculture	KNO	Complex	130
Animal Care	KNO	Complex	130
Animal Handling	CRE	Simple	128
Archery	AGI	Simple	126
Athletics	FIT	Simple	129
Boating	PER	Complex	133
Camouflage	CRE	Simple	128
Combat Sense	PER	Simple	133
Cooking	CRE	Simple	128
Craft (specific)	CRE	Simple	128
Dance	AGI	Simple	126
Disguise	CRE	Simple	128
Dodge	AGI	Simple	126
Dreaming	PSY	Complex	134
Etiquette	INF	Simple	129
Forgery	CRE	Complex	128
Gambling	PER	Simple	133
Grooming	APP	Simple	127
Haggling	INF	Simple	130
Hand-to-Hand	AGI	Simple	126
Healing	KNO	Simple	131

Name	Att.	Complexity	Page
Herbalism	KNO	Complex	131
Human Perception	PSY	Complex	134
Interrogation	CRE	Simple	128
Intimidate	BLD	Simple	127
Investigation	PER	Complex	133
Law	KNO	Complex	131
Leadership	INF	Simple	130
Lore (specific)	KNO	Complex	131
Melee	AGI	Simple	127
Music	CRE	Simple	128
Mythology	KNO	Complex	131
Navigation (specific)	KNO	Complex	131
Notice	PER	Simple	133
Read/Write (specific)	KNO	Complex	131
Riding	PSY	Simple	134
Ritual	KNO	Complex	132
Seduction	APP	Simple	127
Sleight-of-Hand	AGI	Simple	127
Sneak	AGI	Complex	127
Speak (specific)	KNO	Simple	132
Streetwise	INF	Simple	130
Survival	CRE	Simple	129
Swimming	FIT	Simple	129
Tactics	CRE	Simple	129
Teaching	CRE	Simple	129
Theatrics	INF	Simple	130
Throwing	AGI	Simple	127
Trade	KNO	Complex	133
Aircraft Pilot	AGI	Complex	126
Demolition	KNO	Complex	130
Drive	AGI	Simple	126
Firearms	AGI	Simple	126
Gunnery (specific)	PER	Complex	133
Techlore (Computer)	KNO	Complex	132
Techlore (Earth Sciences)	KNO	Complex	132
Techlore (Electronics)	KNO	Complex	132
Techlore (Life Sciences)	KNO	Complex	132
Techlore (Mechanics)	KNO	Simple	132
Techlore (Medicine)	KNO	Complex	132
Techlore (Physical Sciences)	KNO	Complex	133
Tinker	CRE	Complex	129

SKILLS YOU "SHOULD" HAVE

The trap one falls into is in thinking that you *have* to buy certain Skills (Combat Sense, Dodge, Notice, Human Perception). This is mostly a factor of the types of obstacles you will face in a game. Just remember that unless you were trained or somehow learned those Skills, there is no reason for an Evan farmer to be a competent warrior (level 2 in a couple of combat Skills), let

alone a master swordsman. Such "necessary" Skills can be bluffed using Emergency Dice until a level or so can be bought using exactly this justification — Marion the Evan may not have picked up a sword, but Marion the Jacker, who hunts the Joh'an who destroyed his life and whose corruption damned him to life on Hom, will have picked up a sword or two in his quest.

As a rule, these are "necessary" Skills many consider essential to survival — Notice, Combat Sense, Dodge, Hagglng, Etiquette, Lore (Z'brl) and at least //one// of the following: Hand-to-Hand, Melee, Archery, Throwing or Firearms (if you can make it). In the second tier of "necessary" Skills are Swim, Human Perception, Dreaming, and Survival.

Related to these are those Skills that it makes little sense for your Character to have. These are mostly Keeper Skills and obscure things like Lore (Guides) or Lore (Z'brl). Ride is another one of those — outside Joanites and the occasional Dahlian, there aren't that many horses on Vimary and even fewer opportunities to learn to ride them, although certain prestigious families and clans might own a few horses.

The opposite of this push is the need to appropriately model your Character's background. An Evan without any farm or farming related Skill, a Joanite without any combat Skill, or a Terasheban without any knowledge Skill are very exceptional individuals, if not impossible to properly justify. Keep this in mind when looking for corners to cut in order to save up points for those higher levels of complex combat Skills or Synthesis. Even failed apprentices pick up at least rudimentary Skills (level 1) in their aborted profession.

Finally, there are your "free" Skills which are available to many, if not all Characters. These are your Speak (Tribal) 2 and Read/Write (Tribal) 2 (though the latter can be waived for Gritty games).

SYNTHESIS

Bringing the power of Dream into the physical realm, while difficult, is possible. The Synthesis Skill is more expensive than even a Complex Skill, but its domain is much broader than any other Skill. Synthesis (detailed in Chapter Six of this book) is normally more subtle than many fantasy RPG magic systems, but is a very powerful and effective ability. Furthermore, mystics (Dreamers as they are called) have a special place in society because they wield a power few others can.

An important element in the choice of whether or not to spend points on Synthesis is how you important spiritual aspects of Synthesis and the River are to your Character. Remember that even without any rating you can still use Synthesis — there is reflexive use of Eminences (the +2 bonus or free re-roll you can use once per story), you can still Dream (lucid dreaming is covered under the Dreaming Skill) and finally you still have access to ritual Synthesis (Ritual Skill).

PERKS AND FLAWS

Tribe 8 has a completely optional way of adding detail to your Character using Perks and Flaws. Found in the Appendix of the Main Rulebook, these allow you to further customize your Character, making her more interesting, focused, or giving her a deeper background. They represent advantages, disadvantages, special abilities, weaknesses, or some background issue. Ideally these elements add depth to your Character, making her more interesting and vital to play. Your Weaver has the final say as to whether or not to use them.

Many of the advantages and disadvantages from other games can be emulated without Perks and Flaws, thanks to the wider breadth of Attributes found in the Silhouette System. Your Character can be "Charismatic" without having a high Appearance by improving her Influence trait. A low Fitness, but high Build can represent someone who is overweight. Simply giving the Character a low Psyche can make her vulnerable to spiritual attack, instead of taking a particular disadvantage.

Players should be cautioned against taking too many Flaws, as they can quickly make the Character unplayable. They can also shift the focus of the game away from the group's goals and/or the Cycle's plot. Similarly, taking too many Perks eats away at valuable Skill points, resulting in a very weak Character, who is only effective in a small range of tasks. Generally it is a good idea to balance Perks and Flaws, and keep them to a limited number. Ideally, your points spent on Perks should roughly equal the points gained by Flaws. Many Weavers limit the number of Flaws to three or four, with only one being major.

ROUNDING OUT THE CHARACTER

Once you have placed all the numbers in place, bought your Character's Attribute and Skills, and calculated the appropriate secondary Attributes, it is time to finish your Character. There are many things beyond the numbers, and this step can (as sure as spending Skill points) make the difference between an enjoyable experience and a difficult one.

You should spend some time with the background you developed at the beginning of Character creation. Details may have changed, or you may want to explore more deeply your Character's origins, attitudes, allies and enemies. Describe your Character using her mode of dress, her appearance, her haunts, and her personality and/or quirks. Determine her starting possessions, equipment (see the Equipment Chapter for advice), and living conditions. Flesh out any interesting details you may have thought about during Character creation. Make some notes on phrases or gestures your Character may often use. In short, make your Character come alive.

Finally, take your Character, experience the rich world of Vimary, and enjoy the game.

3. Character Development

CHARACTER DEVELOPMENT

Your Character is now ready to face the tasks the Weaver sets before them. The following section is just to help you along during the game, as you accumulate experience points, opportunities for new directions, and the demands of the moment.

WHAT NOW?

What now indeed — you have a mess of experience points after a couple of games, most were used as emergency dice for one-off improvements to Skill rolls or ability rolls. What do you do now? How does your Character grow and develop, in terms of game mechanics and also in terms of story elements. Do they continue along their path, do they change their perspectives, possibly even their Outlook, or do they diversify and learn as much as they can from as many people and situations as possible?

DETERMINE LONG AND SHORT TERM GOALS

A good way of keeping track of how your Character develops is to imagine them at the "end" of the path — have they raised the Fallen from their humble and outcast beginnings, did he reconcile his relationship with his still-Tribal children, did she get revenge and recover the relic taken from her when she was Banished? Establishing short- and long-term goals can make managing development quite simple.

Short-term in this case deals with the situation the Character finds themselves in right now and last for a short amount of time, perhaps as few as one story or lasts as long as an entire published metaplot story arc (about 5-7 game years). For new Characters in new games the short-term goal is often to stabilize their life on Hom — establish themselves in their cell, develop the relationships needed to survive until the next year. Part of many short-term goals is some space reserved for reconciling their new state of life and the impact on their feelings about family, their Tribe, former friends, getting revenge on enemies, and so forth. Hard (game mechanics) short-term goals include establishing minimal levels in certain Skills they may not have had the opportunity to do so during their background and Character creation, Skills such as combat ones (Combat Sense, Dodge), social (at least one level of Hagglng or Trade) and a number of Connections and any Skills useful to dealing with outsiders (other spoken languages, appropriate Lores, etcetera). Short-term goal making is a serial task, as soon as one goal is met another can be started. Short-term goals don't last long enough to suffer change except if to change the priority — *which* short-term goal get the attention immediately.

A long-term goal is something tied directly into the Character at creation — either an event in their past, something related to a primary theme of the game, or just an idea that occurred to you when you made up the Character. For example, Anubis, a Yagan Doomsayer, was conceived as someone who sought to defy Fate and so was banished. A long-term goal for him would be to see him to control his own destiny, to be able to choose the path he wants to take. Other examples can include (and these are just examples only) — build a new society free of the Fatimas, become "King" of the Fallen, defeat H'l Kar, found their own clan, return to Vimary and force change on the Nation of the Goddess, and find a child lost during the Banishment. Long-term goals shift with time, finding love or having children on Hom will bring the goal of reuniting with lost loves and children into some critical revision. Long-term goals often involve several Skills, Perks and Attributes, dozens (possibly hundreds) of experience points but more often they are defined by non-mechanical factors, chief among which are time and opportunity. Long-term goals provide Players with the ability to direct the flow of the game, provided you remember that everyone needs to have fun and everyone needs their time in the spotlight.

An exercise in goal-making is to take a photocopy of your Character sheet and make a list of things you want to improve, gain or even lose (a Flaw, a really low Attribute and so on). From a narrative point of view, you had to imagine who the Character was in order to create them, now "write" a draft of who they are at the end of their story. Keep the copy around and look at it from time to time, after individual stories or plot arcs. Spend your experience points according to what the "future" Character looks like, and make alterations to it as time goes on. Just remember to keep the two versions of the Character separate. No one is advocating this exercise as an excuse to cheat.

FOCUS OR DIVERSITY?

As human beings we change over time — events outside our control and our own decisions alter the directions we take in life. In a role-playing game, your Character faces the additional problem of focusing on a single aspect, often their primary strength at creation, or to diversify and possibly creep into areas and roles other Characters originally staked as their "own" territory. There is a strong argument on both sides.

Maintaining focus has a very "number-crunching" and negative association with it, but this shouldn't dissuade you from building on your Character's strengths. A good warrior, a Skilled Synthesis user — both of these is naturally inclined to simply get better at what they do. Mek and Veruka would not be the authorities they are in the default setting of Hom if they weren't simply the "best" in their respective fields. Keeping in mind the "breakpoints" (see the sidebar — Silhouette Breakpoints) in the Silhouette system Skill mastery can occur rather quickly, so the bulk of focusing is seen in the development of specializations and the increase of primary Attributes which provide a higher overall bonus than simply adding an extra d6 to roll.

The opposite of focusing on one element of your Character is to diversify — pick up several Skills and Perks and often leave primary Attributes at their starting point. Diversity is often thrust upon Characters by realities of the system — for example: a non-combatant Character will pick up at least die of Combat Sense and Dodge sooner or later. Diversity also allows for self-sufficiency — buy several Skills at level one means you aren't quite as good as another cell member but you can at least hack it on your own for a short time when the cell isn't around you to help you out. The best example of this is in how emergency dice work. For as little as 2 experience points you can permanently reduce your chance of a fumble by a factor of 6 (going from unskilled — roll 2d6 take the lowest — to level 1 or semi-Skilled — roll 1d6), and with a single occasional experience point you can simulate a reasonable competence.

The ideal solution is of course to mix both approaches. Diversify enough to keep your Character useful but generally to develop around your strengths.

CHANGING OUTLOOKS AND EMINENCES

One possible change in a Character's life is the change of Outlook. The outlooks themselves are quite broad in scope — you don't have to become a Jacker to fight or a Doomsayer to use Synthesis — but there may come a time when your Character simply feels they can no longer continue their path and no longer feels comfortable as a 'Lightbringer,' for instance. The disillusioned Fallen may take up another cause, one they see as more worthy, more important and more fulfilling to them. The Herite leaves anger and isolation behind to help unify the Fallen as a Lightbringer. The Doomsayer realizes that the fight must be brought to the Z'bri through more practical methods and joins the ranks of the Jackers to mete out physical vengeance.

In terms of game mechanics shifting your outlook is simple. Quickly discuss it with your Weaver, role-play out the shift from one philosophy to another and replace your old Outlook Eminence with one of the two new ones. Remember that this represents a rather profound change in your Character so you shouldn't be doing it every fourth session just to obtain more situationally useful Eminences. In terms of plot you are rejecting your old way of doing things (or your motivation for doing them), you take on new teachers, new heroes, new goals. You aren't reborn in a flash of lightning so changing Outlooks doesn't protect you from the consequences of your past actions.

SILHOUETTE BREAKPOINTS

Silhouette is a system with certain weak points, combination of dice and modifiers that change things dramatically. At the low end of the scale is the impact of a -1 or even a -2 or lower modifier as a primary Attribute. A negative Agility can really impact the likelihood of surviving a melee combat. Really low Willpower or Psyche virtually assures very regrettable consequences when the Character faces a Z'bri. Remember a Attribute lower than -2 means you can't increase or even begin (as a new Skill) any Skill connected to that Attribute, and at creation such Skills have their costs doubled.

At the opposite end of the scale, and one often seen when someone maximizes a Character or more commonly after Characters absorb a dozen experience points or so is the 3/+3 Character — with a modifier of +3 or more and 3 or more dice in Skills. The average result rolled is slightly higher than 7 — meaning this Character succeeds at very difficult tasks so often they see them as routine. Throw in other possible increases — Skill specializations, modifiers from the equipment used and so on and these Characters are performing cinematic feats worthy of legendary masters. You are detective on par with Sherlock Holmes, you can outfight any handful of action movie heroes, your social Skills outmatch legendary lovers and leaders.

As a Character it may seem that these breakpoints are things to exploit but this is not quite the case. If one of your cell members is in the 3/+3 range in their combat Skills then to keep the level of challenge you are going to see some equally potent opponents — powerful Z'bri Lords, very skilled Tribals and so on. This means combat rapidly becomes something that only that Character can survive while everyone else heads for the hills.

Another thing to remember is the fun factor. It might seem interesting to become a Synthesis master but you may find yourself relegated to only that task, leaving you to sit and watch other Players have their Characters do other interesting things. There is also the temptation to see such mastery as an end to itself — forsaking the tone of the game and other facets of the game in order to be "the best". There is also the risk of entering into an adversarial relationship with the Weaver, as you each seek to escalate the challenges. Once this becomes a game of one upmanship, then you've lost, because Weavers have an advantage you cannot match — they can always make something more powerful, whereas you are restricted to the rules. Making a Z'bri with +10s in all Attributes and which never fumbles is as simple as writing this sentence on a page under its name.

Chapter four: Equipment and Economy

Tribals, and by extension most Fallen, exist at a low technology level approximately equal to early medieval life. The Tribes lack the resources, the leisure time, and the organization to develop complex devices or work on advancing technology. With the abundance of salvageable materials from the Time Before, it is easier to take objects and repair or adapt them to a present need, than to create something new. The modern disposable society has left behind a bounty for those of Vimary.

Furthermore, the Fatimas and Synthesis supply solutions to problems and needs that would have otherwise been inspirations for advances in technology. There is no need of advanced fertilizers or farming techniques when Eva can create bounteous yields through Synthesis every season, a Joanite's sword doesn't explode and injure the wielder like those Keeper weapons, and everyone *knows* there is no entertainment better than the shows of the Dancers' Tribes or the silky arms of a Magdalite.

Finally, most Tribals link technology to the Time Before and Mankind's fall from the spiritual. The spiritual is very important to the Tribes, and most Fallen because they are surrounded by it daily. It is very real to them, and they truly believe it was the material world that led to the Coming of the Z'bri. These dark connotations dampen most Tribals desire for possessing or creating technology.



PERSONAL EQUIPMENT

Individuals in tribal societies tend to own only what they can carry. This is especially true for the player characters. It is a rare Fallen who settles down somewhere and is not ready to pick up and move at need. The few who do, like Barber at Junks, become institutions and this is not likely to be common for characters in a typical **Tribe 8** game, so check with the Weaver before you decide to create that type of character. Characters will have clothing, tools to perform their role in society, simple personal effects, and little more.

Clothing is very seasonal, varying from heavy furs to keep out the biting cold of winter to simple loincloths during the heat of the summers. Tribals tend to show as much skin as the weather allows because their identity, heritage, and deeds are tattooed on their flesh. Each Tribe has a different style of clothing (refer to the main rulebook or the appropriate Word book for general information on each Tribe). Fallen tend to continue wearing garb similar to that of their original Tribe, though rarely without some change to show, consciously or unconsciously, a break with their past.

Jewelry, while not uncommon, is secondary to decorating one's skin with tattoos. Earrings, chains, piercings, and bracelets are the most common form of jewelry. Some Tribals also display Medallions or favors, which serve to demonstrate the affluence of the bearer. Like all items in a tribal society, jewelry is normally used to accentuate the person or represent an affiliation and is rarely worn just for the sake of wearing or to demonstrate wealth.

4. Equipment and Economy

Each person must fulfill a specific role in a tribal society, as resources are too scarce to waste. Deciding what role your character fills will also determine the type of tools that are in your character's possession. Those who practice a craft will carry the necessary tools for their profession. Entertainers will have instruments and costumes. Those characters fulfilling a religious role or who were priestesses before their Banishment will have ritual implements and ceremonial fetishes. Due to the strong spirituality of Tribal society, any type of character may carry mirrors, drugs, crystals, dice, or musical instruments for ritual purposes.

When Tribals are banished, they are stripped of everything, from family affiliation to possessions. Part of what separates true members of the Eight Tribe from those who curl up and die after losing the love of their Fatima is the ability to rebuild once they become Fallen. A Fallen must find a way to get the basic necessities and forge ties to keep herself alive. These form the first ties a character creates with Fallen society.

Most Fallen will have a personal mess kit, consisting of at least a knife and a cup. These will be cobbled from a variety of sources, with the knife most likely a sharpened piece of scrap metal and the cup a simple gourd or scrounged metal cup. A few people may also carry a bowl, fork, and/or spoon, though these objects would be relatively rare. Other objects of personal hygiene, such as combs and perfumes, are common among former Magdalites.



4. Equipment and Economy

If your character is one to travel distances, it is likely that she will also have a bedroll and a watersack or canteen. Sleeping directly on the ground, even in fair weather, is difficult to do, and potable water may be difficult to obtain away from the Great River. A traveler may also carry food, typically dried meats and fruits, for use if foraging or hunting fails. Other items related to survival are rope or twine, a tarp, poles or a staff, and a digging device.

Fallen, outside the security provided by Joanites and care of Evans, will also need items to protect and cure themselves. Weapons and armor are a necessity for most, even if just for hunting. Medicines and bandages, while rare among the Fallen, are greatly desired. Most medicines are simple painkillers or analgesics, but even these can save a life in the hands of a skilled healer.

People tend to collect things, either for their usefulness or simply as a novelty. Personal effects and items important to your character can go a long way to helping flesh out your character. Many of these items are trinkets from the world before. These relics litter Vimary and people can pick up a wide variety of items. Items they find useful or pretty, like goggles, containers or clothing, they will keep, while trading away the various bits they don't need. Often these simple trinkets can be used to barter with, when obtaining small day-to-day items. Characters might also carry trophies and mementos, though most Tribals would prefer to tattoo their deeds on their skin as a permanent reminder of their achievements. A character may carry a reminder of a person or past life, so they remember them. At the end of this chapter you will find a miscellaneous junk list intended to stir your imagination and suggest items you might find on the island.

Keep in mind that items from the world before may be put to uses their creators never intended. The ubiquitous CD could be pressed into service as a mirror, a badge or symbol, part of a door hanging, or work of art. Almost any form of surviving fabric can be sewn into clothing, if only as patchwork, or turned into rope. A wide variety of metals can be found and be used in their present form (sheet metal for a door, a stop sign to patch a hole in a wall) or crafted by forging or molding into new and useful tools. Wire, of various length and thickness, may seem to be useless without electricity, but it is a ready replacement for twine and rope.

Items too large to carry tend to be possessed by a group of people, either a family unit in the Tribes, or by a Fallen Cell. These larger items are generally used and maintained by the community that owns them, without any single member having exclusive possession or ownership. Wagons, plows, forges, large storage areas or containers, and dwellings are all examples of this category. Normally the community leaders or simple traditions decide how and when the items are used. In some cases, like Hom's Wheel or the Cage, anyone can use it, but groups try to control and organize the process.

YOU ARE NOT WHAT YOU OWN

When developing and playing your character, keep in mind it is the character, not her possessions, that matters. When characters use a weapon or a tool, they are simply using an extension of their own abilities. It is the ability that is important, not the tool used to implement it. The element on center stage should always be the character and not an item.

The point of this chapter is not to provide you with a laundry or shopping list of things you need, but rather to show you some possibilities and how to use the equipment to create a better game experience for all involved.

SELECTING PERSONAL EQUIPMENT

One of the final details you provide for your character is your equipment. The group usually decides how detailed a list must be provided, as there are no set rules laid out in the books. Typically you will provide a list to your Weaver who will approve or disapprove based on your character's background, current situation, and the needs of the game.

When selecting personal equipment, you should try and look at the situation from your character's point of view. What role does your character fill in society and what do they need to fill that role? What was your character doing before Falling and what would they keep to remind them of it? What interests does your character have and what groups does your character associate with? The answer to each of these questions will provide you with a foundation for selecting equipment. Remember, it is not necessary to list every piece of equipment in exact detail, just focus on the things that add interesting depth to your character.

For equipment you decide to detail, you may want to spend some time thinking about where it came from and what it is made of. Both of these elements add an additional level of detail to the item and can suggest background information about your character.

First you should decide on the look your character wants to present. A tough warrior will wear far different clothing than a seductress. Many characters will continue wearing the garb of their previous Tribe. Former Dahlians may still wear elaborately decorated clothes of bright colors, while Shebans may stay with robes and simple headgear, even if they stop wearing the banners of their kin.

Then again, your character might consciously reject and rebel from the stylings of a past life. Many Fallen actively seek that which was forbidden to them in the Tribes. This could be why a former Evan or Joanite trades their practical garb for the scandalous cloak (and little else) of a Magdalite. Former Yagans, who once wore dark robes symbolizing their relationship with death, now dress in bright shirts and breeches.

Furthermore, recall that your character was banished from the Tribes with little or nothing in the way of possessions. Therefore, as you select the tools, weapons, personal effects, and trinkets, take a moment to think about where they came from and what ties were formed acquiring them. This can greatly assist you in creating your back-story.

Generally, Fallen are a very mobile people so as you select your character's equipment you should decide how the character will store and transport it. Backpacks, pouches, shoulder bags and sacks are all available to carry stuff but all are limited in volume. An overburdened character is an easy mark.

CARRYING ITEMS AND

ENCUMBRANCE

A character's Strength governs the amount she can carry. To determine how much a character can lift, cross-reference the Build table using the character's Strength instead. This represents the amount of weight that a character can lift and carry a short distance. A character should be able to easily carry a tenth of this amount with no effect whatsoever. A character can carry up to half his maximum load at no penalty except increasing fatigue, cannot move faster than a jog between half and three-quarter load, and can only walk while carrying between three-quarter and full load.

Items not designed to be easily carried (no straps, handles, etc., like a big box, barrel or rock) count as double their actual weight. Items which must be actively carried (i.e., require actual attention to balance and such — weapons and backpacks obviously don't count) apply a -1 penalty to Actions, -2 if carried two-handed. Similar to the Armor Encumbrance rules, the Weaver may decide that a burdened character receives a -1 penalty to physical Skills (AGI and FIT) if slowed by gear.

Even if the character could carry the weight, an item may be too large or bulky. Don't expect to carry barrels or large empty boxes around easily, even if you have the Strength to do so. Large bulk items may also hinder your movement through trees and underbrush or prevent you from entering small tunnels and doors. These items may interfere with AGI-based Skills at the Weaver's discretion, even if the character would not normally suffer an encumbrance penalty.

FATIGUE (OPTIONAL)

The human body is not a machine, and will tire rapidly when submitted to heavy work or extreme conditions. To simulate this, the Weaver may award Fatigue points throughout the session; in time, these will affect the characters' performances, forcing them to rest periodically. Fatigue points are applied immediately after the period or activity in which they were gained. This may be more bookkeeping than most people enjoy, however, and thus is highly optional.

FATIGUE POINTS

Cause	Fatigue
Missed one night of sleep	3
Missed half a night of sleep	1
Per additional night missed	+2/above
One hour of hard physical work	1
Two hours (or part of) walking	1
Ten minutes of running or swimming	1
Carrying half to three-quarter of full capacity	+1/activity
Carrying three-quarter to full load	+2/activity
Typical fight (five minutes or less)	2
Pitched battle (more than five minutes)	+1d6
Hot temperature	+1/above
Wearing armor	+1/above

Effect of Fatigue: The FIT Attribute is always subtracted from the Fatigue total first. For each full five points of Fatigue, the character suffers from a -1 action penalty. If the penalties drop to -5 or below, the character falls unconscious and will not wake until all Fatigue has been eliminated.

Action penalties caused by excessive levels of Fatigue are applied to every action test. Even Appearance is affected — bags under the eyes and a slumped posture will certainly not help to seduce anyone.

Recovering from Fatigue: The most efficient way of losing Fatigue points is to rest quietly (no movement, talking and thinking only). A point is removed for each half hour of rest. The exception to this is Fatigue caused by lost sleep: this is not eliminated until the character sleeps a number of hours equivalent to the Fatigue total.

Certain strong-willed or driven people are able to ignore the debilitating effects of Fatigue when in dire situations. A number of Fatigue points equal to the Margin of Success are removed if a WIL test against the character's current number of Fatigue points is successful. This can only be done once a day, and subsequent Fatigue points will continue to accumulate normally.

Stimulant drugs and potions can be used to remove Fatigue points. One Fatigue point is removed per full two points in the Margin of Failure. Other Stimulant effects apply as normal.

WEAPONS

Vimary is a dangerous place and those outside the protection of Joanites, as well as many who are not, carry weapons to defend themselves. Weapons fall into three categories, based on the Skill used to wield them. They are Melee, Thrown, and Ranged. Another way to classify the weapons, and effectively role-play them, is to explore how society views them.

4. Equipment and Economy

A surprising number of things can be transformed to a weapon, and Tribals are well versed in turning scavenged material into effective weapons. Large nails easily become shanks. Railroad spikes can be hammered into knives. Rotary saw blades are used as ax heads. Baseball bats and tire irons become efficient clubs. Deciding what your weapon looks like or what it once was can add character to your character.

KNIVES, AXES, SPEARS AND BOWS

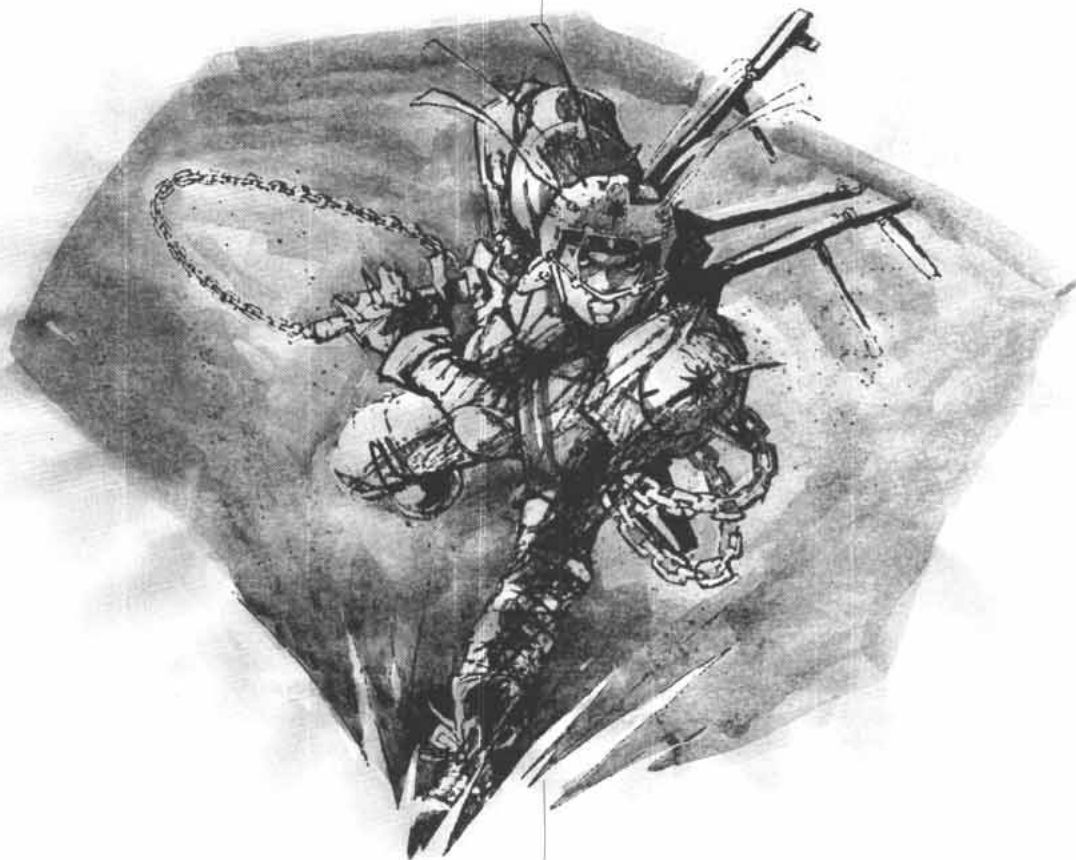
The most common types of weapons are the ones used to hunt the various animals on Vimary. Knives and axes are especially useful in a variety of situations, and a typical Tribal will always have one near at hand. Spears and bows, the two most common hunting implements, are often carried by Tribals and are unremarkable to the inhabitants of Vimary.

Knives are commonly sharpened bits of metal with some form of grip, typically leather. These small metal blades are simple to manufacture from the scrap metal found around Vimary, and as a result are very common. It is also possible to have knives of flint, as they are small enough to offset the weight penalty of stone and remain sharper longer.

Axes are refined cutting tools. Smaller ones can be used in a variety of roles where knives do not apply enough force. Similar to knives, axes can be made of metal or stone, though most axes are made from scavenged metals, especially relic axes and rotary saw blades. Typically, axes are used to split wood. In the past, axes were used as weapons to penetrate hardened armor, though this use is in less demand in the Tribal society. Small axes, or hatchets, can be thrown with some accuracy.

Spears are simply knives attached to the end of poles. This allows increased reach and allows the wielder to apply more power to strikes. Short spears with lengths up to two meters can be thrown a short distance with good accuracy. Longer spears are unbalanced and more difficult to wield, but their heavier weight allows them to do more damage to a target.

The most common ranged hunting weapon, and therefore the most common ranged weapon on Vimary, is the bow. Most Tribal bows are self-made or short bows made of wood, though longbows do exist for warfare. Short bows can also be made of horn and the Yagans have a technique to create bone bows. Bows of all types are traditionally stored and transported unstrung so that they maintain maximum power.



SWORD, POLEAXES AND CROSS-KEEPER WEAPONS

BOWS

These weapons are designed for warfare. Each of these items has evolved with fellow humans (and now Z'bri) as their primary target. Joanites made most of these types of weapons, if they were not relics from the Time Before. A person bearing one of these weapons without official sanction may be questioned by those in power. While this is not a problem for a Fallen on Hom, wearing a sword into Bazaar may invite unwanted attention from the Watch.

Military weapons have an additional disadvantage in that they are more complex to create and require more maintenance than hunting weapons. This is the traditional reason why they are normally found in the hands of a professional rather than the general populace. While there are no rules that directly address this issue, it is safe to assume the ability to use a weapon includes the ability to maintain the weapon. However, you may voluntarily decide to limit your character to make her more interesting and realistic to play.

Swords, since the earliest civilizations, have been a symbol of authority. The swords produced by the denizens of Vimary are generally low quality but effective. Made from scavenged steel, swords come in a wide variety of sizes and shapes, but most are designed for chopping. A few swords are also designed for thrusting, but the quality of metal required to create them is rare. Relic swords, like the katana, are of higher quality and value, but are difficult to find. These weapons will tend to be family heirlooms and some will be recognizable on sight.

Poleaxes are simply axes mounted on a two-meter shaft. Like spears, the additional length allows the wielder to apply more power and keep some distance from her target. Poleaxes are popular among the Watch, to the point of becoming their unofficial badge of office.

Crossbows are fundamentally mechanical bows. A crossbow usually consists of two parts: a small bow and a stock that holds the bowstring drawn until a trigger is used. The standard crossbow has two advantages over a bow. It has more power, thanks to the mechanical drawing system. It has the ability to hold a quarrel ready, giving the wielder more time to aim the weapon. A hand crossbow is a smaller version, which trades the mechanical power advantage and accuracy for portability and rate of fire. A rare form of crossbow has a bin that loads quarrels as a lever is used to recock the weapon. Though quicker to fire, these repeating crossbows are more complex and fumbles foul the weapon until it can be repaired.

BEARING MY MOTHER'S SWORD

An interesting character hook may be a family heirloom, which the character somehow managed to secure, smuggle or hide after Falling. To use this, the Player should decide how or why the character still has the item, since if they Fall in the normal way, they are stripped of all possessions. Perhaps the character does not have the item yet, but wants to (re)acquire it.

Most Tribals look at Keeper weapons with a great deal of dread. Pistols, muskets, rifles, and bombs are loud, smoky, difficult to use, and dangerously unreliable. For most people, ammunition for such things is extremely hard to find and maintain. Their primary value is in trade to a Keeper, who will often give a great deal to acquire such an item.

This is not to say that these weapons are not dangerous to you in the hands of a Keeper. Keepers have the skills and abilities to use these weapons properly and very effectively. An armed Keeper is one to be wary of, and most of them are armed.

Keepers are most dangerous to Tribals at a distance. Many of their weapons have long ranges and high damage. In melee, a Keeper will have to resort to the same tried and true weapons (though theirs are often relics) that Tribals use, but they often lack the strength and training to use them as effectively, losing any advantage they may have had previously. The scarcity of their ammunition also prevents the wholesale use of these weapons against their foes on Vimary.

ARMOR

Armor is very common on Vimary, with the simplest being the leather and padded cloth used to protect a Tribal from harsh environments while hunting or working. For further protection, the leather can be boiled and hardened or bits of metal can be attached to these basic armors.



4. Equipment and Economy

Heavier armors are created for military purposes, though they do limit the wearer's mobility and therefore are rarely worn outside of battle. These heavy armors are a combination of newly-forged pieces and scavenged materials from the Time Before. Gauntlets, greaves and pauldrons are often made from sports equipment from the Time Before. A wide variety of helmets, with strange markings, once used for games, are now used in more serious endeavors. In these cases, it is far easier to find these pieces that meet the requirements of armor than make them.

In the Silhouette system, armor works by increasing the Damage Threshold values reducing the severity of an attack. The heavier armors do have a drawback: Encumbrance, which makes physical actions (AGI and FIT based Skills) more difficult while they are worn. In addition, heavier armors, like military weapons, can attract unwanted attention in some areas.

Shields, in the **Tribe 8** rules, are weapons instead of armor. A shield does not make one harder to damage once hit, but works by turning a blow. Therefore, shields do very poor damage, but have an excellent parry bonus. Shields are relatively rare outside of warrior roles, since they are generally useless for hunting. Tribal shields can be made of hide, wood, or metal, and can vary in size from small plate-sized bucklers to giant body-length tower shields. The larger the shield, the better the Parry bonus, though larger shields have an Encumbrance penalty like the heavier armors.

BARTER ECONOMY

In **Tribe 8**, there is no currency with which to buy items. The method of payment is almost always the exchange of goods. Many players believe this makes it difficult to acquire items. This is not necessarily so. It is more complicated to get what you want, but the barter system goes a long way to reinforcing the tribal feel of the setting.

The first thing to keep in mind is that your character is a member of a vast network of people. Even as a Fallen, your character has a Cell (the other members of your gaming group), people of similar beliefs (your Outlook), those who depend on you and you them (your allies and connections), and associates who know you. Hom is a small place, and your character will be known by your name, face, and reputation. When the character goes off with a hunting party, serves as a midwife, hammers out tools on the forge, or delivers goods from Bazaar, the character builds up credit that transforms into basic necessities throughout the year. Most of this will happen behind the scenes, unless it makes an interesting plot hook (finding medicine for a plague, or food in a harsh winter) and you will not have to worry about it.

The best way to put this in perspective is to examine the Destitute Flaw (an optional rule in the appendix of the main **Tribe 8 Rulebook**), which prevents the character from accruing resources but also makes them anonymous. In a barter economy, it is a combination of whom you know and your reputation in your community that allows for easy trading for day-to-day needs.

If your character is seeking an item beyond basic sustenance or of high value, the Weaver will most likely do this in game using the rules. For one-of-a-kind items, this may require an entirely separate adventure, but for the most part you will be using the Barter system outlined below.

Items have a Value rating from very low to very high and a Threshold. The Value rating is the general value a Tribal/Fallen would place on the item when it was presented to them. The actual Value may be higher or lower depending on the time of year, desire for the item, the need of the buyer or owner, or the craftsmanship of the object. The Threshold represents the scarcity of the item, governing how hard it is to find and how likely the price is to be reduced by haggling.

STEP 1: LOCATE THE ITEM

The character must actually locate the item in question. This is usually done with the Trade Skill versus the Threshold listed for the item. The Weaver may modify the Threshold based on the scarcity of the item. For certain items, the character may be able to use either Streetwise (for illicit or stolen items) or a Lore (for items related to the type of lore) test. If the character has none of these Skills, the player will have to make the test using the unskilled rules on page 144 of the Main Rulebook or find someone with the Skill to help. Generally the Threshold represents one item; therefore the character may have to make multiple tests to acquire a number of a particular item.

The Margin of Success (MoS) of a locate test determines the length of time it takes to find the particular item. The base time is one day (8 hours) for a MoS of 0 and is cut in half for each additional MoS. A Fumble can mean a wide variety of things depending on the nature of the item sought and the campaign, but usually means that the character found a fraudulent item or is caught up in a sting by either the Watch or her enemies.

STEP 2: DETERMINE THE VALUE

The Weaver then determines the Value of the item. Values fall into one of five categories: Very Low, Low, Average, High, and Very High. The most important consideration in determining the Value is the person offering the object. This person may have no idea what the true Value of the object is, or the item may be dear to them or in demand. The person offering the object may just be greedy. There are tables available to the Weaver to determine the base Value of an item, but as mentioned above current conditions can change the value of the object. Ultimately the seller will make an offer on the item.

The Weaver should also take into consideration what the character has to offer in return for the item. Instead of trying to create two separate barter situations (the value of the seller's goods and the value of the purchaser's goods), the Weaver should adjust the seller's Value to reflect the purchaser's offer. In practice, if the player offers something the seller wants or needs the Value of the item may be lowered to reflect that desire.

STEP 3: THE FINAL PRICE

The character can either take the item at the offered price, or try and make a deal. The Haggling Skill is used in the latter case. To haggle, each party makes an opposed Haggling Test. Each two points of MoS moves the effective Value of the item in the direction of the party who got the MoS. Once the agreed Value is reached, the buyer provides an item or service equal to that Value. A Fumble can result in the character unintentionally agreeing to a bad deal; otherwise the players have the final say whether they accept the deal.

It is up to the Weaver to decide how items of lower Value stack, but a general rule of thumb is twice as many items make one Value level. Therefore it might take two items of Very Low Value to equal one of Low Value, but four to equal an item of Average Value. The Value of many common objects and services can be found at the end of this chapter.

MEDALLIONS: AN AD-HOC CURRENCY

The Weaver does have a limited form of currency at her disposal. It is rare, but not unheard of, for Tribals to trade Fatimal objects called Medallions for goods and services. Medallions are awarded by the Sisterhood in recognition of service, and are considered blessed by the appropriate Fatima. Unfortunately, these objects are rare and a majority of the people of Vimary would never consider trading them (making this the one issue most Evans, Shebans, and Herites agree on!) for various reasons.

Further limiting their usefulness is their individual Value. Does a Joanite value a Yagan Medallion more than an Evan one? What good is a Medallion in the heart of winter, compared to a blanket or food? Medallions simply add a second Barter action in most cases, though they can be more portable than raw goods.

The Tribes may one day reinvent currency, as people and trade spread. But barter still remains as the primary mode of trade in Vimary.



WORKING FOR A MEAL

It is important to remember that the price of the item is not only payable in goods, but possibly also service. In some situations, washing dishes or chopping wood is the price of a meal. The Value Table provided includes the various services that a character may be able to perform in trade, or the cost of services when the character needs them.

Unskilled labor is the simplest activity to perform. It represents the classic washing dishes and chopping firewood for ones meal. Skilled labor is that provided by a character with a Skill Level of at least 2 in the appropriate ability or who is filling the appropriate role for their character. Warriors performing guard duties and smiths working at a forge fall into this category. Specialized Labor includes the ceremonial functions of certain people (Evan midwives, Yagan morticians) as well as those services performed with rare skills (talented healers, Dreamers). Risky Labor is considered any where injury is possible or likely. Likewise, Very Risky Labor has the possibility of death. The last two categories of services should be played out in game.

BARTER EXAMPLE

Dara, a former Magdalite and now a minor healer on the isle of Hom, needs some herbs, listed with a Value of Low (4), for a poultice. She does not have Trade, so the Weaver has the player make an Herbalism Test, and increases the Threshold to 5, because it is not that much harder. Dara's player gets a 2-point MoS, and so Dara finds the herbs she needs in a shadowy corner of Bazaar.

Next the Weaver must decide the actual Value of the item. The herb in question is in demand to cure the curious condition that seems to have afflicted many on Vimary. Second, the peddler Dara is dealing with really doesn't like Fallen, and therefore won't apply the full value of whatever she decides to trade. As a result the Weaver determines the Value is two levels higher, from Low through Average to High, one for each condition.

Fortunately Dara learned to Haggle while she was in the graces of her Fatima. The Threshold is the same as to find the item (in this case the original value 4), and both parties make a Haggling Test. Dara's player ends up with an MoS of 2, reducing the Value of the item one step, from High to Average. Dara gives the man three Very Low trinkets in return, and promises not to speak of his dealing to the other Fallen, a service deemed by the Weaver at Very Low value to the peddler.

4. Equipment and Economy

WHO HAS WHAT

The following is a brief list of items by Tribe. Generally, items listed as "Have" will have a lower value to this group, while "Need" items will be valued higher. This will provide the player and the Weaver with a suggestion of the actual Value of an item in certain areas. Tribes also have "Wants" for which Value will vary greatly depending on the individual. As with the Barter system, individuals may place a different value (and Value) on items, so this is provided as a guideline only.

Keep in mind that certain Tribes have virtual monopolies on particular services. Their role in society is to provide these services. Evans providing midwives, Yagans conducting funerary rites, Joanites providing security, and Magdalites providing personal services, are all services needed by the other Tribes and are not listed separately for each Tribe.

AGNITES

Agnites are primarily scavengers, though they do have some gardens to grow food. Because Agnites are childlike, the value of "Wants" actually outweighs the value of "Needs". Often the Evans who have taken it upon themselves to care for the Tribe's Children meets their needs.

Have: Relics, gathered foodstuff (berries, honey, nuts);

Need: Food, services (child raising and care, though mostly provided by Older Agnites and Evans, there is more need than supply);

Want: Sweets, Toys, Pretty or Interesting items.

DAHLIANS

Dahlans provide two important services to the Tribes: transport and entertainment. As such they take their cut from the people at either end of the trade route. Dahlans also spend time making artistic improvements to items, making them more valuable. Dahlans are also the main public entertainers and receive goods for performances. Dahlans also have a monopoly on the silk trade.

Have: Transportation and entertainment services, silk;

Need: Most material goods;

Want: Anything that may be traded for a profit.

EVANS

Evans provide most of the grown food eaten by the Tribes. In addition, they also grow flax for linen and wood. Evans are also responsible for birthing and childcare for the Tribes whose primary responsibility prevents them from caring for their own young (like the Joanites or Magdalites).

Have: Produce, linen based textiles and goods, wood and wood products, birthing and childcare services;

Need: Meat, Furs, Leather goods;

Want: Gathered goods (wild herbs, berries, trinkets).

JOANITES

The Joanites produce little other than metalwork, glasswork and weapons. Their primary contribution to the Tribes is in protection. They hunt for themselves, but most of their food comes from the other Tribes in return for their service.

Have: Protection services, glasswork, metalwork, weapons;

Need: Raw materials, food;

Want: Relics (especially ones that can be turned into weapons or armor).

MAGDALITES

The primary role of the Magdalites is in personal service. They trade their diplomatic and social skills for most of their wants and needs.

Have: Personal, intimate and diplomatic services, potions and drugs, perfumes;

Need: Most goods (especially food and clothing);

Want: Things that enhance appearance, like silks or jewelry.

SHEBANS

Even though most Shebans are assumed to be judges and lore keepers, many of them actually work to support their Tribe. Fishing, gardening, and scavenging in the Sunken City provide the Shebans with some independence from the other Tribes.

Have: Fish, law making, legal services, record keeping;

Need: Wood, produce, clothing;

Want: Items of Tribal significance.

YAGANS

Yagans, in addition to providing the necessary death rituals, raise cattle and fowl for the meat they provide. They have pastures and can grow some produce, but mostly these tracts of land are used to grow hay and fodder for the animals.

Have: Funerary services, meat, leather, feathers;

Need: Produce, Protection Services;

Want: Trade services.

FALLEN

Hom is resource poor, and as a result, the Fallen have many more needs than have. Many Fallen hunt for food and furs, though most of that goes to feed and clothe their own. Hom is not as picked over as the Tribal lands, so relics from the time before can still be found easily.

Have: Some fur and meat, relics;

Need: Food of all kinds, clothing, tools;

Want: Varies greatly based on the background of the person involved.

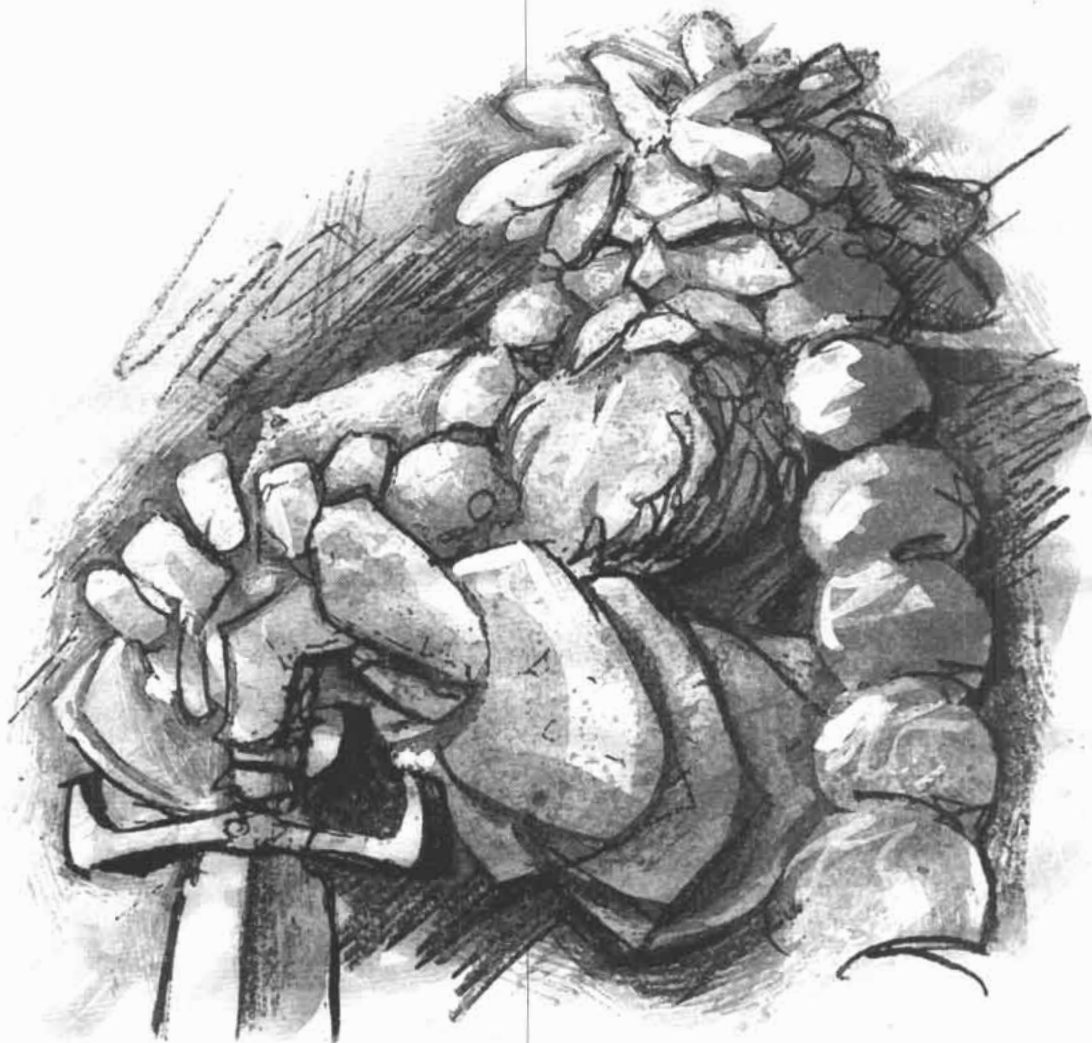
KEEPERS

Keeper trade centers on relics. They have, want and, many would argue, need relics. They will trade simple or surplus relics for ones that interest them more. As a result of their origin and

current relationship with the Tribes, they are very self-sufficient. They have or can easily obtain meat and produce, and some have access to relics that allow them to preserve food for long periods of time. The abundance of relic clothing allows them to forgo the need for furs and linen.

SQUATS

Squats, like Keepers, must be self-sufficient to survive. Squats tend to have whatever they can hunt or scavenge, but most of this goes to meet their needs and little is available for trade. Some have access to troves of relics, but many that do fail to recognize the value of the objects. Squats are almost always in need of more food.



4. Equipment and Economy

THE VALUE TABLE

Item	Quantity or Weight (kg)	Value
CLOTHING		
Boots	1	Low (3)
Boots (relic)	1.5	Average (5)
Cloak, dust	1	Low (3)
Cloak, winter	3	Average (3)
Cloak, fur	3	High (4)
Goggles (relic)	0.5	Low (6)
Latex Wear (relic)	2	Average (6)
Loincloth	1	Low (3)
Robes, simple	2	Low (4)
Robes, ceremonial	2	High (5)
Sandals	0.5	Low (3)
Shirt	1	Low (4)
Trench coat (relic)	3	Average (6)
Trousers	1	Low (4)
DRUGS AND HERBS		
Hazers	1 dose	High (5)
Healers	1 dose	Average (4)
Herbs, cooking	0.5	Low (4)
Herbs, medicinal	0.5	Low (5)
Libs, low quality	1 dose	Low (3)
Libs, high quality	1 dose	Average (3)
FOODSTUFF (assumes item is in season)		
Berries	1 bucket	Low (4)
Bread	1 loaf	Low (3)
Butter	1 cup	Low (4)
Cake or pie	1 item	Low (5)
Cheese	1	Low (4)
Eggs, chicken	1 bucket	Average (4)
Flour	1	Average (3)
Fruit	1 bucket	Average (4)
Grain	1 bucket	Low (2)
Honey	1 cup	Low (4)
Meat, fresh	1	Low (3)
Meat, preserved	1	Average (4)
Milk	1 bucket	Low (3)
Nuts	1 bucket	Low (3)
Sweets (relic)	1 item	High (8)
Sweets, tribal	1 item	Low (4)
Vegetables	1 bucket	Low (3)
RELICS		
Binoculars	2	High (5)
CDs	1 item	Average (6)
CD Player	2	Very High (7)
CD Player, Portable	0.5	Very High (8)
Clothing (shirts, pants etc)	0.5	Average (5)
Compass	0.5	High (5)
Flashlight	1	High (5)
Gas Mask	2	High (5)
Laptop Computer	3	Very High (10)
Metal Detector	5	Very High (7)

Sleeping Bag	1	High (5)
Toolbox with tools	4	High (5)
Tools	var.	Low (4)
Tools, electric	4	Average (6)
Trinket	1 item	Low (4)
Walkie-talkie	1	Very High (7)
RITUAL IMPLEMENTS		
Divinatory Bones	0.5	High (4)
Divinatory Cards (relic)	0.5	High (6)
Fatima Artifact (minor)	var.	High (7)
Fatima Artifact (major)	var.	Very High (8)
Incense	0.5	Low (4)
Mirror, small or hand	0.5	Average (6)
Mirror, large	2	High (8)
SURVIVAL GEAR		
Backpack	1	Low (3)
Blanket	1	Average (4)
Candle	1 item	Low (3)
Canteen/Gourd	1	Low (5)
Fishing Line (10m)	0.5	Average (3)
Fishing Net, personal	2	High (3)
Fishing Net, large	10	Very High (5)
Hammock	3	Low (4)
Lantern	3	Average (3)
Pillow	0.5	Low (4)
Rope (50m)	4	Average (5)
Sack	0.5	Very Low (2)
Sleeping Roll	1	Low (3)
Soap	1 cup	Low (3)
Tent, large	20	High (3)
Tent, personal	6	High (5)
Quilt	1	Average (5)
Wood, firewood	5	Low (3)
SERVICES		
Pleasure, quick	1 hour	Low (3)
Pleasure, slow	1 day	Average (4)
Skilled Labor	1 day	Average (4)
Specialized Labor	1 day	High (7)
Risky Labor	1 day	Average (6)
Unskilled Labor	2 hours	Very Low (4)
Unskilled Labor	2 days	Low (5)
Very Risky Labor	1 day	Very High (8)
TOOLS AND CRAFT SUPPLIES		
Cloth, linen	0.5	Low (3)
Farming Tools	5	Average (3)
Feathers	1 sack	Low (3)
Fur, large	1 hide	High (4)
Fur, small	1 hide	Low (3)
Glue	1 cup	High (3)
Hide	1 hide	Low (3)
Leather	1 hide	Average (4)
Pick ax	4	Average (3)
Sewing Needle	1 item	Low (4)
Shovel	3	Average (5)

Thread, plain	10 paces	Very Low (3)
Thread, colored	10 paces	Low (4)
Wood, raw	5	Very Low (2)
Wood, prepared for crafting	1	Average (4)

THE JUNK LIST

Following is a list of items a Tribal may find on Vimary. It is neither exhaustive nor is it authoritative, meaning it is not complete nor necessarily accurate. It is intended to inspire the imagination and aid creativity, but if your Weaver does not want your character to find or acquire a certain object you can assume it doesn't exist. Most of these items will be broken or worn, though an ingenious person can find a use for anything.

4. Equipment and Economy

Banner, Ball (most likely baseball or softball, but other types may have survived), Barrel, Bed Frame, Bicycle, Books, Bottle, Box, Brick, Briefcase, CD, Camera, Candy Dispenser, Car Parts, Chain, Chair, Christmas Lights, Computer Parts, Coins, Cookware, Credit Card, Crystal, Door, Drivers License, Electronic Device (anything from a toy to a TV remote), Exercise Equipment, Fabric, Fishing Rod, Flashlight, Frame, Furniture, Glass Jar, Glasses (either prescription or sunglasses), Goggles, Ironing Board, Jewelry, Lamp, Lighter, Lock Box, Magazine, Make-up, Mattress, Mirror, Musical Instrument, Nuts and Bolts, Painting, Pens or Pencils, Photographs, Plastic Trash Bags, Plaque, Plate, Plumbing, Pottery, Razor, Rebar, Refrigerator, Rope, Safe, Scrap Metal, Sculpture, Shelving, Shoes, Sign, Silverware, Souvenir, Sports Equipment (especially valuable are protective gear, hockey sticks, and bats), Stereo Equipment, Tire, Tools, Toothbrush, Toy, Traffic Cone, Trophy, Twine, Utensils, Vending Machine, Wire.

ARMOR PIECES

Name	AR	Coverage	Enc.	Conceal.	Mass.	Value	Notes
Helm (light)	8	head	*	no	1	Average (4)	-
Helm (full)	14	head/face	*	no	1.5	High (4)	-1 Notice
Relic Helmet (light)	9	head	0	no	1	High (6)	-
Relic Helmet (heavy)	15	head/face	*	no	1	Very High (7)	-
Gorget (light)	5	neck	0	some	0.5	Average (3)	-
Gorget (heavy)	14	neck	*	no	1	High (4)	-
Shoulder Plates (light)	10	shoulders	*	no	1	Average (3)	-
Shoulder Plates (heavy)	14	shoulders	*	no	1.5	High (5)	-1 Stealth
Vembraces (light)	7	forearms	0	some	0.5	Average (3)	-
Vembraces (heavy)	12	forearms	*	no	1	High (5)	-
Gauntlets	8	hands	*	no	1	Average (4)	-1 AGI (fine dexterity only)
Vest (leather)	8	chest	*	yes	1	Average (4)	-
Vest (mail)	10	chest	*	some	1.5	High (5)	-1 Stealth
Vest (relic)	12	chest	0	some	0.5	Very High (8)	-
Shirt (leather)	8	chest/shoulders	*	yes	1	High (4)	-
Shirt (mail)	10	chest	*	some	1.5	Very High (5)	-1 Stealth
Breast Plate (light)	10	chest	*	some	1	Average (3)	-1 Stealth
Breast Plate (heavy)	14	chest	*	no	2	High (5)	-1 Stealth
Tunic (leather)	8	chest/shoul./hips	*	some	1.5	High (3)	-
Tunic (mail)	10	chest/shoul./hips	-1	some	2	Very High (5)	-1 Stealth
Tunic (relic)	15	chest/shoul./hips	-1	no	2	Very High (7)	-
Skirt or Cuisse (light)	5	hips	0	some	0.5	Average (3)	-
Skirt or Cuisse (heavy)	10	hips	*	no	1	High (5)	-1 Stealth
Greaves (light)	7	lower legs	0	some	0.5	Average (3)	-
Greaves (heavy)	12	lower legs	*	no	1	High (5)	-

Chapter five: Combat

The flash of steel, the thrum of a bow, the ivory gleam of tooth and claw, all represent conflict in its purest form: combat. The history of the Tribes is one of struggle, and this struggle often manifests itself as combat. It is the default answer to many questions, and an easy solution to many problems. Combat adds a level of danger and excitement to the game, as your character struggles for her very survival against an opponent intent on killing her.

This is not to say that combat is the point to the game. It is only one element, and for some Cycles a minor one, but likely to occur in the brutish world of the Fallen. Even if (and sometimes especially if) your character is a pacifist, there are those around you who will use force against you.



COMBAT OVERVIEW

Combat is organized into rounds, which are typically 6 seconds long (ten combat rounds per minute). There are two elements to the **Tribe 8** combat round. The first is to determine Initiative, the order in which the combatants act. Everyone involved in the fight makes a Skill test using Combat Sense, a Perception based Skill, against an effective Threshold of 1. The result of this roll determines the order the combatants act, from the highest result to the lowest result.

If any fumble this roll, that member cannot act unless it is to defend herself or to continue an Action begun a previous round. A fumble represents surprise, confusion, or possibly panic during combat. A character without Combat Sense, and therefore using the unskilled use rules, will often find herself in this situation.

The second element is simply an Opposed Skill Test between the attacker and her target, the defender. If the attacker fails to get a Margin of Success (MoS), the attack is over and the next combatant acts in order of Initiative. If the attacker fumbles, the attack automatically misses. If the defender fumbles, the attack automatically hits, unless the attack also fumbled. If the attack does succeed, then the defender may take damage based on the attacker's MoS.

When everyone capable of acting has done so, the combat round ends and, if the fight continues, a new one begins.

WHY COMBAT?

*Conflict is everywhere in Vimary. In many cases, this conflict takes the form of armed combat. Combat in **Tribe 8** is meant to be deadly. Usually the person who lands the first solid strike is the person who wins, and the loser is typically dead.*

This chapter is intended to familiarize you with the nature of Silhouette combat and prepare your character, so her first battle is not her last.

CLOSE COMBAT

In the world of **Tribe 8**, most combat is brutal and up close, whether it is with weapons, bare hands, or tooth and claw. Melee weapons are easy to make and quick to learn, therefore they are the most popular in the low-tech society of Vimary.

As with most conflicts in **Tribe 8**, the result is determined by an Opposed Skill Test. In this case, the attack will use the Skill appropriate to the method of attack, Hand-to-Hand for unarmed attacks and Melee if using a weapon. A character can take multiple Actions in a combat round, with each additional one, after the first, generating a -1 penalty to all Actions that round.

The defender can choose to parry using a weapon or shield (with her Melee Skill) or may try to avoid the attack with her Dodge Skill. It is possible to parry using the Hand-to-Hand Skill (an unarmed block), but this incurs a -2 penalty to the Skill test of the defender. The Weaver may also give the attacker a free called shot to the limb used to parry the weapon if appropriate.

PARRY OR DODGE?

Clearly characters will tend to use their best ability to defend themselves, whether it is Parry (through the Melee Skill) or Dodge. A character with a weapon that grants a Parry bonus may be better off parrying, if her Melee Skill is only one lower than her Dodge.

There are occasions when Dodge will be inappropriate. A character must have the room and ability to freely move in order to use the Dodge Skill. Confined space, fighting in waist-deep water or on a narrow ledge, being bound, or when heavily encumbered can either prevent dodging or severely limit (Weaver's discretion) its effectiveness.

Similarly, some weapons may be inappropriate for parrying. Knives and other very small weapons are little use defending against two-handed weapons (the Weaver may consider the defender unarmed) and those large weapons need room to be maneuvered defensively to block attacks. The Weaver may assign a -1 or -2 penalty for such mismatched or misused weapons.

Finally, there may be times when you do not want the enemy to contact your weapon (or shield) and Dodge is your only choice. Z'bri and their Serfs are foul and tainted things who use acid and bile as weapons. Parrying a piercing or crushing attack with a shield is a sure way of getting it destroyed. Some weapons, like improvised ones, will break if used to parry.

RANGED COMBAT

Ranged combat is slightly more complicated than close combat. The opposed Skill test uses the appropriate Skill for the attacker based on the type of weapon involved. Anything thrown directly by the attacker uses the Throwing Skill. Bows, crossbows, slings and other primitive mechanical weapons use the Archery Skill. Personal gunpowder weapons such as pistols, rifles, and muskets use the Keeper Skill Firearms.

There are a number of modifiers that can affect an attacker's Skill test. These weapons have a Range entry that corresponds to Short (+0), Medium (-1), Long (-2), and Extreme (-3) ranges and penalties. Additionally, at point blank range (less than 3 meters) the attacker gains a +1 bonus. The attacker can also spend Actions aiming. Each round the character spends aiming (up to a maximum number of rounds equal to her Skill with the weapon) the attacker gains a +1 to the Skill test.

The defender has fewer choices. She can avoid the attack with her Dodge Skill, and add the parry bonus of her shield if she is using one (see the special rules on shields below).

5. Combat

Additional Modifiers: There are many possible modifiers to an attack in the Silhouette system. The most common are listed here, but all can be found on page 146 of the main **Tribe 8** rulebook.

DAMAGE

If the attacker has an MoS the attack is successful and she has struck her target. Each attack has a base damage. For unarmed attacks the base damage is the attacker's Unarmed Damage Attribute. For Melee attacks the base damage is the weapon's damage bonus (see the Weapon Chart either later or in the **Tribe 8** Rulebook) plus the attacker's Armed Damage Attribute. All range attacks use the weapon's base damage.

Once the base damage is determined, it is multiplied by the attacker's MoS to determine the total damage done in the attack. Clearly, in the event of a Draw (MoS of zero) the damage multiplier is zero and the attack does no damage, though the Weaver may consider it a very light blow for additional effects beyond damage. This total damage is compared to the target's Wound Thresholds to determine the ultimate effect of the attack.

WOUNDS

The victim of an attack has three Wound Thresholds, corresponding to the minimum damage required to create a wound of the appropriate type. The target may also have armor, which has an Armor Rating that adds to each of these thresholds (see below) and can make her more difficult to injure.

The first threshold is the Flesh Wound value, which is equal to half the target's Stamina Attribute (rounded up in this case). If the attack fails to do at least this much damage, the blow lands, but has no effect on the target. If the damage exceeds this value, but is less than the next threshold, the target receives a Flesh Wound. A Flesh Wound results in a -1 penalty to all of the target's Actions, and represents an extremely painful, but not immediately life-threatening injury like a deep cut or heavy bruise.

The next threshold is the Deep Wound, which is equal to the target's Stamina Attribute. These are life-threatening injuries that do not immediately kill, such as broken bones, damage to major arteries, or deeply cut veins. The injured suffers a -2 penalty to all Actions and can move no faster than a shambling walk. Deep wounds also have the possibility of leaving the victim with a permanent disability.

All wound penalties are cumulative and affect all of a character's Actions. Therefore if a character is suffering from two Flesh wounds and a Deep wound, her rolls are at a -4 penalty to every test: physical, mental or spiritual. A player should keep a record of each wound received in combat, as they must be healed separately.

Anytime a character takes a wound, she must succeed in a Health test (Threshold 1) including the new wound penalty or fall unconscious. If it was a Flesh Wound that caused this, the character is out for 1d6 minutes (10-60 combat rounds), or 1d6 hours if it was the result of a Deep Wound. Fumbling this roll results in the character going into a coma.

If the total damage is twice the targets Stamina, the Instant Death Score, the target is killed by the trauma. Wounds of this variety tend to be very gory like crushed skulls, beheadings, and deep cleaving. Clearly, there are no penalties for this level of injury except for the obvious one. Only Synthesis can save a character who receives this type of wound (See the Synthesis Chapter for details).

IT'S ONLY A FLESH WOUND

*In many games characters can ignore their opponents blows, but this is not so in **Tribe 8**. In the description, a *Flesh Wound* is said to be painful, but not immediately life-threatening injury* with the importance placed on immediately in the description. The character is not dying, but she is heading down that path.*

*A **Flesh Wound**, the least of the damage Thresholds, affects everything your character does, penalizing your results by -1 from the pain and limitations placed on the character. If ignored, it can become worse and multiple wounds take longer to heal. Each wound makes you less likely to hit, do less damage when you do, more likely to be hit and more likely to die. As a result, no wound should be taken lightly.*

SYSTEM SHOCK

A character can only take so many wounds before their flesh finally fails. In **Tribe 8**, this is tracked using the System Shock rating. A creature starts with a System Shock rating equal to 5 + Health (minimum of 1). If the character's wound penalties are equal or greater than her System Shock rating, the character goes into shock and begins to die.

The immediate effect is the collapse of the character, who only has a number of minutes roughly equal to her System Shock rating before being irrevocably dead. During this time, someone can attempt to resuscitate the dying. The healer makes the Skill test using the dying's wound penalty and Health Attribute versus a Threshold of 1. If the healer gets an MoS, she gets one chance to stabilize one of the wounds (see Recovery next), where failure means the character continues to die and will expire at the allotted time. If the stabilization works, the character will live, provided she receives proper and continuous care.

RECOVERY

If a character is wounded, but survives her next concern (as well as her player's) is how damage is healed. The Weaver has the complete rules in the Main Rule book (pp. 150-151), but an overview is provided here.

Untreated wounds get worse. Once a day for each Flesh wound and hourly for each Deep wound, the character must pass a Health test with a Threshold of 1 (don't forget to apply the wound penalties!) or suffer an additional Flesh wound. If the test is fumbled, a new Deep wound is applied. This effect is called the degeneration of wounds, and in the limited medical care world of **Tribe 8**, can kill the character as surely as a sword.

Every five minutes of game time, a Healing Skill test can be made to stabilize a wound. The test is modified by the wounded's Health and wound penalties. If it beats the Threshold of 1, a single wound (either Flesh or Deep) is stabilized, and the patient is considered treated. Once treated, the wound will get no worse, but all of the penalties from stabilized wounds are still in effect. The only effect of stabilization is that the wound is no longer tested for degeneration. The penalty is not removed until the wound is completely healed.

With time a character recovers from Flesh wounds first, one at a time, and then Deep wounds. The time it takes to recover from a wound depends on the type of care the character receives while convalescing. You Weaver has all the details necessary in the **Tribe 8 Rulebook** (pp. 150-151).

TOOLS OF THE TRADE

Weapons, as discussed previously in the Equipment Chapter, come in a wide variety of shapes and sizes, from the common knife to the massive pole-ax. Every weapon, despite its size or function, has an Accuracy (Acc), Damage (DM), Range, Value and Weight.

Accuracy is the modifier added to the final result of an attack when using the weapon. Normally this is a negative number, which represents the difficulty of deploying the weapon, though a few weapons are made with this as a bonus. Damage is the value used to determine the results of a successful strike (see the Damage section previous) as the Base Damage of the weapon. Value and Weight are covered in Chapter 4, *Equipment* earlier in this book.

Additionally, melee weapons have a Parry entry, which is the bonus added to defensive parry tests. Melee weapons, unless marked "close combat" under Range, can be thrown a distance based on the attacker's Strength.

Ranged weapons also have a few Attributes unique to them. The first is Fumble, which actually represents the complexity of a given weapon. When the wielder fumbles, this value determines the effect. Low generally represents a loss of attack. Medium means the weapon is fouled and requires a Skill test to repair it before it can be used again. A weapon with a High fumble rating explodes, hurting the wielder.

Ranged weapons have a rate of fire (ROF) listed, which governs the number of times it can be fired in a given round. Typically a weapon has a ROF of zero, meaning it can be fired once per Action spent on firing. The next most common (0/1) means that it can be fired once every round, while the worse (0/3) can be fired only once every three rounds. A few Keeper weapons have

a +1 listed. These weapons are capable of burst fire, which uses 5 rounds of ammunition, but gets the +1 bonus to the result when used. Most burst-fire weapons can be (and because of the scarcity of ammunition often are) fired single-shot to conserve ammunition. When fired as a single-shot weapon the effective ROF is 0.

The final column, Notes, on the weapon table describes optional qualities that apply to a particular weapon.

NEW WEAPON CHARACTERISTICS

2H: This weapon is designed to be used two-handed.

1H/2H: This weapon may be used one-handed or two-handed, use the stats before the slash if one-handed.

STR (X): This weapon has a minimum strength (X).

Ha: This weapon does hacking damage.

Bl: This weapon does blunt damage.

Pr: This weapon does piercing damage.

Ent (X): This weapon may entangle opponents. X is the minimum MoS to do so.

Mtn (X): Ranged weapons with this characteristic have their Fumble level reduced by one level if used and maintained by a person with skill level X in either the attack skill or Techlore (Mechanics).

Shd (X): This weapon is subject to the special rules for shields. X is the shield's Armor Rating.

Twr: This shield can be used for full coverage.

IMPROVISED WEAPONS

While most weapons are scavenged from things never intended to be weapons, the items listed previously are assumed to have benefited from the touch of a Weaponslayer. In some desperate cases the item may have never been intended for the combat use the character puts it to. The following provides you with guidelines when that is the case.

The most common form of improvisation is using an item as a weapon that was never intended to be one. For most of these weapons, the Weaver will use the statistics of the most similar weapon on the previous table. Most blunt weapons will be considered clubs and most sharp weapons will be considered knives. The Weaver may apply an Accuracy penalty if the weapon is particularly unwieldy and may alter the damage done for items weight (heavier items do more damage) or material (softer items do less damage) as necessary. Improvised melee weapons rarely stand up well to the rigors of combat. If the attacker fumbles or gets a large MoS (Weaver's discretion) the weapon is broken and can no longer be used in its current role.

5. Combat

A second method of improvising is to use a weapon in a way it was not designed. A popular, if desperate, technique is to throw a close-combat weapon or shield. Thrown items have a damage modifier equal to its weight in stones (kg) and a Range of STR+3 divided by the item's weight. Sharp objects gain a +2 to damage and soft items may do no damage at all. Assume items like rope or whips, do no damage, but may keep their Entangle property when thrown.

ARMOR

Armor in **Tribe 8**, unlike some role-playing games, does not make the character harder to hit and can actually make it easier in some cases. What armor does for your character is to make her harder to wound. The armor will have an Armor Rating, which adds to each of the Wound Thresholds when resisting an attack.

Armor, especially the heavier varieties, has one drawback as it can limit your character's movement. This is reflected in the Encumbrance value. This penalty is applied to all of the character's physical Skill (any that use Agility or Fitness as an Attribute) while the armor is being worn.

PERSONAL ARMOR

Armor	Armor Rating	Encumbrance	Concealable	Mass	Value
Soft	3	0	yes	2	Low (3)
Leather	5	0	somewhat	4	High (4)
Studded Leather	8	0	somewhat	6	High (5)
Lt. scale/chain	10	-1	somewhat	7	Very High (5)
Hvy scale/chain	14	-2	no	10	Very High (6)
Flak Jacket	16	0	yes	2.5	Very High (7)

With the makeshift nature of armor, much of it being scavenged relics, it is possible that a person has only pieces of armor or a patchwork of different types. Patchwork armor is often more bulky than a complete suit. This is reflected in the individual pieces Encumbrance. The Encumbrance penalty is cumulative, with each group of three items marked with * equaling -1.

ARMOR PIECES

This warrior of the Joante Watch is wearing heavy armor, made up a variety of pieces.

1	Full Helm
2	Heavy Shoulder Plates
3	Heavy Gorget
4	Heavy Vembraces
5	Breast Plate (hidden by cloak)
6	Heavy Greaves

MY WEAPON HAS NO EFFECT!

With the Threshold system and armor, it is possible that your attacks are unable or unlikely to obtain a MoS high enough to Wound your opponent. This often happens when Archers are attacking Z'bri, as the base damage requires a large MoS to have any effect.

One option is to continue hoping to your opponent will fumble or you gain a major success. Against a Skilled opponent this is unlikely.

Your best choice is to change tactics. Use a different weapon, draw them into an unfavorable position, buy time until allies can come to your aid, throw sand in their eyes, or lure them into an ambush. Aiming a ranged weapon or using the optional Gain Advantage maneuver adds a bonus to your attack, which can produce the additional damage you need to wound your foe.

If all else fails, flee your opponent. Most Jackers would agree that honor does the dead little good.

SHIELDS

Shields are primarily treated as weapons, though they share Encumbrance and Armor Rating with armor. A shield is used with the paired weapons fighting rules, and represents a weapon with a high parry bonus. A shield can be used against a ranged attack, adding its Parry bonus to the defender's Dodge result.

A shield is considered to have an Accuracy of 0 for the purposes of determining the Accuracy of the character's main weapon, meaning that it only interferes with weapons that have a higher Accuracy, reducing the bonus to 0 even if the shield's Accuracy is less than zero.

Encumbrance penalties are cumulative with the penalties caused by armor. The Armor Rating of a shield does not add to the Wound Thresholds of the character as normal armor does. It is only used when certain attacks strike the shield or if the shield is a Tower Shield and the character is hunkered down behind it when attacked at range. When the character hunkers down behind a tower shield, she suffers the penalty for a stationary target (-1 to parry, no dodging) but the maximum MoS the attacker can obtain is 1, though the following rules for striking the shield are used in that case.

If an attacker's Margin of Failure (MoF) is equal to or less than the parry bonus of the shield, the attack struck the shield. This is only important to note if the attack is of the piercing type, typically thrusting swords, spears, arrows and firearms. If the shield is struck by one of these attacks the defender suffers the attack as if it were a MoS of 1, but the defender does get to add the shield's Armor Rating to her Wound Thresholds. If the base damage of the attack is more than twice the Armor Rating of the shield it is considered destroyed.



TACTICS

There are several ways to make your warrior one to be reckoned with. Clearly those with natural talent (a high Agility, Fitness and Build) have an advantage, but a Skilled warrior can do a great deal that an amateur cannot.

First, combat Skill directly effects damage in close combat and the odds of getting the maximum effect from a strike. Additionally, a character can have a Specialization, which grant a +1 bonus to the use of the Skill under those special circumstances. A Skilled warrior will have a variety of Specialization to handle many situations, either special maneuvers or specific weapons, but remember only a single +1 bonus can apply to any single test. Typically an experienced warrior will have a Skill level of 3 in their combat style of choice.

The second advantage an experienced character has is the additional Skills available to her. A combination of Notice and Sneak allows for the character to find her opponents before they find her. Camouflage allows the warrior to lay in wait, able to ambusher enemies. Defensively, a high Acrobatics or Athletics can be used to counter throw and trip maneuvers (see below). The Weaver may also reward you (see Non-combat Skills in a Fight later in this chapter) for clever uses of your character's Sleight-of-Hand or Performance Skill if you use it in a creative manner.

Additionally, an experienced character will usually have more Emergency Dice to call upon. Because these dice can be used in many situations, this grants an experienced character a degree of flexibility absent from an amateur. Weavers should not be afraid to grant Emergency Dice to important NPC's and use them in the appropriate situation.

Finally, an experienced character can utilize a variety of combat maneuvers. These maneuvers, if approved for use by the Weaver, add a level of detail to combat that can give the veteran an advantage.

COMBAT MANEUVERS

TWO-HANDED AND PAIRED WEAPONS

The basic combat rules in the **Tribe 8 Rulebook** assume, for simplicity's sake, that combatants will use their weapons in the way they were intended. They wield one-handed swords with their good hand, and use two handed weapons with both hands. Weavers who want to add some extra options to combat can use the following rules:

Two-Handed Weapons: Melee weapons either require one or two hands to use. Those marked as two-handed are just too bulky or too heavy to use effectively with a single hand. Generous Weavers might allow this to be done in exceptional circumstances, imposing a -3 + STR penalty. Some weapons can be used either one or two-handed with only slight changes. These weapons are identified in their description.

Off-Hands: One-handed weapons can be used, if necessary with a character's "off hand" (e.g. her left hand if she is right handed). The off hand is typically weaker and less coordinated, making any attack with it less effective. Most trained fighters, however, learn to use their off hand in defensive blocks. Characters using their off hand suffer a -2 penalty to hit, but none to parry. Characters who are Ambidextrous (see **Tribe 8 Rulebook**, p. 196) have no off-hand.

Paired Weapons: It is perfectly possible to use two one-handed weapons, one in each hand. It is best to do so with two light weapons, however, because the character must deal with both their bulk. In game terms, the lowest of the two weapons' Accuracies is applied to any attack made with either weapon. The character cannot make multiple attacks (except by declaring extra Actions) and the second weapon suffers the standard penalties for off-handed use (see above). There are some advantages to paired weapons, however. Parries use the highest of the two Parry modifiers, and there are several combat maneuvers that require paired weapons (see *Combat Maneuvers*, below). Also paired weapons makes it possible to do a Weapon Catch maneuver (see *Combat Maneuvers*, below) and attack with the other weapon, although this requires an additional Action.

COMBAT MANEUVERS

Close combat in **Tribe 8** is usually a fairly simple and brutal conflict. Characters hack, slash and smash at each other until one or the other falls. Skilled combatants, however, can and do use a variety of special combat maneuvers to either achieve special effects or maximize the effect of each blow. Weavers who want to run more varied combats can use these maneuvers in their games.

Anyone can use these maneuvers (with the exception of Nerve Strike), although they will rarely be effective unless a fighter is skilled. Each maneuver has several attributes:

Accuracy (ACC): Apply this modifier to the maneuver's attack roll.

Initiative (Init): Apply this modifier to your Initiative roll next round.

Dodge: Apply this modifier to your *next* defense roll if it is a dodge (or the current roll, if the maneuver is a dodge). The modifier cannot apply to a defense roll more than one round after the maneuver is executed.

Parry: Apply this modifier to your *next* defense roll if it is a parry (or the current roll, if the maneuver is a parry). The modifier cannot apply to a defense roll more than one round after the maneuver is executed.

Damage (Dam): If a modifier, apply it to the base damage multiplier of the attack (before multiplying by the MoS). If a DM formula (e.g. AD+3) use that as the base damage of the attack. If a MoS formula, modify the MoS of the Attack for damage purposes only.

* A special case, refer to the notes associated with the maneuver.

5. Combat

COMBAT MANEUVERS

Maneuver	ACC	Init	Dodge	Parry	Dam	Notes
All-Out Dodge	n/a	0	+2	n/a	n/a	No other Actions possible save movement. Surprise attacks are treated like normal attacks.
Butt/Hilt strike	-1	0	0	0	AD+3	Can be combined with a Stun with a total ACC penalty of only -1.
Charge	0	+1	-1	-1	MoS+1	Must be able to run at defender; no movement penalties
Crush	+1	-1	-1	-1	UD+1	Can only be performed while holding a Grapple.
Defensive Blows	n/a	-2	-4	+1	1/2*	Cannot attack, but can cause damage by parrying. Damage equal to DM x Attacker's MoF x 1/2.
Disarm	-2*	0	0	-1	n/a	Defender adds STR to her Defense roll. Success sends defender's weapon flying. Additional -1 ACC penalties apply if attacker is unarmed or the defender is using a two-handed weapon. Add a +1 ACC bonus if immediately trying to catch a successfully parried weapon.
Feint	-1	0/-2*	0/-2*	-1/-2	0*	Attack does no damage, but a MoS of 0 or more allows a free second attack that round at +1 ACC. A failed first attack imposes penalties after the slash.
Gain Advantage	n/a	+1	0	0	n/a	No attack this round; +1 ACC/round to next attack. Max bonus is Skill level.
Grapple	-1/-3*	-1	-2	0	1/2	Success pins the opponent. Maintaining the hold past this round requires an Action. Breaking the hold requires passing an opposed HtH test, modified by STR for both opponents. A Trip/Flip or Throw can be performed by someone maintain a hold with a +1 ACC bonus. Unarmed combat only. -3 ACC against armed combatants
Head Butt	+1/-1	-1	-1	-1	UD+3	+1 ACC if aimed at Head (total modified -1), -1 if aimed at other location. Hand-to-Hand combat only. Attacker suffers damage equal to MoF x (base attack damage + defender's armor) on Fumble.
Keep at Bay	0	0	0	0	*	A MoS of 1 keeps an enemy back several feet, giving them a -2 penalty to attack. Requires a long weapon (long sword or longer). Damage is calculated as if MoS were 1.
Kick/Heavy Blow	0	-2	-1	-1	+3	In armed attacks, this requires a full swing or very heavy thrust, so is impossible in close quarters (see <i>Special Situations</i> , above).
Paired Parry	n/a	0	-1	+1	n/a	Weapon Resistance is doubled for damage purposes. If defender immediately responds with a Weapon Catch or Disarm maneuver, she does so with a +1 bonus to ACC. Requires paired weapons.
Reduce Damage	0	0	0	0	*	Final MoS may be reduced by attackers Skill level. Requires Skill level 2 and should be declared after MoS is calculated, but before final damage is calculated.
Riposte	*	0	0	0	0	Attack immediately after a successful parry with ACC bonus equal to the parried attack's MoF - 2.
Stun	-1	0	0	0	*	A Light Wound result causes no lasting wound, but imposes a -2 Action Penalty for MoS rounds. Deep Wounds are treated normally. Crushing attacks only.
Throw	-1	-1	-1	-1	*	Opponent ends up on the ground MoS meters away if attack is successful. Damage is attacker's UD + defender's BLD. Defender may choose to roll Acrobatics or Athletics instead of Dodge. Until the opponent gets up (one Action), she suffers -2 to all close combat skills. Hand-to-Hand combat only. This maneuver suffers an additional -1 ACC for each full 3 levels of BLD the defender has greater than the attacker.
Trip/Flip	-1*	-1	-1	-1	1/2	Opponent ends up on the ground if attack is successful. Defender may choose to roll Acrobatics or Athletics instead of Dodge. Until the opponent gets up (one Action), she suffers -2 to all close combat skills. No bladed weapons. This maneuver suffers an additional -1 ACC for each full 3 levels of BLD the defender has greater than the attacker.
Weapon Catch	-2*	-1	-1	0	n/a	Success immobilizes both combatants' weapons. Maintaining the hold past the first round or breaking it requires an opposed Melee Skill roll, modified by both STR and AGI. Additional -1 ACC penalties apply if attacker is unarmed or the defender is using a two-handed weapon. Add a +1 ACC bonus if immediately trying to catch a successfully parried weapon.

COMBAT MANEUVER DESCRIPTIONS

All-Out Dodge: This is an all out attempt to avoid being hit, sacrificing everything to avoid damage. It is part of the basic combat system and included here for reference purposes. See *Tribe 8 Rulebook*, p. 148.

Butt/Hilt strike: An attacker can choose to strike an opponent with the hilt of a sword, the flat of the blade or the butt of an ax in order to minimize damage. Few weapons are designed for this purpose, so this attack is not terribly ineffective.

Charge: By running at an opponent an attacker can close ground quickly and put some extra momentum (hence extra damage) behind her blow. A charge also provides a psychological advantage, slowing down the response time of enemies.

Crush: Once an opponent has been Grappled, she can be hurt by applying constricting pressure on various sensitive areas. This maneuver represents such attacks.

Defensive Blows: A character using a weapon to parry can choose to barrage her opponent with light blows to keep her at bay. These attacks are generally ineffective, but they make the character hard to hit. This tactic is often used when retreating to holding ground against superior numbers. The character is very vulnerable to ranged attacks, however.

Disarm: A skilled fighter can strip an opponent of her weapon with a well-placed blow. This strike will generally make the defender lose her grip on the weapon without causing any real damage. Combatants who still have an Action this round and who just parried and attack successfully can choose to use that Action to immediately perform a Disarm (ignore standard

initiative) at a +1 ACC bonus (total modifier -1). Note that shields, because they are well secured, cannot be targeted by a Disarm maneuver.

Feint: By making a false move, an attacker can force an opponent to create another opening. A feint allows an attacker to make two attacks (not necessarily with the same weapon) one right after the other without declaring extra Actions or paying an extra-Action penalty. The first blow (the actual feint) does no damage, while the second blow gains a bonus to hit. If the first blow fails (MoF 1+), however, the attacker opens herself to a deadly riposte.

Gain Advantage: By taking time and waiting to attack, a combatant can study her opponent and find the best way to attack. Combatants can Gain Advantage for several consecutive rounds, building a cumulative ACC bonus for their next attack. The maximum ACC bonus is equal to their Skill level (in Hand-to-Hand for brawling or Melee for armed combat). This is the close combat equivalent to aiming (see **T8 Rulebook**, p. 147).

Grapple: Grappling is unarmed combat focusing on holds. The point is to pin an opponent, making it impossible for them to do anything save try to escape the hold. Once a hold is achieved, maintaining it only requires an Action per round (no roll is necessary).

Head Butt: A staple of rough and tumble brawling, a head butt can be very effective if done properly, focusing serious damage at an opponent's cranium. If done unsuccessfully, however, it can result in serious injury to the attacker. A Head Butt is usually aimed at the head (-2 to hit).

Keep at Bay: By using a long weapon (at least a long sword), an attacker can force an opponent to keep her distance. That enemy can still attack, but at a -2 penalty (representing the need to get around the swinging weapon). The attack does little damage, however.

Kick/Heavy Blow: This is any of a variety of strikes that sacrifice finesse in order to inflict extra damage, such as a kicking rather than punching, or pulling back into a large swing with a sword. This slows down the attacker, makes her vulnerable to ripostes, and is difficult in close quarters.

Paired Parry: Characters using paired weapons can use the two in conjunction (typically by forming an X shape with two swords) to create a very effective block. A skilled combatant can also use this move to set up a Weapon Catch. Note that a Paired Parry is not possible when using a shield.

Riposte: Characters who still have an Action this round can spend it immediately to respond to a successfully parried attack. The ACC modifier is the parried attack's MoF - 2 (which can be negative). A riposte cannot be done with a shield.

Stun: By striking the head, solar plexus, groin or other sensitive area with a lighter blow, the attacker can faze her opponent without causing permanent damage. If too heavy a blow is applied, however, serious damage will result. Apply Hit Location penalties only if the attacker aims for a specific weak point (e.g. an unarmored head) and use only the largest penalty in that case.

Throw: This is any attack designed to send the opponent flying, using her own size against her. A defender who ends up down must spend an Action to get up (no roll). Until she does she suffers a -2 penalty to all close-combat Skills (Hand-to-Hand, Melee, Dodge). This maneuver is difficult against people trained to take a fall or very large characters.

Trip/Flip: This is any of a variety of attacks designed to send the opponent sprawling. A defender who ends up down must spend an Action to get up (no roll). Until she does she suffers a -2 penalty to all close-combat Skills (Hand-to-Hand, Melee, Dodge). This maneuver is difficult against people trained to take a fall or very large characters.

Weapon Catch: A skilled combatant can immobilize an opponent's weapon with her own, usually by pinning it down. This move effectively renders both weapons useless, but is difficult to maintain. An opposed Skill test occurs whenever the defender tries to break free and when the attacker tries to maintain it for another round. Combatants who still have an Action this round and who just parried and attack successfully can choose to use that Action to immediately perform a Weapon Catch (ignore standard initiative) at a +1 ACC bonus (total modifier -1). This maneuver must be performed with the weapon used to parry and be aimed at the weapon that was successfully parried. This counts as an Action.

COMBINING MANEUVERS

It is possible to combine close combat maneuvers into a single attack; simply combine all the modifiers. Consider all combinations possible unless the methods or results of each maneuver are either redundant or mutually exclusive.

Reduce Damage: It is possible for a Skilled warrior to hold back her blows in the event she doesn't want to kill her opponent. It is difficult to do (requires level 2 in the appropriate Skill), but after the MoS has been determined, but before damage is applied, the attacker can reduce the MoS by up to the value of the Skill used to make the attack.

WHOA! TOO MUCH DETAIL

If the members of the Cell are not warriors, combat is uncommon, or the group prefers a more "cinematic" feel for combat, you may want to forgo much of the detail contained in this chapter.

Shields are rare enough that many groups will never need the extra level of detail they add to combat. Most characters will not use combat maneuvers, relying instead on the tried and true standard methods of attack.

But the rules are here if you need them.

SYNTHESIS IN COMBAT

Synthesis is a part of a Tribal's everyday life, so it is no surprise that she would think of using it in combat. Unfortunately, Synthesis is a slow process, requiring time to build the required connection to the River of Dreams. It takes a minimum of thirty seconds (or 5 combat rounds) to use Synthesis unhindered, which is a long time in combat. This is not to say that Synthesis is useless in combat, as a properly trained Dreamer has two additional options.

The most common way to influence the outcome of a battle is to be prepared for it. The Threshold to affect oneself is low, and the Margin of Success (MoS) determines both the length of time and the magnitude of the effect. A warrior can use Conjunctional Synthesis to augment her Agility or Strength to become a much deadlier warrior. A simple enhancement of her senses might give a huge advantage in the right situation. Conjunctional Synthesis can be used as a direct attack, but the time penalties make it difficult to use without support (see Group Tactics below).

Another choice for the right Dreamer is to use an Aspect. Aspects are not modified by preparation time, making them available immediately in combat. While some Aspects are clearly useful in battle (such as Smothering or Curse, both of which do damage), there are others (such as Puppet Show or Wonder) that can be quickly used to turn the tide of battle. Both of the Joante Aspects have clear combat applications, and beyond the main rules are Aspects appropriate for battle.

As for combat in the River of Dreams, refer to the Synthesis Chapter (next?) for information and advice for battling spirits and other Dreamers in that realm.

GROUP TACTICS

A Cell that fights together is far stronger than a group that falls into individual battles. Even those with little combat Skill can work to turn a battle to their favor. It is important for each character to have a role when the inevitable fight comes to the Cell, for both the survival of the characters and the enjoyment of all the players. Generally, each character in the Cell will have a particular role during combat.

The first role is the Warrior. This character wades into battle, bringing melee to her foes. Her role is not only to strike at the enemy; she must also protect the others in her Cell. An effective Warrior will have both a good attack and a strong defense.

The next role is the Ranged Attacker. Striking from a distance either with weapons or Synthesis allows both the selection of targets and a margin of safety. If the Warrior fulfills her role, the Ranged Attacker has time to aim (a very powerful option) or use Conjunctional Synthesis effectively.

The third role is the Supporter. Not everyone has the ability to directly fight, but this does not mean that they should sit on the sidelines as their companions are assaulted. The Supporter can use her abilities to watch for changes in her foes Actions,

warn of flanking and ambushes, coordinate the efforts of the other characters, provide first aid to the wounded, insure the archers have ammunition, and so on. If the Supporter has Synthesis Skill, she can use it during the battle to enhance her allies or hinder her foes.

When fighting a group, realize it is often better to wound several foes rather than attempt to focus on killing a single opponent. A wounded enemy is less effective, and therefore less of a threat. Often delivering a Deep Wound is enough to remove a foe from combat, but even a Flesh Wound reduces your enemy's ability to strike you and reduces the damage from any blow that does land.

ENEMIES

Knowing one's enemy is the first step in defeating them. Opponents abound on Vimary, and they all have weaknesses that can be exploited by a knowledgeable warrior. As a player, you must decide if your character would have or use this information, but it is provided to give you advice on dealing with these threats.

TRIBALS AND SQUATS (GENERAL TACTICS)

Most of your foes will fight with close combat (melee) weapons. The first strategy is to use ranged attacks to soften your opponent before they can close with you. Because wounds degrade your foes' performance, it is usually better to wound many than to kill few.

Tribals and Squats tend to be lightly armored, so weapons that attack rapidly (short bows) are better than ones that take multiple rounds to use (like crossbows) despite any damage advantage they might have. Tribals can also have access to Synthesis, so it is important to harass those who are performing rituals or appear to be meditating before they can summon the power of the River of Dreams.

The most important thing to remember is to try and fight battles on your terms. This means providing each member of the Cell a chance to perform her role, having cover when it is needed, being mobile especially when your opponent cannot be, attacking when you are ready, and leading your foe into unfavorable positions. If you cannot do this, you may want to fall back, regroup and lure the enemy to your strong point.

KEEPERS

A Keeper's primary advantage in combat stems from her knowledge and use of firearms. These weapons can do a great deal of damage at any range. The ideal way to fight a Keeper is to melee if possible, removing the range advantage of your foe and playing to the physical weakness typical of Keepers.

Furthermore, Keepers are known for their ambushes and traps. With their technology, both are deadly to the unprepared. To avoid these, do not chase Keepers when they flee and try and draw your opponent to you rather than taking the fight them. If this is not possible, use constant vigilance, Synthesis, and your superior mobility to reduce these threats.

Keepers also use their vehicles from the Time Before to great advantage. General advice on handling these vehicles is given later.



Z'BRI AND SERFS

Z'bri are dangerous opponents even without their Sundering and Atmospheres, as they are powerful and difficult to damage. Ideally, a Z'bri should be ambushed and struck with heavy weapons. Synthesis is difficult to use in their presence and should not be relied on. Their Atmospheres can disrupt even the most hardened warrior, so some care must be taken to overcome it. Sundering, unlike Synthesis, does not require a lengthy ritual or meditation and often has direct (and deadly) results. Wounds actually help Z'bri use Sundering and therefore they are the exception to the "wound many, not kill few" general rule listed above.

Serfs are another matter. They are generally no harder than Tribals, though they can be inhumanly strong. They are not afraid to die, as their masters have command over their souls, and will without concern fight to the death. In general, use Tribal tactics against them.

Z'bri can also craft monstrosities designed specifically to destroy their enemies. These War Machines are unique as their masters, and should be battled with the similar tactics of ambush and massive damage. Unfortunately, these things are more difficult to damage and destroy with anything less than an army.



NATURAL, UNNATURAL AND UNUSUAL

While most of your opponents fall into one of the categories above, there is a wide range of miscellaneous foes you may be faced with. Each one presents a unique danger, but a general plan of attack can be developed even for these diverse enemies.

Vimary is rich with wildlife, and many go hunting to supply much needed meat. Animals, unless diseased or extremely territorial, will flee when sensing a predator or being attacked and therefore stealth and patience (aiming a ranged weapon) is necessary to bag game. When attacked by such creatures it is usually only necessary to wound your enemy to drive them away. Packs can be dispersed either by wounding enough of the members or by killing the strongest member if you can detect it.

Swarms are much like packs, but are much more difficult to defeat or drive away. Whether they are natural or unnatural, swarms are difficult to damage with traditional weapons and you must do a great deal of damage in a single attack to drive them

away. The most effective way to destroy swarms is to use fire or smoke, which does full damage to a swarm.

Though rare, you may have to combat a vehicle. Because the primary advantage of a vehicle is mobility, you should avoid open ground where the vehicle can operate freely. The optimal tactic is to target (preferably with ranged weapons) a specific area on the vehicle to immobilize it, such as the draft animal or wheels. Once the vehicle has been immobilized, strike at the crew.

Finally, there are a number of creatures that defy classification. Skullers, Zoms, Ne'zark, White Beasts and other strange creatures exist on Vimary. Each is unique, and the dangers they present are unknown even to the best traveled. When confronted with a creature such as this a character's best option might be escape and evasion. These creatures often have special abilities (such as toxic bites or high stamina) that make them difficult opponents.

THE BEST COMBAT ADVICE

The best advice in combat and the only one that will truly help to keep your character alive is simple: fight only when you have no other choice.

*Combat in **Tribe 8** is deadly and sometimes unpredictable, even against well-known foes. An untimely fumble by even the best warrior can result in her instant death at the hands of her foe. It would be sad if the fight did not matter.*

NON-COMBAT SKILLS IN A FIGHT

A common mistake for players is to assume that only the main combat Skills matter when violence begins. There are a variety of ways that a normally non-combat Skill will affect the course of a fight. Used properly, non-combat Skills can turn a battle when brute force cannot.



LIMITING SKILLS

When making a sneak attack or ambush, the character uses either her attack Skill or Sneak Skill, whichever is lower. In a similar manner, other Skills could act as limiters in certain situations. Attacking from horseback may be limited by Ride. Battling on a narrow ledge may use Acrobatics as a limiting Skill. Water above the attacker's waist may cause the Swimming Skill to limit her effectiveness.

CREATIVE SKILL USE

Many Skills have a use during combat at the Weaver's discretion. Human Perception can be used to gauge your opponent, which can be resisted by Theatrics. Sleight of Hand can take your opponents by surprise, turning a fistfight to a knife-fight. A Come-Hither batting of the eyes (via Seduction) or the hard look of "Do you really wanna mess with me?" (with Intimidate) may distract an opponent, treating a MoS as if the attacker used the Feint maneuver (see Maneuvers above) with a possibly better Skill.

MAKING COMBAT WORK

Combat in role-playing games tends to be the only activity that requires more time in real life than it does in game time. This allows you make decisions appropriate to a warrior even if you have no combat experience yourself, but does cause combat to slow down the pace of the game. Combat should add spice to the game and create conflict that is dear to your character. You should do what you can to prevent it from interfering with the enjoyment of the game.

BE READY

All of the information to run a smooth combat is on your character sheet. Silhouette combat is straightforward and having the results of your rolls ready when the Weaver needs them can go a long way to keeping the battle flowing smooth.

When battle begins, roll your Combat Sense (a Perception based Skill) and have the number ready when the Weaver asks for it. Decide quickly what your character will try to do this combat round. Seconds are elapsing in game, so as a player you should keep in mind that grand plans, unless predetermined, do not have time to be developed in the midst of combat. Don't feel rushed, but be considerate of your fellow players and decide your character's actions quickly. This can be made much easier if your character already knows her role in combat as described above in the Group Tactics section.

The most difficult part of **Tribe 8** combat is the multiplication to determine the final damage. It may help to write a chart of MoS and damage in the margin or on the back of your character sheet. This will allow you to quickly find the damage you deal on a successful strike. Because your character is likely to have only a few favored weapons and MoS range of 2-6 will be sufficient, the chart can be small.

DESCRIBE THE ACTION

It is not very interesting to listen to player describe an attack as "I attack the monster" time and time again. So for the sake of your fellow players, invest some time into making your character an interesting combatant.

Determine your character's attitude during combat. If she is a grim character, a simple "with her jaw set, she draws her sword" or "To Battle!" can go a long way to setting the mood at the beginning of combat. If your character is more of a swashbuckler, clever one-liners can be prepared before hand and delivered with an attack.

The attack itself can be described with more detail. A blow does not have to be described with pains-taking detail, but "I slash at the beast" or "I try to bury my ax in the fool's head" is much more interesting than "I attack". Your defense can be described similarly, with a simple "I dance away from the blow" or "I jerk back to avoid the blade" instead of "I dodge". Parries can be elaborated as a "locking of blades" or a "turn of the blow". The only important thing to keep in mind is the Weaver must be able to understand your intent, but beyond that you should let your creativity reign.

MAKE IT PERSONAL

It is easy (and suitable) for a player to be detached from the conflict, but even the most hardened warrior is affected in some way by battle. Combat should not be entered into lightly, nor should the results be quickly forgotten. Like traveling, if it is not important to the story or is unlikely to affect the characters, time should not be spent on it.

How your character deals with violence can add depth to your character, making her more vivid and interesting to play. How does your character feel about battle? Does she enter it with passion or cold detachment? Will she kill her foe once engaged or grant mercy to the wounded? Does her steady sword arm shake once the adrenalin wears away? Is her style of fighting one of reckless abandon or calculated precision?

The sight of battle will touch even noncombatants. Their attitudes and actions before, during and after, speaks a great deal about who they are. Use this to make your character more interesting.



MASS COMBAT

While the Fall of the Camps were the final time the Tribes were fully mobilized as a large army, mass combat is still likely to take place during the Cycle, especially if your group is using the metaplot provided by Dream Pod 9. The type of Cycle and characters your group is playing will determine your character's role in these massive battles. The following, provided to both the Weaver as well as the players, are two simple options for handling mass combat when the opportunity presents itself.

GOAL OPTION

The easiest way to integrate the collision of armies is to continue playing at the Cell level with the players. Because of the Cell structure and the inherent rebellious attitude of most Fallen, it is unlikely that anyone will take control in the modern sense of military units. It is more likely that assignments will be given to individual Cells (even if most of them are simply "charge the enemy and kill as many as you can") rather than trying to restructure existing Cells into new, larger or more organized units.

Keeping in mind that the players' characters should have center stage in most instances, the players' Cell should be given a special and important goal, either before the battle or shortly into it. For combat centered Cells, shoring a collapsing front, finding and defeating an opposing leader or champion, or breaking the enemies line are all appropriate. For stealthier teams, scouting, sabotage, setting ambushes or traps, and flanking are ideal missions.

In any case, the players should have a wide degree of freedom to accomplish the mission assigned to them. Furthermore, the players should feel like they are making a difference, no matter how small, to the overall battle.

UNIT ABSTRACTION

A second option is to allow the characters to command units active in the game. This is much more complex, and unless all characters can fulfill an appropriate role, it can leave some players with little to do. If the players agree, they may be able to play NPC's with the proper positions and abilities. The leaders of units will need to be proficient in Leadership, Tactics, and the basic combat Skill the unit uses to be effective.

THE UNIT

Before the battle begins the Weaver will determine the composition of the units involved in the battle. Usually, these units will be small (Cell or squad sized) though Joanites or some of the more organized Squat tribes could form larger units. Most of these units will consist of similarly Skilled and armed combatants. The important things to record for each unit include the combat Skill level and weapon, the number of members, the Wound Thresholds, the experience of the unit, and the Skill of the unit's leader.



Generally, the unit should consist of members that are armed and armored the same, resulting in one value for the unit's Wounding Thresholds. The granularity of the **Tribe 8** Skill system makes it very likely the members will have the same Skill level. The only member of the unit who must be differentiated is the leader, who should have her Leadership and Tactics Skills and modifiers listed, even if the listing is "Unskilled".

UNIT EXPERIENCE (OPTIONAL)

There are varying quality of units in battle. In this model of battle there are four categories. This represents how well the unit works together during battle, not the actual Skill level of the members. Each category has a modifier that applies to the Leadership and Tactics test of the leader of the unit, as well as the attack result. It represents how well the unit reacts and works together under the stress of combat.

If the Weaver chooses to follow the exploits of a unit, they can grow in experience. Assume that a unit will move from Green to Common by surviving their first battle intact (keeping more than 75% of its members alive) and become Veterans by surviving an entire campaign, or three seasons of combat with half its original number. A unit can only become Elite by training together for a year as Veterans.

UNIT EXPERIENCE

Rank	Modifier
Green	-1
Common	0
Veteran	+1
Elite	+2

FORMATIONS

For the sake of simplicity, a unit is considered to be in one of three formations: Close, Open and Broken. A unit can change formations as a free Action if successfully ordered by a leader.

In Close formation, the unit gets a +1 Parry bonus with shields. A unit in Close formation can move no faster than a walk, cannot move through difficult terrain or heavy vegetation, and require a successful order to change the direction of march more than 45 degrees. A charge against a unit in Close formation results in the attacker being forced into a broken formation.

Open formation loses the parry bonus, but also does not suffer from any penalties. If you do not wish to concern yourself with formations, consider all units as using this formation.

Broken formation is a very unfavorable condition for a unit to be in. A broken unit cannot follow any orders other than a Regroup (change to Open formation) order. Until that order is successfully given the unit cannot perform any Actions other than defending itself against melee attacks.

THE BATTLE ROUND

The Battle Round consists of three distinct elements, one more than the standard Combat Round. The first is the Initiative Phase, next is the Order Phase and finally there is the Exchange Phase.

Initiative for the Battle Round is a test of the leader's Tactics Skill instead of Combat Sense. Like combat, fumbling this roll means that the leader can issue no orders this round, but the unit can continue to follow the orders given the previous round or defend itself from attack.

The next step is the Order Phase, where the leader determines the Actions of the unit. The leader must make a Leadership test to change the Actions of the unit versus either a Threshold of 3 before they are attacked or Threshold 5 once they are engaged. A fumble on this test results in confusion in the unit, canceling their current Action and they take no further Action this round other than defending themselves. It is during the Order Phase that a leader can attempt to rally her unit (see Damage below). Typical orders include but are not limited to Move to a Location, Fire Range Weapons, Use Special Ability, Regroup, and Close to Melee.

Finally, if the order results in a unit attacking another unit, the attacking unit makes an opposed Skill test as if it were a single character attacking. The defending unit defends like a single combatant with one exception: if the attack was ranged (using the Archery Skill), they must break formation to use their Dodge Skill. This means that the unit must have a Regroup order before being able to attack. The other option is to equip the unit with shields, which are very effective in this case, or to ignore the attack and attempt to close with an enemy unit. A unit firing on an enemy unit in melee is also firing on friendly troops, and the damage (see below) is applied to both units.

MIXED UNITS

It is possible to have a unit whose members vary a great deal. This is generally discouraged for the additional bookkeeping required, but if you wish to play such a unit the following advice is provided.

For the purpose of determining the combat ratio (for damage purposes), assume each member with a Skill equal or greater than the value used attacks. Defense works the same way with the members with Skill equal or greater than the one used in defense only affect the ratio. Close formation protects the nondefending members, otherwise take casualties from the unit members who did not defend first. The leader must include how the unit is going to fight in the order given for the battle round.

Example: a unit consists of nine green (Melee 1) troops and a professional warrior (Melee 3). When this unit attacks an equal sized unit, it can either consider itself a 10-member unit with Melee 1 or a single member unit with Melee 3. When defending itself from the counterattack, the unit can either Parry with a Skill of 3 and be outnumbered 10-to-1 as a result, or defend with a Parry Skill of 1. Hopefully the green troops are carrying shields.

DAMAGE

Damage is determined in the same way as it is in normal combat with one exception. The MoS is multiplied by the unit ratio before the damage is calculated. The unit ratio is the ratio of attackers to defenders. Generally the Weaver is only going to worry about basic ratios (2:1, 3:1, 10:1) so unless one unit clearly outnumbers another, the multiplier will be one. Occasionally, giant single member units, such as Z'bri lords or their War Machines, will be counted as multimember units for the sake of damage, making sheer numbers insufficient in itself to defeat them.

The resulting damage is compared to the unit's Damage Thresholds and results in the same four categories of Wounds. Under the Flesh Wound Threshold, the unit is unaffected by the attack, but is considered engaged (Leadership tests are versus a Threshold 5 until the battle ends). If the unit suffers a Flesh Wound, they loose one member. They do not suffer a penalty, other than possibly changing the unit ratio. If the unit suffers a Deep Wound, they loose half their members and are routed. A routed unit flees all enemy units and can take no other Actions (including defensive Actions) until a character with the Leadership Skill rallies them. Finally, a Deadly result decimates the unit, removing it from the field as a combatant. Assume the leader is the last member of the unit to fall, and is always available to issue orders.

LOSING TROOPS

Loosing a member of the unit does not mean that the individual is dead, merely that they are out of the fight. Assume that the side that keeps the battlefield (usually the winner of the battle) recovers half their number lost in battle. If they have advanced care available (typically Evan Anima or Keeper Medical Knowledge) that number may be larger. If the battle is a campaign, assume half of the survivors will return in a season, the other half will be out of the fight for good.

For either side that cannot hold the battlefield, whether victorious or not, assume less than 10% of the casualties become survivors. This means that even if the Tribals win a pitched battle at the Trophy Towers, their losses might make it a pyrrhic victory after all.

Always assume that Player Characters and Plot NPC's survive and escape the battlefield, unless the story dictates otherwise.

USING TOKENS

Typically, this system will use abstract movement like normal combat. It is possible to adapt this system to a miniature style game using tokens. Each token represents a unit, and can be used to track the unit's location during the battle. If this method is used, it will be required to add the movement rates for the unit. Assume the unit can move in formation at their Walk rate. A unit can charge at their Run rate, but if they do not contact the enemy at the end of their move, they are considered to have broken formation (must be Regrouped by the leader) at the end of their charge.

SPECIAL RULES (OPTIONAL)

The following are additional rules to add flavor to the mass combat system presented here, but it does create a game within a game. They should only be used if the game is focused on mass combat, and they are appropriate to the campaign. While the previous statement is true for this entire section, it is worth mentioning again when considering the following rules.

One important element to battle is the banner. It is used as a rally point and a method of signaling over great distances. During combat, a banner grants a +1 to Leadership tests to Rally or Regroup a unit. Furthermore, a Move To order for a banner destination automatically succeeds on any result other than a fumble. If an enemy takes a banner, the unit who lost their banner suffers a -1 penalty until the banner is recovered against all enemies but the one who took the banner.

When small arms are insufficient, Tribals can call upon crew weapons such as catapults and ballistae. Catapults use either tension or counterweights (these weapons are called trebuchets) to fling large masses, such as rocks, spear-like shafts, or pots of flaming oil. The *Tribe 8 Rulebook* (p. 148) suggests that the damage of a flung rock is its weight (in stones or kilograms) as base damage. Small catapults and ballistae can fire rocks or shafts of 28 kilograms (+2 Damage for shafts), with larger catapults capable of throwing rocks in excess of 70 kilograms. Trebuchets can throw double that weight, but have a minimum range and are powerless against fast moving (running speed) targets. When using flaming oil, assume the target area is affected with an Intensity 7 fire, and use the Grenade and Explosives rules on page 148 of the Main Rulebook.

There are a variety of combat maneuvers that apply to units. The first is the Charge, which increases the units MoS on a successful attack by one if they run at an opponent before attacking. As mentioned above, failing to get a MoS or striking a unit in close formation breaks the attacker's formation. A unit trying to hold ground can use the Defensive Blows maneuver, and one trying to crush their foe may use Heavy Blow.

If a unit is subject to a Charge Maneuver and they are equipped with poleaxes or spears, they can set their weapons to "receive" the charge. In this case, the defending unit gets to attack the charging unit before the results of the charge are determined. If the defending unit is to act before the charge occurs (because of Initiative) they must hold their Action until the charge occurs.



Chapter six: Synthesis

"Flesh and Dream in one combine
Upon my skin as in my mind
To draw forth stories of things divine,
Of things infernal, and of the kind
Of tales that sink into the heart
And change forever the Player's part."
— From the skin of Elias the Wanderer



THE SPIRITUAL LANDSCAPE

The world of **Tribe 8** is one where spirits have become demons, the divine walk the land and shades of the dead are everywhere. The closing of the fold that stopped the Z'bri from continuing to cross over from the spiritual realm, also trapped them in the physical, and created the unnatural situation that currently exists. For humanity this means that the spiritual with all its wonder and raw power, is everywhere, accessible, and indeed, unavoidable. With the fold closed, spirits that should pass freely to the spiritual world are often trapped here in or, are doomed to the eternal Sea where they will drift for eternity, never to return to the physical. So, to understand the spiritual powers at work in the world of **Tribe 8**, it's critical to first understand the cosmic landscape that gives rise to and shapes those powers.

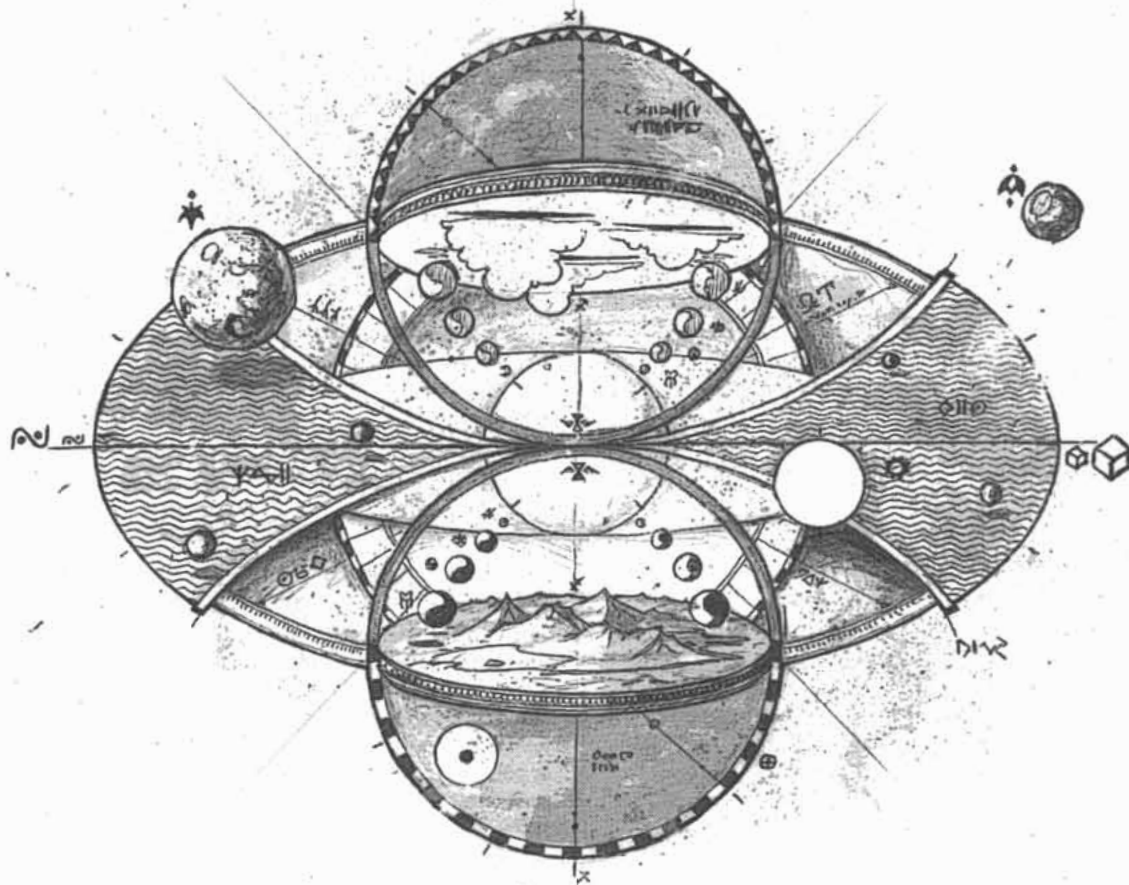
The Fold is at the center of the current situation, both literally and figuratively. It lies directly between the Spiritual and Physical Orbs and was once a vague dividing line between the Spiritual and Physical Orbs. Closed, it has become an impenetrable barrier between the two. When the living die, there is nowhere for the soul to go, and so it must wander aimlessly in the Physical realm, or enter the Sea of the Lost. Of course, Tribal dogma teaches that those dying in the grace of their Fatima may

be guided across the fold by Baba Yaga — this is open to speculation and even scorn among the Fallen and those completely outside the Tribes. For all others, The Sea of the Lost presents a very real fear, the danger of being lost to eternity in an ocean of nameless, abandoned souls.

The Sea of the Lost itself flows between and around the Spiritual and Physical Orbs. Its exact composition is a matter of much debate, but the danger it presents is generally agreed upon. No dreamer in her right mind, regardless of how skilled, would put so much a toe in the Sea. In addition to the lost souls in the Sea, there are rumors of other Orbs, smaller than the two main ones. It is said that Joshua and Mary occupy Orbs there, but this raises the question: If the Fatimas can pass into an Orb in the Sea, what other powerful spirits are also lurking there?

THE UNIVERSAL COSMOLOGY

Tribal and Fallen alike agree, for the most part, that the universal cosmology closely resembles the drawing conceptualized by Moriah Morikin, a survivor of the camps and drawn by the gifted Talia Namiz, a Dahlian.



6. Synthesis

SYNTHESIS

"When spirit and material interact... Dreams become reality."

The direct result of the spiritual imbalance is that characters of **Tribe 8** live in a reality where the spiritual exists side by side with the physical, often because it is literally trapped there. The Goddess is manifest in the form of Fatimas, and Z'bri are the embodiment of spiritual corruption. There is no question that the magical is real. In the slight of a Dahlian's hand, the ecstasy of a Magdalite's touch and the twisted frame of a Serf, it is everywhere. Ancient debates about 'sixth senses', magical powers, and the 'supernatural' have been settled, indeed forgotten, and wherever those things manifest in the physical realm, there is Synthesis.

Synthesis is the power that springs from the spiritual, and its source is the River of Dream. The River, along with the Fold, is all that stands between the Physical and Spirit Orbs. On the first new moon after a child is born to the Tribes, that child's Fatima opens her to the River of Dream in a Naming Ceremony, and Tribals believe this is the only way for a human to know the River. On the contrary, the River is vast, largely unexplored and little understood, traversed by other Dreamers (both Fallen and Tribal), Fatimas, Z'bri, and spirits both new and ancient beyond reckoning. Many of these are more powerful than the average character; plenty of them are unfriendly, and almost all have hidden agendas. Due to the very nature of its source, Synthesis isn't your typical form of magic.

One thing Synthesis is not is a list of spells memorized nightly and tossed off on a moment's notice. There are several reasons for this. Synthesis is the power of the River, shaped by the person channeling that power, which takes time. Also, because the River flows around all that is physical, Synthesis isn't a power for the chosen few, to be learned from a dusty text. It is a living magic. All are surrounded and touched by its currents and tides. There are none who haven't felt it. But because the River can be elusive, powerful, and unpredictable, Synthesis can be difficult to control, overwhelming to the Dreamer, and unexpected in its results.

WIELDING SYNTHESIS

"Synthesis is not a toy... it is the very power of the River of Dream. It flows through your flesh, strong and free, oh yes."

— Den-Hades

Everyone enters the River at some time. It is in it that people and animals go when they dream at night. A select few are able to enter the River at will, bend it to their desires and channel its power into the physical world, producing a wide variety of effects. This power is called Conjunctional Synthesis, and the ability is reflected in a character's Synthesis Skill. Because Synthesis is a Skill, it is modified by the user's attributes, the Attribute used being dependent on the situation. Those with conscious control of the River are called 'Dreamers', as they must drop into a state of waking dream and enter the River itself. How a Dreamer filters and channels the River is largely dependent on her Eminences, which are detailed later on.

It is important to note that even if a character does not have direct control over her Eminences (i.e. Synthesis Skill level 0), and therefore no direct control over the River, she will, on occasion and unconsciously, alter the flow of the River anyway. This will appear as an occasional 'stroke of good luck'. In game, this 'good luck' can occur once per session and may take one of two forms: a character may either reroll a fumble, or gain +2 to a roll that could reasonably be affected by one of her Eminences. If a character chooses to take the +2, the intent must be stated before the roll is made.

CONJUNCTIONAL SYNTHESIS

Within the Tribes, the ability to deliberately shape the River of Dream into doing one's will is a rare gift. The Sisterhoods, certain guilds, circles, and Tribal elders would possess this ability. Among the ranks of the Fallen however, there are a disproportionate number of these people. There are several reasons for this. Rebelliousness, curiosity, and a willingness to test limits — all of these traits are found in higher concentration among the Fallen — and all lend themselves to a wider range of views and freedom of experimentation where synthesis is concerned. Tribals are taught to believe that once Fallen, a person has no connection to the River of Dream whatsoever. In reality, quite the opposite is true.

If a character has the Synthesis Skill she will be able to channel the flow of the River to a chosen target in the physical world, as long as it's within the boundaries of her two Eminences. These effects may be very subtle or awesome and spectacular but will always have the dreamlike qualities of the River itself. For example, just as one wakes from a nighttime dream saying, 'I knew where my home was, but I just couldn't find it,' so a Dreamer may cloud the mind of a pursuer. One who has dreamed may say, 'I pulled the sword from the flame and it didn't burn me,' so a Dreamer may, for a time, endure the freezing cold. Senses are off, perceptions are skewed, and the impossible becomes reality. Weaving the River into the physical requires that the dreamer herself enter a state of waking dream. This ritual, or trance is necessary to get the full effect and not suffer a penalty (see Modifiers to Synthesis Rolls). How a dreamer enters the river is an individual matter. One may possess a particular object that helps her focus, another may conduct a 'quickie' ritual, and yet another may simply close her eyes and find a particular place inside that allows her to focus on the task at hand.

Use of Conjunctional Synthesis requires that a character roll the Synthesis Skill, and add the appropriate Attribute modifier, dependent on the desired effect (see Synthesis Attributes). After adding the applicable Attribute modifier, any additional modifiers are added or subtracted (see Modifiers to Synthesis Rolls). It's important to realize that the shortest ritual necessary to prevent incurring a penalty is 30 seconds, or 5 combat rounds, during which the dreamer is completely vulnerable. Within 30 seconds of combat, someone is usually already bleeding. It might be better to pick up a weapon in these situations.

SYNTHESIS ATTRIBUTES

Attribute	Sample Application
Agility	Movement and displacement effects
Appearance	Seduction or effects centered on desires
Build	Defensive effects
Creativity	Illusions and creation effects
Fitness	Endurance and physical feats
Influence	Manipulation or subterfuge effects
Knowledge	Making connections, tapping into subconscious ancestral memories
Perception	Heightened senses and awareness
Psyche	Insights and premonitions
Willpower	Mental domination and mind control

CONJUNCTIONAL SYNTHESIS THRESHOLDS

Threshold	Effect
4	Augmenting one's senses (see in the dark, sense a trap)
5	Augmenting one's body or mind (run faster, remember an obscure fact); affecting another person's senses (create an illusion)
6	Changes to the immediate environment (fan a fire); affect another's mind (cloud memory)
7	Drastic altering of self (change physical appearance, grow claws); augment another person
8	Drastic changes to another's mind (erase a memory)
9	Drastic changes to another (cause a disease)
10	Drastic changes to the environment (destroy a ruined building, wither a glade)

MODIFIERS TO SYNTHESIS ROLLS

Dreamer Modifiers (Conjunctural Synthesis only)	
Use of a lengthy ritual	+1 per each hour (Max. = +3)
Group Ceremony (2 - 5 dreamers)	+1
Group Ceremony (6+ dreamers)	+2
Use of ceremonial tools (music, ashes, votive drawings etc.)	+1
Use of a Fatimal Artifact	+1 (minor) / +2 (major)
Micro-Trance (1 round)	-2
Fast Trance (2-4 rounds)	-1
Situation Modifiers (Conjunctural Synthesis and Aspects)	
Unable to concentrate (being tortured, unfamiliar surroundings etc.)	-1
A person's life is at risk (only applies if the dreamer is trying to help)	+1
The presence of a Fatima	+1
Going against the will of a Fatima while in Her presence	-2
Outnumbered by Z'brí, or in Z'brí lands	-1
Using Synthesis on a Z'brí or a Serf	-1
Using Synthesis on a Squat	+1
Roleplaying (optional)	1

BASIC MARGIN OF SUCCESS EQUIVALENCIES

MoS	Description	Information Gained	Duration
0	Draw (+1 Situation Modifier on the same effect the following round).		
1	Marginal Success	vague information	1 round
2	Moderate Success	basic information	3 rounds
3	Complete Success	detailed information	1 scene
4	Fantastic Success	repressed memories	1 day
5	Incredible Success	no secrets	1 week

A CONJUNCTIONAL SYNTHESIS EXAMPLE

Within the Game: Sitting in a crowded Junks one evening, Mika, the leader of the Spinning Wheel, becomes aware that across the room a fight is brewing between a fellow Lightbringer and a rather formidable group of Jackers. The former Agnite sizes up the situation, tosses a glance at his cell member beside him, and slips into the familiar ritual. Staring intently at whatever is closest at hand (in this case, a large mug of Barber's latest excuse for beer), he takes each breath deeply to hold it several seconds, concentrating on the sound of air as it rushes from his body. In less than a minute the feelings of unchecked Capriciousness begin to flow from the River, and Mika turns his attention toward directing that flow at himself and the cellmate at his side. Within a minute Mika and his cellmate rise, making their way over to the bullying Jackers who are now prodding at their friend. The Jackers look up to see what seems to be several rather large and angry Fallen breaking through the crowd, and suddenly the sniveling Lightbringer they had been harassing is smirking at them. Instinctively turning to stand their ground, the Jackers find it difficult to tell in the mass of people exactly how many of these unusually large Lightbringers have come to their friends' aid. Understanding that it could be a trick, but not sure enough to risk his neck, the lead Jacker offers their victim a final sneer, motions to his own cell and turns to go.

Game play: Icfe, who is weaving a game for Carl and Larry, starts off, "you're having a beer when you hear raised voices across the room. It's your favorite cell of Jackers, picking on Aimee again."

Carl thinks for a few seconds. "If it's all four of them, then I'll try to use my Capriciousness to make us appear more intimidating to them." Icfe agrees and Carl rolls: his character has a Synthesis Skill Rating of 2, so he rolls 2 dice. Because the goal is to manipulate the Jackers' minds, Carl adds Mika's Influence (+1) to the result of the roll. Mika enters a full trance (taking more than thirty seconds) so there is no modifier based on time. The result is 7, which is above the typical Threshold of 5 for affecting one's senses, and gives Mika a MoS of 2. With a Moderate success, Icfe decides that the Jackers are affected but have some lingering doubt about what is actually happening.

ANOTHER EXAMPLE

Within the Game: In desperate need of food after a particularly hard winter, Abby, an ex-Joanite, and a few of her fellow Fallen decide to brave Tribal reprisals in pursuit of a school of fish. Their trip has taken them within bowshot of the Fallen Bridge where they have been dodging arrows most of the morning. Finally, the Joanites commandeer a small boat and two of them head out towards the Fallen anglers. Abby, enraged at the ignominy of the situation feels the Fury rising in her and closes her eyes as the Watch approach. Replaying a well-worn sequence of memories, she recalls every injustice, every slight done her and those she loves, beginning as far back as she can remember and moving forward to this very moment. With several minutes to kill before the Joanites arrive, she is ready as they hail the Fallen craft and pull along side. Before the Joanites can even speak, a smallish figure, actually glowing in her own anger, reaches out. In a single motion, two Joanites are capsized in the Great River where they make easy targets for Fallen bows.

Game play: Candice, Abby's Player, sees the approaching Joanites and tells the Weaver, Icicle, that she begins to meditate on her Fury. Abby plans to channel her anger into the river, using its roiling to capsize the oncoming boat. Candice knows what she is going to try will be difficult, even with her two levels of Synthesis, so she reaches deep into her emotions and the River of Dreams, summoning Fury. Icicle decides she is altering the environment (Threshold 6) and says it will be AGI based (+1 for Abby) because it involves moving the water. While Abby's minute-long ritual doesn't help, the fact that she is protecting lives does (+1). Furthermore, Icicle gives her a bonus (+1) for her creative description of how she is using her Fury to capsize the boat. Abby rolls a six and adds the +3 modifiers to it to get a result of 9. This is a complete success (MoS of 3), and the Joanites have a rude (and wet) surprise.

DETECTING SYNTHESIS

In the physical world, effects may take on a surreal appearance, if they are visible at all. Although a Player Character might see a dreamer conducting a ritual, or obviously dropping into a trance, it may not be obvious what she is attempting to accomplish by doing so. Conversely, some effects of Synthesis are so obvious that even the most ancient and blind Yagan couldn't help but notice them. As a result, most uses of Synthesis are either impossible to detect, or blatantly clear.

As mentioned previously, Synthesis tends to not have flashy effects, but there is often distortion that accompanies its use. As a result, some may detect the source or purpose of Synthesis before the effect occurs. There are a few cases where Synthesis use will be obvious, but the source may be unknown and the Players try to find it. The Weaver may allow a character to make a Synthesis test (based either on Perception or Psyche, see below) versus a Threshold of 7 to identify the use of Synthesis.

Outside of the obvious roleplaying benefits, detecting Synthesis can provide other advantages to the character. Most Tribals would know simple hexes and wards to protect themselves

(assume a -1 situational modifier to the Synthesis test) and those who are awake to the River of Dreams can counter the effects of Synthesis with their own. Very high Margins of Success may even allow characters to track Dreamers if they wielded a large amount of Synthesis.

SYNTHESIS DETECTION ATTRIBUTES AND MODIFIERS

ATTRIBUTE	OBJECT OF SYNTHESIS EFFECT
PER	Material, visible objects (e.g. hidden object, enhanced appearance, recovery of health, locating an enemy)
PSY	The immaterial, mental states, the spiritual (e.g. a confused enemy, truth detection, influence over a crowd)

ADDITIONAL MODIFIERS

+2	Dreamer seen performing Ritual
+1	Effect has supernatural outward (physical) sign
+1	Dreamer seen going into Trance
-1	The Eminence being used is not one the character has, has had in the past, or is familiar with (e.g. a former Joanite may not have, but is familiar with Devotion)
-2	Effect is directed only at another, and has no outward signs

EQUILIBRIUM

Rare indeed is the person who hasn't cast a nervous eye into the darkness, searching for proofs that a nightmare has ended and reality remains unchanged. Even the most sensible have awakened in the night to ask themselves, "Was that a dream?" The waking dream of Conjunctional Synthesis exposes the Dreamer to this very danger, known as loss of Equilibrium. By creating a state of waking dream, the Dreamer faces several types of danger. The simplest of these is when differences between the reality of the physical and the specter of the River become indistinguishable, causing *Distortion*. Similarly, *Disconnection* can occur if the Dreamer becomes so caught up in the spiritual that the physical becomes too vague to return to. The chief concern in this case is that if the Dreamer becomes too disconnected, Separation may take place. If it does the Dreamer's spirit will leave her body and enter the River. Such a situation is dangerous for one without any ability to control the spirit in the River (Dreaming Skill or Dream Travel Aspect), and there is always the risk of being swept into the Sea of the Lost.

As undesirable as the loss of Equilibrium is, it isn't without its benefits. The uncontrolled state of Dreaming caused by it can allow for Visions and spiritual contacts that would not be likely otherwise. Furthermore, a Dreamer who is able to recover from a loss of Equilibrium will have learned a important lesson and gained valuable experience. Still, its probably best avoided.

LOST EQUILIBRIUM

PSY Roll	Result
0	Separation (special)
1	Major disconnection; incapacitated for 1d6 days
2	Minor disconnection; incapacitated for 1d6 hours
3	Great distortion; -2 action penalty (1d6 hours)
4	Major distortion; -1 action penalty (2d6 rounds)
5	Minor distortion; -1 action penalty (1d6 rounds)
6+	Mild distortion; action fails

EMINENCES

"How can it be that these heretics still bear the mark of Your love? They can weave the threads of Synthesis in new ways, no longer subtle patterns, but strong and defiant" — Letter to Magdalen, Antoine Theokin

Eminences help define a character's relationship to the River of Dream. That relationship can be shaped by a number of factors, birth Tribe being the most obvious. All members of the Tribes are awakened to the River at birth and from that moment have the two Eminences of their tribe, two being the maximum number of Eminences that anyone ever has at one time. The Fatimas teach that they are the arbiters of the River and that without them; the spirit is cut off, unable to touch, let alone wield its powers. The Fallen know different.

A character that Falls loses one of her original Eminences. This may happen instantaneously as the Fatima rips her love away in the final judgment, or gradually as the character's faith fails. In time, or in some cases very quickly, Fallen develop one of the four Fallen Eminences, appropriate to whichever Outlook fits them best, and the new Eminence replaces the lost one. Some consideration should be given to whether or not your character will begin the game having already become aware of her Fallen Eminence. Most banished Tribals expect to be forever bereft of the River's embrace. Realization of the truth, and the changes it entails, may take time, experience, and growth. There is a real potential for character development in this change that would need to be discussed with the Weaver in advance.

There are a couple of special cases. If, for example, a character is an awakened member of the lost Tribes of Mary or Joshua, she may lose one of her original Eminences and take on one from her 'real' tribe. Members of the lost tribes are a living heresy, and likely to be banished as a result of being awakened, thereby losing one of their two original Eminences anyway. Once again, this situation should be well explained in your character's history and discussed with the Weaver. Also, the Fallen do have children, and those children have Eminences. A character that is the child of Fallen parents initially begins with one of the four Eminences of her parents, and gains a second one based on her Outlook later in life.

WHO DECIDES ON EMINENCE'S DOMAIN?

Each Eminence can cover a wide range of effects, especially when used to reroll a fumble or gain a bonus. The Player decides when they want to invoke the character's Eminence, but the Weaver ultimately decides if it is proper. Clearly, if you can use the name of an Eminence as an effect or in the description of an effect, the Weaver will be more inclined to allow its use. Generally, the powerful the effect, the closer it must be to the domain of the Eminence in question.

THE OPPOSITE OF...

If attempting a Synthesis effect with your Eminence that is contrary to the spirit of its intended use, the Weaver may increase the normal Thresholds at her discretion. While the word "can't" rarely applies to Synthesis, going against the grain does make some things more difficult. Examples of this might include using the Eminence of Motion to slow an object, or making someone unattractive with the Eminence of Sensuality. These are certainly possible, and within the domain of the Eminence, but could be more difficult because they are counter to the spirit of the Eminence.

Some opposite effects are not possible and the final decision lies with the Weaver. Death may be able to hold off death, but can never be used to truly bring a person back to life, nor can Fury calm the riled masses. These things are antinomic, violating the basic premise of the Eminence in question.

EMINENCES

Capriciousness	Agnite
Inspiration	Agnite
Fate	Yagan
Death	Yagan
Illusion	Dahlian
Motion	Dahlian
Life	Evan
Empathy	Evan
Devotion	Joanite
Fury	Joanite
Conflict	Magdalite
Sensuality	Magdalite
Truth	Terasheban
Wisdom	Terasheban
Bravery	Jacke
Vengeance	Jacker/Joshuan
Conviction	Lightbringer
Unity	Lightbringer
Shadows	Doomsayer
Mystery	Doomsayer
Freedom	Herite
Recognition	Herite/Marian
Force	Joshuan
Purity	Marian

6. Synthesis

ASPECTS

Aspects are the most rare and reliable form of Synthesis. Each Tribe has two, and one of these may be granted to members of the Tribe who are deemed worthy. Certain members of the Sisterhoods, those closest to the Fatima, and those who have earned the privilege by something they have done for the Tribe. Possession of an Aspect generally indicates a profound awakening to the River of Dream, a life shift or spiritual transition on the part of the character. Therefore, the ability to use an Aspect should be explained in a character's background, as it is not at all common. In order for a character to have an Aspect, she must have the Synthesis Skill at level two or better.

Although Aspects are not as flexible as Eminences, they are more reliable and in general, more powerful. Aspects tend to have set Attributes and Thresholds tied to their use. Also, they can be learned. This, of course, requires finding a teacher and many who have Aspects guard the knowledge jealously. The ability to learn Aspects makes it possible that a character may have an Aspect that is not common to her birth Tribe, although this is only likely for one who is Fallen, as a faithful Tribal would not normally seek to learn another Tribe's Aspect.

ASPECTS

Naivete	Agnites WIL
Wonder	Agnite CRE
*Hide N' Seek	Agnite AGI
*Luck	Agnite PSY
Dream Travel	Yagan CRE
Curse of Dream	Yagan WIL
Metamorphosis	Dahlian WIL
Puppet Show	Dahlian CRE
*Dance of Masks	Dahlian INF
*Dahlia's Doorway	Dahlian AGI
Anima	Evan CRE
Smothering	Evan PSY
*Euthanize	Evan WIL WoFates p.112
*Piggyback	Evan PSY WoFates p.112
Battle	Joanite WIL
Sacrifice	Joanite PSY
Passion	Magdalite INF
Treason	Magdalite PER
*Manifestation	Magdalite CRE
Tradition	Terasheban PER
Truthsaying	Terasheban INF
Rage	Joshuan WIL
Clairvoyance	Marian PER
**Righteousness	Joanite, Jacker, Joshuan/Lilith PSY, Broken Pact, p.71
**Habeas Corpus	Terashebans KNO, Adrift on the River of Dreams, p. 120
**Binding	Artisans of Spirit WIL, AotRoD, p. 121
**Shadowstepping	Doomsayers AGI, AotRoD, p. 121
**Celtic Cross	Yagans and Doomsayers PER, AotRoD, p. 121
**Magnum	Joshuans FIT, AotRoD, p. 122
**Blessing	Marians FIT, AotRoD, p. 122

TECHNOSMITHING

Technosmithing is related to Synthesis, but is done much more unconsciously — it is more like the hazy "fudging" of reality that goes on in the mind of a science student in the wee hours of the morning, before an important lab report is due. Devices function, the actual science of it is mostly there, but it is the imagination and will of the Keeper, not the solid, reliable laws of physics, that actually make things work.

TECHNOSMITHING

Jury Rig	(CRE)
Remembrance	(KNO)
Ignite	(WIL)
Interface	(KNO), AotRoD, p. 124
Horizon of Light	(AGI), AotRoD, p. 124



RITUAL SYNTHESIS

While only a relatively small number of Tribals have enough knowledge and skill to wield Conjunctional Synthesis, Ritual Synthesis of some kind is accessible to virtually everyone. From the youngest Agnite to the lowliest Serf and the most far-flung Squat, taken part in these rituals. Unlike the spontaneous, often improvised use of Conjunctional Synthesis, Ritual Synthesis involves one or more participants conducting time tested, well organized sessions of conjuring, usually with some larger purpose in mind. This might include Joanites preparing for battle, Evans blessing their crops or a band of squats appeasing river spirits that they may have a good catch.

Although Ritual Synthesis doesn't have the same level of drama and power as Conjunctional Synthesis its power lies both in its accessibility and low-risk factor. A botched roll during a ritual may cause the ceremony to fail in its objective, but no one will find themselves drifting out to Sea. The 'common-man's' Synthesis, it allows those not blessed by a Fatima to create some magic of their own.

HOW IT WORKS

Ritual Synthesis works much the same way that Conjunctional Synthesis does in that effects, or desired outcome, must still lie within the Eminences of the character conducting the ritual. Rather than rolling the Synthesis Skill (which cannot be used), the Ritual Skill is used and modified by KNO, and because Ritual Synthesis is less powerful than Conjunctional Synthesis, there is an automatic -2 modifier to the Skill. The other primary modifiers to Ritual Synthesis are time and the number of participants. A ritual must be at least two hours long. For every doubling of its length, there is a +1 bonus. There is also a +1 bonus for each doubling of the number of participants, with the maximum being the Ritual Skill level of the one conducting the ritual. The maximum combined bonus to a Ritual Skill roll is +5.

RITUAL SYNTHESIS MODIFIERS

Number of Participants	Modifier*
1	0
2	+1
4	+2
8	+3
16	+4
32	+5

*not to exceed Ritual Skill level

Ritual Time	Modifier
2 hours	0
4 hours	+1
8 hours	+2
16 hours	+3
32 hours	+4
64 hours	+5

RITUAL SYNTHESIS EXAMPLE

Wyn, a Fallen Dahlian, has acquired a particularly nice sword from a member of the Watch. Rather than deal with the possible retribution, he wants to trick the Joanite into believing she lost it. Wyn has the Eminence of Illusion, Ritual Skill (2), and KNO (+1). The Threshold for placing a false memory in another's mind is usually 6, but the weaver determines that this sword is particularly dear to the Joanite, and so in this case it will be 7. There are four other members in Wyn's cell who would be inconvenienced by his death, and so, are willing to help him out. This will give him a +2 bonus for participants (the maximum he is able to take). They don't have much time so the ritual will have to be two hours, gaining them no bonus for ritual length. Wyn rolls two dice for his Ritual Skill and the higher of the two is a 6. He adds his KNO attribute, bringing the total to 7, and then subtracts the automatic -2 applied to Ritual Synthesis rolls, which brings him down to 5. He then adds the +2 for extra participants, giving him the needed 7, and a few moments later, a Joanite is having a very bad day.

DREAMING

For many Tribals, the only real glimpse of the River they get comes at night, as they sleep. Dreams themselves are a result of the spirit actually entering the River and creating a small, temporary pocket, from which the River is experienced. Because of this, dreams are not mere nighttime fantasy, something one had for dinner, or a hiccup of the subconscious. Dreams are serious business, providing a glimpse of the spiritual and the unknown. A particularly disturbing dream warrants discussion and speculation; a more promising dream is reason for hope. For the average person, dreaming is a passive experience that is observed by the dreaming self. Lucid dreaming, the ability to interact with and even control small space in the River occupied during dreams, is possible however with the Dreaming Skill.

A character with the Dreaming Skill can manipulate and interact with other spirits in her dreamscape, and may call other spirits into it (WIL). The Dreaming Skill also allows the Dreamer to leave the personal dreamscape and enter the River, but not to enter the dreams of others or peer into the physical world while in the spiritual, (both of these feats are possible with the Yagan Aspect of Dream Travel). The Dreaming Skill is rolled to initiate interaction with the dreamscape or, when a Player wishes to exit her personal space and enter the River. Another Dreaming roll is required to exit dream and awaken.

When Dreaming, events may appear as physical action, but everything that takes place requires mental capabilities. Because of this, physical tasks are attempted using the mental equivalent of the applicable attribute.

A character with the Dreaming Skill would make Attribute rolls will cover most actions in Dream, however, Skills that are dependent on mental capabilities can also be used. So, while Swimming, Gunnery, and Dodge may not be useful, Tactics, Lore, or Notice would. A character attempting to interact with the River without the Dreaming Skill would make an unskilled roll modified by PSY for everything attempted. Most people are unskilled in Dreaming, and know better than to take such a risk, unless it is absolutely necessary, for example, in case of a spirit attack.

6. Synthesis

SPIRITUAL ATTRIBUTES AND TRAITS

Physical Attribute	Spiritual Equivalent	Human Max.*
AGI	CRE**	none
APP	INF**	none
BLD	WIL	BLD + 2
FIT	PSY**	FIT + 2
STR	WIL	none
HEA	(WIL+PSY**)/2	HEA + 2
STA	(5 x (WIL+PSY**)) + 25	STA + 15
UD/AD	3 + (2 x WIL)	none

* Attributes in the Human Max. column refer to the character's actual physical Attributes.

** "Animal" spirits use INS instead of CRE, INF or PSY.

SPIRIT COMBAT

There is always danger in the River of Dream. A character that leaves her dreamscape is much more likely to run into unfriendly spirits, and even a character that doesn't have Dreaming runs the nightly risk of more powerful spirits entering her space.

Spirit combat, like everything else in the River of Dreams, is both ephemeral and dangerous. Unskilled dreamers make all tests using the unskilled rules (roll two dice and take the lowest) for all spirit combat actions. They are also without weapon or armor, unless they had one ritually prepared before they entered the River.

Furthermore, a character's abilities in the physical world are not the same in the spiritual. Pertaining to combat in the River of Dreams, the dreamer's Creativity governs all actions that would be Agility's domain in the physical world such as attack and defense tests. Willpower replaces Strength and Build, while Psyche corresponds to Fitness. Even the character's Stamina and Damage (both Armed and Unarmed) are changed by the transition to the spiritual.

One with the Dreaming Skill is much better prepared for the rigors of Spirit Combat as it maps physical Skills into the River of Dreams. With this Skill, she can make tests normally, using the appropriate Skills during combat. She can also forge weapons and armor from the spiritual essence about her. A dream-weapon has a bonus damage modifier (added to the character's Armed Damage) equal to the MoS of the Dreaming test used to create it. Armor can likewise be crafted, with double the resulting MoS used as the Armor Rating.

Creating items this way requires an uninterrupted action for each item, and only one of each can be present on the character. The items remain until the Dreamer wills them gone, or awakes. Items created this way cannot be given to another dreamer, even one with the Dreaming Skill. Weapons are always close combat, and while usually blades, they often reflect the personality of the wielder. Armor is the same way, but unlike its physical counterpart, not even the thickest armor in the River of Dreams has any encumbrance.

The combat round occurs the same in the River as it does in the physical, with all participants using Combat Sense (unskilled without Dreaming) to determine the order in which they act. Attackers use either Hand-to-Hand or Melee, but it is modified by their CRE instead of AGI. Defenders can Parry (if they have created a weapon in the River) or Dodge, again modified by CRE.

SPIRITUAL WOUND SIDE EFFECTS

Spiritual Wound	Physical Side Effect	Other Effects
Light Wound	None	None
Deep Wound	Light Wound	None
Instant Kill	Deep Wound	Dreamer awakens

DAMAGE

Damage is handled slightly different. There is no System Shock and a character does not have to check for trauma after receiving a wound. Furthermore, an Instant Death result ejects the victim from the River, awaking in her physical body. There are real perils to spirit combat. Each spiritual wound does one Threshold less in physical damage to the dreamer. Therefore, an Instant Death result in the River causes a Deep wound in the physical world. Flesh wounds have no effect on the dreamer, when she awakes.

Spirits are damaged the same way, but because they have no physical form to return to when struck with an Instant Death wound, they simply dissipate and usually reform after a time.



Chapter Seven: Open Gaming Rules

The following chapter explains how to convert and use the existing Tribe 8 material to the same basic task resolution system used by the world's most popular fantasy roleplaying game (hereby designed as Open Gaming Rules for simplicity). Those Open Gaming Rules (and the 20-sided dice used by it) are available at the local game store; alternatively, they can be downloaded from the Open Gaming Foundation's Web site (<http://www.opengamingfoundation.org/>). This chapter is meant for use by people who are intrigued by the world of Tribe 8, but do not want to learn entirely new rules to play in it.

The material shown here covers all the basics. Where there is no conversion provided, refer to the main text of the Tribe 8 rules or the equivalent section(s) in the Open Gaming Rules.





INTRODUCTION

The following rules are based on the core engine that drives the world's most popular fantasy roleplaying game. Said rules have been made available to gamers at large through a movement called the Open Gaming Foundation (<http://www.opengamingfoundation.org/>). It thus seemed appropriate to refer to them here as "Open Gaming Rules."

The strength of the open gaming movement is that there is no need to re-invent the wheel. As such, we have tried to refer to the Open Gaming Rules as much as possible, including using some existing rule mechanisms to emulate other, similar effects. Feel free to migrate as much rules material from other Open Gaming-based games or games that use similar rule engines.

In general, the rules presented here are less detailed than what you may be familiar with. However, you can easily incorporate the skills, Feats, and detailed rules that you like without discarding anything provided here. In general, if Open Gaming rules already exists for a given situation, it has been ignored to save space. Thus, freezing to death, starvation, poison, diseases, and so on are not covered here.

MEET THE EXAMPLES

*Throughout the conversion three basic characters will be used. They are veterans of several (about 24) game sessions and are typical **Tribe 8** characters.*

Sadi — the tainted but devoted Joanite Jacker
Shiri — the Magdalite dancer and Lightbringer
Asa — the Evan Herite vigilante and green mystic



BASIC MECHANICS

Silhouette uses a pool of six-sided dice which are rolled, the highest is taken as the result and modifiers are applied. Each task has a difficulty "Threshold" and the degree of success or failure is measured by the difference between the Threshold and total of dice result and modifiers — this is the Margin of the Success or Failure. The Open Gaming Rules, on the other hand, uses a binary task resolution — meaning that you either succeed or fail. Degree of success (or failure) is up to the group, irrelevant or determined by a second die roll (for example, damage in combat). The basic mechanism is to roll a twenty-sided die (often referred to as a 'd20'), adding whatever modifiers are applicable. The Threshold or target number is called a "Difficulty Class (DC)," which itself may be subject to its own modifiers.

The Open Gaming Rules has many more modifiers than the Silhouette game engine, and the larger die type used means you will get wildly more random results at both ends of the spectrum.

As a rule of thumb, multiply any Silhouette Threshold by 3 or 4 to get the equivalent Open Gaming Rules' Difficulty Class (DC).

7. Open Gaming Rules Conversion

A further distinction is in the focus and importance of innate ability versus trained use. In Silhouette, the innate ability (the Attributes, see below) play an important role in the game mechanics, but each character is much more defined by the choices in Skills and other less mechanical details (behavior, mannerisms, friends and enemies). The Open Gaming Rules' system places little emphasis on the innate Ability Scores since these change very slowly and, compared to all other modifiers to die rolls, play only a small part in the overall game. Instead, emphasis is put on the Class/Level makeup, Feat choice and equipment — each of which are important in how they define mechanical bonuses to die rolls, special abilities and a wide variety of important secondary abilities — Armor Class, weapon attack and damage bonuses, Hit Points and Saving Throws. When working on conversion between the system, keep this in mind to avoid "down-playing" a **Tribe 8** character in the Open Gaming Rules' system.



CHARACTERISTICS

Silhouette uses ten primary Attributes and derives a number of other numbers from them: Agility, Appearance, Build, Creativity, Fitness, Influence, Knowledge, Perception, Psyche and Willpower. The primary Attributes are open-ended in both directions (below zero and above zero) but humans are restricted to a range of -6 to +6, with the vast majority (upwards of 95%) falling within -4 to +4.

The Open Gaming Rules use six primary Ability Scores: Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. Other characteristics (Hit Points, Armor Class, etc.) are partly influenced by one or more of these Ability Scores or are totally independent from them. The Ability Scores range from 1 to infinity, with beginning characters having scores between 3 and 18. They have associated modifiers that range from -5 to an open-ended bonus; the rule is to subtract 10 from the Ability Score and halve the difference, rounding down (for example, 1-10 = -9, divided by 2 is -4.5, rounded down to -5).

When Converting from Silhouette to Open Gaming Rules, keep in mind that in the latter the average character has a number of higher Ability Scores than their counterparts in Silhouette (owing to the fact that in most cases, the Ability Scores are rolled at random with some slight weighting towards the upper half of the range, while Silhouette is a point-buy system). Straight conversion will yield characters and monsters whose Ability Scores are a little weak compared to their "natural" siblings in the Open Gaming Rules.

In general, the best idea is convert through the Ability Scores' modifiers (since they, like in Silhouette, are zero-averaged values). Treat the Silhouette Attribute as the "Ability Score modifier" of the Open Gaming Rules Ability Score. In the case of fractions (0.5's and such) use the upper end of the Ability Score: for example, a converted Strength of +3.5 would mean a +3 in Open Gaming Rules (Strength of 16 or 17), with the actual Strength score being 17 (the upper part of the 16-17 range).

7. Open Gaming Rules Conversion

In Silhouette, animals (and some monstrosities, like particularly bestial Chained Z'Bri) use an Attribute called Instinct instead of Knowledge, Creativity, Psyche and Willpower. When needed, just replace Instinct in the stat block when doing a conversion. Silhouette animals and monsters also tend to lack a full character-type statistic block; use your best judgment when converting, or use the closest Open Gaming Rules equivalent for animals, plants, etc. (for example, use Zombies, Skeleton or Mummy monster stats for Zoms).

ATTRIBUTES AND ABILITY SCORES

To get...	Use...
Strength	average of Build and Fitness (round up)
Dexterity	average of Agility and Perception (round up)
Constitution	average of Fitness, Build and Psyche (round up)
Intelligence	average of Knowledge and Creativity (round up)
Wisdom	average of Willpower and Perception (round up)
Charisma	average of Appearance, Psyche and Influence (round up)

BUILD AND SIZE

Build	Size
-10/-9	Fine
-9/-8	Diminutive
-8/-7	Tiny
-7/-4	Small
-4/+4	Medium
+5/+9	Large
+10/+12	Huge
+12 or higher	Gargantuan or Colossal

In Silhouette a creature's Build (BLD) score also determines its size (the higher BLD, the larger the creature). Open Gaming Rules separates size from build somewhat.

EXAMPLE: CONVERTING STATS

Shiri's Silhouette Attributes are: AGL +2, APP +1, BLD 0, CRE +1, FIT +1, INF +1, KNO 0, PER 0, PSY +1, WIL 0. Going through the numbers, this translates as:

Strength: $BLD + FIT / 2$ ($0+1=1/2=$) which equals 0.5, this means she has a Str of 11 (upper range of the +0 modifier);

Dexterity: $AGL (+2) + Per (+0)$ means a Dex modifier of +1 (no rounding needed), so 12;

Constitution: $FIT + PSY + BLD / 3$ is in her case 0.67, or a Con of 11 (+0);

Intelligence: $KNO + CRE / 2$. Shiri has an Int of 11;

Wisdom: $PER + WIL / 2$. This time she only gets a Wis of 10 ($0+0/2$ round off to 0);

Charisma: $APP + PSY + INF / 3$ gives here a modifier of +1, no fractions, so she has a Cha of 12;

CHARACTER GENERATION

Characters in Silhouette are built on points, Perks, Flaws and a couple of basic choices (Tribe and Outlook for instance — these determine the character's options for Eminences). Character advancement is purely about buying Attributes increases, new Skills/abilities/Perks, or buying off Flaws. Many advantages gained have no mechanical components (things like personal status, information about the locations of various relics, favors owed, etc). Silhouette characters are also very skill-oriented, since very little is determined by choices such as Tribe or Outlook.

Open Gaming Rules characters, on the other hand, are built from a combination of templates — the common ones being Race and Class, which are further measured by experience Levels. The average character is a mix of classes (each with their own experience Levels) and one or more templates (a Half-Dragon, Fiendish, Blessed human, for example, may have as many of four different cumulative templates). These classes and templates give structure to the character and put them into specialized niches (magic-users, skill-focused characters and combat-focused characters being the three broadest categories), which are then measured against a single "character Level" system which allows a common means to compare the power of diverse characters. This Level plays an important role in the formation of Challenge Ratings (i.e., how tough the opponents and tests need to be to be a worthy threat).



RACE

The conversion rules in this chapter presume an attempt to match converted characters directly with their counterparts in the Open Gaming Rules, and as such new rules and deviations have been kept to a minimum. For instance, because they are all humans — there is little to differentiate different Tribals from one another, let alone Tribal humans from the three other forms of human in the Tribe 8 setting. While this makes it easier to port T8 Open Gaming Rules characters over to other Open Gaming Rules settings, a certain amount of setting flavor is lost in the generic templates. For those wishing to keep a bit closer to the setting's unique nature and keep to Open Gaming Rules principles (instead of using the Silhouette system) we have included the following variations on the "races."

While all Tribe 8 peoples are nominally human, there are a number of differences among them that could qualify as different Open Gaming Rules "races," if the Weaver so allows it. If you choose not to do this, then treat all **Tribe 8** characters as Humans (from the Open Gaming Rules). Note that these racial human variants are *not* balanced with regard to one another. To accurately reflect the **Tribe 8** setting, certain types of human (Tribals in particular) are simply mechanically better and have more advantages than other; if need be, this can be balanced by providing "insider knowledge" or special items to disadvantaged character types.

ABILITY SCORE MODIFIERS AND FAVORED CLASS

Faction	Tribe/House	Ability Score Modifiers	Favored Class
Tribal	Agnite	+2 Dex, -2 Wis	Rogue
	Dahlian	+2 Cha, -2 Str	Bard
	Evan	+2 Con, -2 Dex	Druid
	Joanite	+2 Str, -2 Int	Paladin
	Magdalite	+2 Cha, -2 Con	Bard
	Sheban	+2 Int, -2 Dex	Wizard
	Yagan	+2 Wis, -2 Str	Cleric
	(Joshuan)*	+2 Con, -2 Int	Fighter (or Barbarian)
Keeper	(Marian)*	+2 Wis, -2 Str	Adept
		+2 Int, -2 Con	Expert
Squat		+2 Con, -2 Int	Ranger
Serf	Flemis	+2 Con, -4 Cha	Commoner
	Koleris	+2 Str, -4 Int	Barbarian
	Melanis	+2 Wis, -4 Cha	Expert (Assistant)
	Sangis	+2 Cha, -4 Wis	Expert (Pleasure Slave)

*The lost Tribes are included here for comparison purposes.

Example Note: Using this system we would modify Shiri — increasing her Charisma to 14, and lowering her Con to 9.

TRIBAL

Tribals are the people of the Goddess, the descendants of those liberated from the Z'Bri Camps by the Eight Fatimas — Baba Yaga, Magdalen, Eva, Tera Sheba, Dahlia, Mary, Joan and Joshua. Over time, the Nation of the Goddess stabilized in seven tribes — the children of Joshua were lost after the sacrifice of the Ravager, and the Marians gave way to the tribe of Mary's daughter, Agnes.

Personality: Tribals think of themselves as the only civilized, spiritual and moral remnant of humanity. The Fatimas tell them that they have a manifest destiny and divine salvation. In return, they depend on the Fatimas for nearly every Aspect of their lives, as central focal points for their religion to the establishments of social traditions and laws.

Physical Description: Tribals vary a great deal in shade, height, weight and build. Generalities tend to follow family lines with some slight tribal similarities. Agnites tend to look younger than their age and physically mature very slowly. Evans tend towards huskier builds and tend to be well-fed. Dahlians tend to be athletic and slight, while the Yagans tend to be frailer and old beyond their time. Tribals also identify each other and creatively express themselves through their own skin — tribal and family markings (tattoos), piercings and brandings are universal. A Tribal without a mark has no identity, no sense of who they are or where they come from. Fallen Tribals have some of their marks burned off during their banishment; they replace them with new marks representing their cell, their Outlook or new events that happen in their lives.

Relations: Tribals have no official relations with any other form of humanity. They follow the Fatimal laws which forbid "contamination" of Vimary or their own bodies with contact with "animals, slaves and abominations." Relations with banished Tribals is unofficial and tinged with contempt, fear and hatred. Internally, the Tribes live in harmony, fostered by their interdependence, but usually keep to themselves because of tradition and certain minor differences in cultural taboos. The Seven Tribes are socially divided based on informal alliance of their Fatimas: the Fates (Baba Yaga, Eva and Magdalen), the Pillars (Tera Sheba and Joan) and the Dancers (Dahlia and Agnes).

Alignment: Any. Individual tribes do vary a bit in general influences — Evans, Joanites and Tera Shebans tend towards Lawful alignments, Dahlians and Agnites towards Chaotic ones, with the rest often being Neutral.

Racial Homelands: Vimary and the Tribal Homelands. Each Tribe has its own exclusive section of the greater island with the Bazaar, the hub of Tribal civilization, in the center of Vimary. To the far north-west lies Westholm — a new and revolutionary community formed by both Dahlians and Joanites. The Fallen (banished Tribals) live mostly on the small southern island of Hom, with a few very small (single homesteads) colonies on the southern Outlands across the river, in the Discarded Lands or in the Duskfall Forest.

Religion: The Tribals all worship the One Goddess, but each Tribe venerates their particular Fatima as the vessel or conduit of the Goddess on Earth.

7. Open Gaming Rules Conversion

Language: All Tribals speak Tribal — a language given to them by the Goddess through the Fatimas. It is related (distantly) to Franzay and Gaelish, which are the other two languages in use.

Names: All Tribals have at least two names — one given to them by their birthmother during their naming ceremony and one inherited from their clan (extended family). Family names have either a "-on" or a "-kin" suffix to identify their ancestor. For example, Jacobi'on are the Joanite descendants of Jacob, while the Moirakin are a Yagan/Magdalite clan descended from Moira. Fallen Tribals tend to lose their clan names, or at least refuse to use them. They also tend to rename themselves and give each other nicknames or replacement names (Troy Fenys, Mek the Jacker, Barber, Veruka the Wraith, Ayla the Knife).

Adventurer Types: Tribals are not adventurous as a rule. The Fatimas protect them and keep them from wandering beyond their protection. On occasion, a small number of them may be called for some special service and become members of a Tribal Circle (a social group about equal to a standard Open Gaming Rules adventuring party but with more focus in their goal).

Stat Block:

- * Tribals, as humans, receive no Ability Score modifiers of any sort. (If you wish to use optional rules for Tribals, then see the appropriate sidebar for modifiers.)

- * Medium sized humanoid, base movement of 30'.

- * Tribals receive the Human advantages of an extra Skill point per Level (+4 Skill points at Level 1) and an extra bonus Feat at 1st Level.

- * Tribals, due to their taboos, may not begin the game with the Keeper Lore Feat under any circumstances.

- * Tribals can only use Synthesis for magical purposes. Each Tribal receives the two Eminences of their birth tribe. Fallen Tribals lose one of these two Eminences (Player's choice) and replaces it with one of the two Eminences associated with their Outlook (again, Player's Choice). Tribals may opt to use Conjunctural Synthesis (see the Magic section on page XX), even if they lack any spell-casting Class Levels (they add 0 to their d20 roll and their Ability Score modifier against the desired effect's DC).

- * Automatic Languages: Tribal. Additional languages may include Keepspeak, Franzay, Gaelish or Squat.

- * Favoured Class: any. Tribals may treat their highest leveled Class as their favoured Class for the purposes of experience penalty and other multiclassing rules. (If you are using the optional rules, then please refer to the sidebar for tribe-specific preferred classes).

KEEPER

Keepers are the descendants of those humans who went deep underground (in bomb shelters, survivalist hidey-holes or the sewers) when the Z'Bri destroyed the world. They are a mix of intellectuals and fierce libertarians. Keepers seek out the lost knowledge of the World Before and try and return humanity to its position of dominance over the Earth.

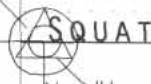
Personality: Keepers are a skittish lot, more prone to hiding and observing, or using their relics to attack from far away. They are curious but very cautious around what they consider to be "barbarians" and anything "unnatural" (like the Z'Bri or active Synthesis use). Generally speaking, they see themselves as the rightful inheritors of the World Before, and will claim ownership of any relics or knowledge uncovered by themselves or others.

Physical Description: Keepers vary as much as Tribals do. Olympian Keepers (the Keepers on Vimary) tend to be a bit paler than others. Keepers also suffer from coughing fits (either from generations spent underground in badly ventilated spaces, from the Rust Plague around Olympus, or from the fumes and vapours their experiments with relics expose them to). They often dress in relic clothing, especially gloves, something to cover their nose and mouths, and anything with pockets to carry tools, notepaper, or small relics. They shy away from the more "savage" forms of body art, preferring temporary markings (usually to "pass" as Tribal when in the Bazaar) or to express themselves through their ownership of stuff.

Relations: Keepers carry on cordial, if not entirely friendly, relations with several Squat tribes and nations around them — seeing the Squats generally as undereducated equals, and less of a threat than the xenophobic Tribals or the strange Z'Bri Serfs. There is a hint of their own xenophobia and paranoia in Keeper society, and factions sometimes squabble over ownership of recovered relics or scarce resources (food, water, shelter from the Rust Plague, etc). Individual keepers may make friendships with Fallen Tribals from time to time: the Fallen often find things a Keeper would be interested in. Their religion and their use of "magic" frightens the Keepers, however, and tends to keep such relationships strictly functional.

Alignment: Keepers tend to be Neutral, but there are many examples of the full range of alignments among them.

Racial Homelands: On Vimary, Keepers live in the Rust Wastes. This is the Eastern half of the island, filled with decaying skyscrapers and other signs of the World Before, whose streets howl with the deadly Rust Plague (which seems to accelerate the decay of the buildings and chokes anyone exposed to its fine red-brown dust). Within the Rust Wastes lies Olympus — a large stadium-like structure protected from the worst of the plague and home to the largest concentration of Keepers known in the world. Some Keepers still live underground in the tunnels underneath Vimary. Beyond Vimary, Keepers tend to live wherever their ancestors hid or where their knowledge of science and engineering might come in handy (like the Keeper families who control the river loch systems southwest of River, and the semi-mythical Keeper nation of 'Sanjon' rumored to exist "beyond the water, near the Edge of the World").



Religion: Keepers are a mix of atheists and World Before faiths, often modified from years of oral history and attempts to reconcile obviously supernatural occurrences, like the Z'Bri. The existence of Technosmithing (the supernatural ability of some Keepers to 'fix' or 'understand' relics) is not really understood or even recognized as a supernatural ability (some Keepers are just lucky, or the relics had more power/gas in them than they first thought).

Language: Keepers speak Franzay and Gaelish, and have their own highly technical and jargon-loaded language called Keepspeak. Keepspeak is full of the very technical or academic language of the World Before, and is often incomprehensible to anyone other than another Keeper.

Names: Keepers name themselves in much the same way as modern humans do — a given name by the birthparents, perhaps a middle name (or names) to honor family and friends, and a family name (usually that of the father). They do tend to use slightly more archaic names or names associated with literature or science — Albert, Curie, Edgar Allan, Hemmingway, and those associated with ancient myth (usually classical) — Arcturus, Aristotle, Athena, Confucius, Tzu, etc.

Adventurer Types: Keeper society is filled with part-time and full-time "relic hunters," and explorer/inventors. Many Keepers will venture forth to find long lost ruins or uncover caches of World Before knowledge. They either go off by themselves or in small groups of friends/colleagues/assistants.

Stat Block:

- * Keepers, as humans, receive no Ability Score modifiers of any sort. (If you wish to use optional rules for Keepers then see the sidebar for modifiers.)
- * Medium sized humanoid, base movement of 30'
- * Keepers receive the Human advantages of an extra Skill point per Level (+4 Skill points at Level 1) and an extra bonus Feat at 1st Level.
- * All Keepers gain the Feat: Keeper Lore for free and may purchase "Keeper Skills" as Class Skills.
- * Keepers can only use Technomagical Formulae for magical purposes. Technomagic requires the Synthesis Feat: Partial Dreamer (Keeper) which they do *not* automatically gain for free.
- * Automatic Languages: Keepspeak. Additional languages may include Franzay, Gaelish, and Squat. Some Keepers also learn Tribal.
- * Favoured Class: any. Keepers may treat their highest leveled Class as their favoured Class for the purposes of experience penalty and other multiclassing rules. (If you are using the optional rules then please refer to the sidebar.)

Not all humans hid under the cities, and not all were taken prisoner. Lost in the wilderness, these survivors re-learned to live in harmony with nature — to kill or be killed, to respect the storm and the predators. Many joined up and were assimilated into cultures who had been closer to nature before the Z'Bri came to Earth. Outsiders see Squats as barbarians, but they prefer to see themselves as the only ones truly responsible for their own destiny — no demon or Fatima determines their lives, and they do not live like rats in the ruins of cities, stealing from the World Before and making nothing of their own.

Personality: Squats vary immensely — from the pitiful River tribes who live in squalor near Vimary, to the wild freedom of the Riders of the Winds (horse-riding plains tribes), the silent Nuit (living in lands of perpetual twilight and cold), and the fierceness of Boarhead's Confederacy (a warrior-culture).

Physical Description: Squats tend to look weathered and tough, their skin rough with hard labor and exposure to the elements. Like the Vimary Tribals, they decorate themselves with markings and piercings which identify and venerate their tribes, their spirit guides and their ancestors — although the actual particulars vary wildly. They are often dressed in natural linens and leathers, using bone, wood and stone tools.

Relations: Squats trade, ally, kill and raid each other when their needs and survival (and ambition) requires it. Boarhead's Confederacy is actually a coalition of 6 smaller tribes unified (conquered) by Luther Boarhead and led by a council of elders who advise Boarhead. When dealing with outsiders, the Squats measure their own needs above other concerns. All Squats are envious of the wealth and bounty of the Vimary Tribals, and are upset that their cousins will not share. Their outcasts, the Fallen, are slightly more helpful, but they often as just as lean and hungry as the Squats and make dangerous rivals. Squats and Keepers get along fairly well: the Keepers call them names and patronize them as if the Squats can only nod their head and smile like simpletons, but in private the Squats tell stories of the Keepers who cannot live without their rusty old relics, who blow themselves up, and who can't fend for themselves one step beyond the plaguewind-infested streets. Who is the savage in this case? Some Squat tribes, those too hungry or too corrupt to care, will raid or (even worse) try and trade with the Serfs and their Z'Bri masters. These tribes quickly fall under the influence of the Takers and their slaves.

Alignment: Squats vary so much that there is no common or even general alignment.

Racial Homelands: Squat homelands also vary a great deal. The tribes are always at least semi-nomadic — moving from winter camps to their hunting and subsistence farms in the warmer seasons.

7. Open Gaming Rules Conversion

Religion: Squat elders, medicine men, healers, shamans or however they call those who know the spirit world, teach them about the Goddess and the Seed, but their struggles are not as important as knowing the smallest of spirits — the spirits in the waters, the spirits who bring rain and disease, and the animal spirits who must be appeased when hunting and who bless animals with bellies full of children. Squats cannot touch the River of Dream and are susceptible to the corruption of the Z'Bri, but unlike their atheistic cousins the Keepers they live in the world of spirits, and unlike the Garbage-Women-worshipping Vimary Tribes they know that there is more to the world than notions of "Life" and "Truth" and "Motion."

Language: Vimary Tribals refer to the hundreds of dialects and distinct languages of the Squats simply as "Squat." While such generalities are crude and simplistic, they work to give all Squat tribes a common language (although in reality they don't really have one). Many variations of "Squat" are actually Gaelish with borrowed words from other survivor languages (many Amerind languages, Spanish, Arabic, and so on have become part of one or more Squat dialects).

Names: Squat naming traditions vary as much as the tribes themselves. Most tribes give a young Squat a child-name, which they grow out of after they come of age when they develop both a "secret name" (given to them by spirits) and an adult name which they choose for themselves. When dealing with outsiders, they often adopt a fictional name in order to give them some anonymity and protection against the outsiders coming to track them down.

Adventurer Types: Squat life can be seen as one big adventure. Shamans often give groups of young adults missions to accomplish on behalf of the tribe or the spirits. These individuals go on to become heroes and minor legends of their people, with tales of their deeds (and misdeeds) being told for generations to come.

Stat Block:

- * Squats, as humans, receive no Ability Score modifiers of any sort. (If you wish to use optional rules for Squats, then see the sidebar for modifiers.)

- * Medium sized humanoid, base movement of 30'.

- * Squats receive the Human advantages of an extra Skill point per Level (+4 Skill points at Level 1) and an extra bonus Feat at 1st Level.

- * Squats automatically gain the Endurance Feat and can always consider Wilderness Lore as a Class Skill.

- * Squats suffer a -2 penalty to any attempt to resist either Synthesis or Z'Bri powers (Atmosphere and Sundering). Squats lack the spiritual defenses of other humans.

- * Squat shamans may use Ritual Synthesis and make use of the Dreaming Skill, but they cannot use any sort of Conjunctive Synthesis or enter the River of Dream themselves, nor can they learn the Technosmiting Feat.

- * Automatic Languages: Squat. Additional languages may include Keepspeak, Franzay, Gaelish, Serf or Tribal. Shamans also learn the secret dream-language of spirits.

- * Favored Class: any. Squats may treat their highest leveled Class as their favored Class for the purposes of experience penalty and other multiclassing rules. (If you are using the optional rules, then please refer to the sidebar).



To the rest of the world, the Z'Bri are monsters. For the Serfs, those who still live among the Living Gods, the Z'Bri are the right and just lords of the Earth. They take our flesh and destroy our minds not out of hatred or callousness, but out of love — the tough love needed to punish humanity for its ageless sins against the Goddess and the Seed, against the Z'Bri and against ourselves. By rejecting the Z'Bri lessons and painful mercy, humanity is only damning its souls and endangering Creation, not to mention prolonging its suffering. So when a Iv'Chet kills without purpose it is not to blame, though the Tribals of Vimary, the animalistic Squats and the cowardly Keepers are.

Personality: Serfs are quite a dysfunctional group. They are mean, petty, violent, and act almost entirely out of cruel impulse when not surrendering completely to every depraved whim of their Z'Bri masters. They take the violence and violation of their lives with penitent zeal — feeling that the pain they endure now is all that they and humanity deserve and that it is truly love.

Physical Description: Serfs vary unlike the other groups, due to the whims of their masters. All Serfs are carriers of disease, and many suffer from sicknesses and plagues due to their unhealthy lives. Flemis serfs show an inhuman conformity of features. Koleris' are often covered in wounds (both healing and scarred), with bone spurs and blades of stone and steel driven through them, and their teeth often chiseled into pointed fangs. Melanis Serfs are walking "experiments" — portions of their bodies are over-developed, others vestigial, and sometimes they walk around partially vivisectioned, skin and muscle pulled back to observe the body in motion. Sangris Serfs are somewhat more appealing, but unnaturally so. Impossibly thin waists, grotesquely malformed genitals, whatever best brings their masters pleasure.

Relations: Serf life is painful, poor, nasty, brutish and short (but repetitive). They know that their lives and the lives of their fellows are without any value not given to them by their masters. As such, they often fight and conspire to curry favour or destroy the relationship of a favored Serf — but they must be careful, attracting attention can also mean a life of much more pain, violation (physical, mental, spiritual) and death as it is likely to be one of indulgence and luxury. Serfs both hate and fear outsiders — these are responsible for their pain, they also live knowing they are going to die and never live again. Fatima-worshipping Tribals are particularly singled out by the Serfs for their hatred because it is also tinged with anger and jealousy: the Tribals were once Serfs, but when they left following their false goddesses they also left the ancestors of the current Serfs behind. If only they could be brought back into the fold, to learn from their mistakes...

Alignment: With only a very few exceptions Serfs are uniformly Evil in alignment, although their particular order-chaos biases vary from master to master.

Racial Homelands: Serfs live wherever their Masters do (or tell them to live). Most live in hamlets and villages in and around H'I'Kar. These villages are filthy, dotted with half-exhumed corpses and fields of rotting organs full of bile; they are hellish places to visit. Those that live with the Joh'an (outcast Z'Bri) live a semblance of life a bit closer to normal, but each Joh'an has their own version of hell to inflict on its personal Serfs.

Religion: All Serfs worship the Z'Bri — they are everything and the Serfs themselves are nothing. The Z'Bri bring untold pleasure (and exquisite pain), but they are also the gods of Life, able to pluck the soul from the broken, weak or dying flesh and plant it in the womb of another. Serfs, therefore, are immortal, even if the journey strips them of their memories and their identity. They live on whereas the others rot in their flesh, their souls never to know the taste of life again.

Language: Serf is a pidgin language based on true Z'Bri, a variation that can actually be pronounce by (relatively) human vocal cords without strain or injury. Z'Bri are amused by the childish, almost animal-like mimicry and encourage their Serfs to use the language. Very few Serfs know (let alone speak) of any other language but Serf.

Names: Serfs have very simple one or two syllabic names, and then only if they merit even that Level of attention and status. Most are born and die nameless, even to their own group.

Adventurer Types: More than any other of humanity's descendants, the Serfs are insular and do not produce "adventurers." They are deliberately stripped of any talent or Skill that the Z'Bri do not want them to possess. When necessary, some Z'Bri will elevate a Serf (often choosing them before or at birth) to the rank of "Chosen." These are like trained pets, to assist or serve the Z'Bri for a period of time. Many are spies and assassins used in the countless petty feuds and conspiracies between Z'Bri nobles, while others are trained to fight in the name of their masters.

Stat Block:

* Serfs, as humans, receive no Ability Score modifiers of any sort. (If you wish to use optional rules for Serfs, then see the sidebar for modifiers.)

* Medium sized humanoid, base movement of 30'.

* Serfs do *not* receive the Human advantages of an extra Skill point per Level (+4 Skill points at Level 1) and an extra bonus Feat at 1st Level. Serfs are not given the luxury of this sort of childhood development.

* Serfs are gain a +4 racial bonus to Saving Throws versus poisons, diseases and sicknesses. Even if they fail, they suffer half normal effects and become carriers.

* Serfs are attuned to the Seed. As such they gain a +2 Seed (profane) bonus to resist Synthesis effects from Tribals.

7.0 Open Gaming Rules Conversion

* Automatic Languages: Serf. They have no additional languages. They may learn other languages in the setting, but at doubled cost. They are also illiterate.

* Favored Class: any. Serfs may treat their highest leveled Class as their favored Class for the purposes of experience penalty and other multiclassing rules. (If you are using the optional rules then please refer to the sidebar).

CHARACTER CLASSES AND LEVELS

Silhouette is a Class-less rule system; the Outlooks and Tribes are little more than basic ideologies and social backgrounds, respectively. The **Tribe 8** world is also a fairly low-powered place, and it would be thematically appropriate if, to represent the life among the Tribes, Player Characters have a number of the generic "NPC" Class Levels — Adept, Aristocrat, Commoner, Expert, or Warrior. While the specific mix is up to the Player, the most appropriate choices for the character are listed here.

SUGGESTED CLASSES

Agnites:	Adept, Barbarian, Bard, Commoner, Rogue, Warrior
Dahlian:	Adept, Bard, Commoner, Expert (Trader/Navigator), Rogue
Doomsayer:	Sorcerer
Evan:	Adept, Commoner, Druid, Expert (Healer)
Herite:	Bard, Fighter, Rogue
Jacker:	Fighter, Ranger
Joanite:	Commoner, Expert (Smith), Fighter, Paladin, Ranger, Warrior
Keepers:	Commoner, Expert, Warrior
Lightbringer:	Aristocrat, Bard
Magdalite:	Adept, Bard, Commoner, Expert (Concubine, Dancer, Herbalist), Monk, Rogue
Member of the Sisterhoods:	Cleric
Serfs:	Barbarian, Commoner, Expert, Warrior
Squats:	Adept, Barbarians, Commoner, Rangers, Rogues, Warrior
Terasheban:	Adept, Aristocrat, Commoner, Expert (scholar), Warrior
Yagan:	Adept, Commoner, Expert (tanner, bonecrafter)

Rules for spellcasting (Synthesis) are further on in this chapter. Remember these are just the stereotypical choices for each type of character — many of the Tribes also have secret guilds and spies which could qualify as Rogues, the Oneida Squats have priestesses (Mistresses) which are powerful enough to be considered Clerics, and so on. Elite/secret orders (like the Joanite Winter Wolves or the Sheban Black Owls) are best made Prestige Classes created by the Weaver — these groups often have special abilities tied to their bonds to a particular totem spirit. Very rarely, some of these special orders will require templates instead of, or in addition to, a Prestige Class (the Yagan Bone-kin would require a Skeleton template, and the Dream Harrowers would use the Ghost template).

7. Open Gaming Rules Conversion

EXPERIENCE POINTS AND EXPERIENCE LEVELS

The average Open Gaming Rules-based character increases in experience Level every 13.33 encounters, with a Challenge Rating equivalent to the character's existing Level. You may find using story awards and roleplaying awards (optional rules found in the Open Gaming Rules) to be of use in order to keep the flavor of the game and keep the focus on the characters and their story, rather than on combat encounters.

Silhouette characters have no Levels; they use accumulated experience points on Emergency Dice (immediate short term increases in Skill Level) or to buy individual improvements to their character. To convert an experienced **Tribe 8** character into the Open Gaming Rules system, count one full experience Level for every four average length sessions. This is not a perfect model, since after a number of experience points Silhouette characters can vary in ability quite substantially, depending on how many points were spent as Emergency Dice and where the rest of the points were assigned. Silhouette characters also tend to be a bit more well-rounded throughout their existence than the equivalent Open Gaming Rules character due to how the Skill system in Silhouette functions (more on this in the next section).

EXAMPLE — CLASSES

With the exception of Asa, the two PCs have survived about 24 sessions (Asa has done about 22). This translates into Level 6 characters (24 sessions divided by 4 equals 6, Asa will be about half-way to 6).

Asa was an Evan Seedling (a farmer, in other words) so we'll give him a Level in Commoner. He ran away at a young age and made his life among the Herites, acting as a vigilante and guerrilla poet (defacing Tribal symbols with his words). This gives him about 4 Levels in the Bard Class.

Sadi was a Joanite Blade (a warrior order) kicked out for being too brutal and fraternizing with a Serf he showed mercy towards. Since then he has become a violent fighter and a brilliant tactician, and now he's ordering around a sort of Fallen police force, charged with protecting them from both outside threats and one another. He has 6 Levels in the Fighter Class.

Shiri was a dancer, one of the Maskers (who incorporate martial arts into their dancing). Once banished, she took up the role of a sort of leader, a Lightbringer, who sought to unify the various Fallen cells. Class-wise, this best translates as 1 Level of Monk and 5 Levels of Bard.

CHANGES TO BASIC CLASSES

Not all the classes available in the basic Open Gaming Rules system are appropriate to the **Tribe 8** setting. The magic system is different, and several special abilities do not work as well as in a mediaval-type fantasy setting. As a result of all these changes, many of the basic "Player Character" classes start to resemble their "NPC" Class counterparts.

All Spellcasters must follow the rules later on in this chapter (see the *Synthesis and Magic* section).

Clerics and **Paladins** retain their turning abilities, but these only affect the undead — never other spirits or outsiders. Clerics also lose their ability to spontaneously use their spell Levels to heal or harm opponents.

Paladins should be treated as a Prestige Class for Joanites — the Templars of Joan. This is more a guideline for players and Weavers to consider than a hard rule.

Wizards and **Sorcerors** lose their spellbooks and their familiars. Wizards retain their bonus Feats but these are used instead for Feats like Aspect/Extra Formula/Art (as appropriate for their type of magic), Skill Focus (Dreaming), Skill Focus (Ritual), Spiritual Balance, Spiritual Siren, and Item Creation Feats (as culturally appropriate).

EXAMPLE — CLASS CHANGES

Asa and Shiri both have Levels in a Class that changes a bit — the Bard. Bards retain their bardic lore and inspirational abilities, but their magic now conforms to the new system.

PRESTIGE CLASSES

Tribe 8 has plenty of secret orders, elite groups, and other organizations that would make excellent sources of Prestige Classes. These groups have no special powers unique to them in the Silhouette version of the setting, but their members do tend to focus in certain Skills and develop connections to certain spirit totems (patron spirits). Refer to the existing **Tribe 8** sourcebooks for more information.

SKILLS

Silhouette is based entirely on Skills and Attributes. Since Open Gaming Rules focuses less on Skills, where the number of points available is based on Class and the maximums are limited by Levels, the best guideline to use is to simply look for the Open Gaming Rules Skill equivalencies on the table, calculate points available by the Open Gaming Rules Class and Level, and then distribute them proportionally. Skills marked with an asterisk are very rare outside the Keeper factions (requiring the Keeper Lore Feat).

Some of the Silhouette system's Skills translate into Feats in the Open Gaming Rules system (see the //Skill Conversion// table). You should use your best judgment whether or not to use precious Feat "slots" on those Skills. As a rule, one should only do so if the Skill/Feat represents a major part of the character (a famous general, etc), or if you have a Feat slot to spare.

When dealing with split-Skills or multiple converted Skills, again use good judgment and keep an eye on the Skill points total. If the character has high Silhouette Skill Levels in, for example, Survival and Navigation, then that would point to maybe devoting a number of the Open Gaming Rules Skill points in Wilderness Lore (possibly even picking up a Skill Focus: Wilderness Lore Feat).

Silhouette also allows for Skill Specializations, giving a bonus when using the Skill in a situation dealing with, or related to, the area of specialization. These specializations are best converted using Feat slots, such as Alertness, Skill Focus, or Weapon Focus (and Specialization, if your character has four or more Levels of the Fighter Class).

SKILL CONVERSION

Silhouette Skill	Open Gaming Rules Skill
Acrobatics	Balance, Tumble
Agriculture	Profession (Farmer)
Aircraft Pilot *	Pilot (Aircraft, new Skill)*
Animal Care	Handle Animal
Animal Handling	Handle Animal
Archery	**
Athletics	Jump
Boating	Pilot (Boat, new Skill)
Camouflage	Hide
Combat Sense	(Feat: Improved Initiative)
Cooking	Profession (Cook)
Craft (specific)	Craft (specify)
Dance	Perform (Dance)
Demolition *	Demolition (new Skill)*
Disguise	Disguise
Dodge	(Feat: Dodge)**
Dreaming	Dreaming (new Skill)
Drive *	Pilot (Land Vehicle, new Skill)*
Etiquette	Diplomacy
Firearms *	(Feat: Weapon Proficiency: Firearms)*
Forgery	Forgery
Gambling	Bluff
Grooming	Grooming (new Skill)
Gunnery (specific) *	(Feat: Weapon Proficiency: Gunnery)*
Haggling	Diplomacy
Hand-to-Hand	**
Healing	Heal
Herbalism	Profession (Herbalist)
Human Perception	Sense Motive
Interrogation	Intimidate
Intimidate	Intimidate

7. Open Gaming Rules Conversion

Silhouette Skill	Open Gaming Rules Skill
Investigate	Gather Information
Law	Knowledge (Law)
Leadership	(Feat: Leadership)
Lore (specific)	Knowledge (specific)
Melee	**
Music	Perform (specify)
Mythology	Knowledge (Mythology)
Navigation (specific)	Wilderness Lore
Notice	Spot, Search, Listen
Read/Write (specific)	Read/Write Language (specify)
Riding	Ride (specify)
Ritual	Ritual Magic (new Skill)
Seduction	Bluff, Diplomacy
Sleight of Hand	Pick Pockets
Sneak	Move Silently
Speak (specific)	Speak Language (specify)
Streetwise	Gather Information
Sundering	Sundering (new Skill)
Survival	Wilderness Lore
Swimming	Swim
Synthesis	Synthesis (new Skill)
Tactics	Knowledge (Tactics)
Teaching	Profession (Teach)
Techlore (specific) *	Knowledge (specify)
Technosmithing	Technosmith (new Skill)
Throwing	**
Tinker *	(Feat: Use Keeper Relic)
Trade	Appraise, Profession (Trader)

* Keeper Skills. Requires Keeper Lore Feat.

** If you want to use the basic Open Gaming Rules rules for combat Skills and BAB, then use the Silhouette character's combat Skills as guidelines as to which weapon proficiencies and other Feats to select. If the alternate combat rules are preferred, use the individual combat Skills as a guideline for how many Skills points to devote to Base Attack Bonus and Dodge Bonus and which Feats to select.

DEMOLITIONS (NEW, KEEPER SKILL, INT, TRAINED ONLY)

Demolitions involves knowing where to place explosive materials to maximize their damaging effect, and how to arm and disarm these devices. Secondary knowledge includes some information on how to make the explosives.

Class Skill: none; Skill is a cross-Class Skill restricted to characters with the Keeper Lore Feat only.

Check: A check against a DC 20 will allow the character to shape the explosive (multiply damage by 1.5 after subtracting the hardness of the object). To shape an anti-personnel charge, the check (DC 20) increases the area of effect by 50% (multiply by 1.5) and increases the damage (add 2 points per damage die, and adds 4 to any Save DC to avoid the damage).

7. Open Gaming Rules Conversion

Defusing/safely destroying the device requires a check against a DC of 20+CR of explosive (treat as a trap). This is only the base DC: the Weaver should take into account stress, distraction, and other pressures. The Take 10 or Take 20 are not allowed on this roll; failing the roll by 10 or more triggers the device.

[Special:] 5 or more ranks in Demolitions adds a Synthesis bonus of +2 to Alchemy rolls, to produce the explosives. 5 or more ranks in Demolitions also adds a +2 Synthesis bonus to Craft rolls to build large structures (ships, buildings, etc) because the Skill shows how stress and supports work.

DREAMING (NEW, CHA)

Dreaming is about perception, memory, and control over one's own dreams. Dreams are temporary worlds created in the River of Dream, that spiritual universe between the World of Flesh and the World of the Spirit (the "home" of the Z'Bri, that has been closed by the Nomads' Fold). Dreaming allows one to control the interaction with the River and the Dream by altering the dreamcape to a limited extent. It is also an important Skill to call on and interact with spirits.

Class Skill: Adept, Cleric, Druid, Sorcerer, Wizard, cross-Class for all others.

Check: Affect Dreamscape (DC varies). A successful Dreamscaping roll can alter the environment of the Dream to a degree. A Dreamer who is falling from an infinite height could, with a successful Dreamscape roll, create a gentle cloud or pillow to land on. A Dreamer stranded in an infinite desert could 'force' their intended destination to appear just over the next dune. The difficulty depends on the scope of the desired change; Weavers should keep in mind that small, simple changes, would be very low (less than 10), things which change the flow of a dream (forcing a destination in the desert) should be higher (DC 20-25), and those that radically alter the dream (banish dream spirits, stop falls, heal wounds, raise the "dead," wake up) are much higher (DC 30 or higher).

Summon Spirit (DC 15+CR or 10+CR): a Dreamer can summon a spirit from the River of Dream and give them the power to enter the Dream Orbs (the world of the individual dreamer). First the Dreamer must know the name of the particular spirit and make the check (DC 15 plus the Challenge Rating of the spirit). Sending out a general call for help, and not caring who (or what) shows up, is easier (DC 10+CR) but there is no control over it, or whether they intend to help you or add to your problems (Weavers should roll for encounter reaction).

Creating "dream weapons" and "dream armor": DC 15 for Simple Weapons/Light Armor, 20 for Martial Weapons/Medium Armor, 25 for Exotic Weapons/Heavy Armor, +5 if weapon is two-handed, +5 to include a shield, +5 for each magical power "plus." This is an application of the 'Affect Dreamscape' Skill use that creates weapons and armor from the dream environment for the character to use. Note that these weapons exist only in the dream, and only for the duration of the dream. Using the weapon or armor in any subsequent dream requires a new Skill roll each time. The weapons and armor are treated as "real" in the dream with full effects (damage, associated Feats, Armor Class).

GROOMING (NEW, CHA)

Grooming covers the ability to present a good first impression and good general hygiene through cleanliness, proper attire and attention to fashion (such as it is in the **Tribe 8** setting).

Class Skill: Aristocrat, Bard, cross-Class for all others.

Check: Make a check against a DC of 15 when checking for general cleanliness (only if such becomes an issue and the character is in a situation to clean up). For impressing others, make a check (DC 20) prior to the actual meeting — success adds +4 situational bonus to the initial reaction and Diplomacy/Bluff checks.

[Special:] 5 or more ranks in Grooming adds a +2 Synthesis bonus to Diplomacy. 10 or more ranks in Grooming gives the character a +2 Synthesis bonus to resisting diseases and keeping wounds clean from infection.

PILOT (NEW, INT, SPECIFY)

Piloting covers the use of vehicles other than animal-based ones (which uses Ride or Handle Animal), including relic 'autos,' thunder canoes, thunder sleds, airships, even relic airplanes, as well as more mundane skiffs, river barges and rowboats. When choosing this Skill, the vehicle type (Relic Land, Boat, Sail, Relic Sea, or Relic Aircraft) must be specified. Vehicle types with the 'Relic' prefix are Keeper Skills and require the Keeper Lore Feat in order to use properly.

Class Skill: Ranger, cross-Class for all others.

Check: use this Skill whenever asked to make a roll for piloting the vehicle in much the same way that Ride is used in conjunction with animals.

Special: Some Z'Bri monstrosities could conceivably fall under one or more of these types of vehicles, but are better dealt with under Handle Animal. Z'Bri vehicles are invariably made of a living being or, commonly, several living beings, and therefore they possess a rudimentary will of their own that must be handled, rather than the lifeless beings this Skill presumes.

Certain Feats, such as Mounted Combat and Ride-by (and Fly-by) Attack would be appropriate to use in conjunction with smaller vehicles where the 'pilot' is attempting to fight while also controlling the vehicle. Actual situational use is up to the Weaver's judgement.

RITUAL MAGIC (NEW, INT, TRAINED ONLY)

Ritual magic covers the preparation, knowledge of and the performance of elaborate rituals used by humanity to interact with the spirits and the River of Dream. This differs from actual 'Synthesis' use (the lucid dreaming and short trances of the Tribals using their eminences and their aspects), Technosmithing (the zen-like formulae of the Keepers), and the Sundering arts of the Z'Bri (which is innate power), and yet it can duplicate these effects.

The drawback to ritual magic is the time and effort required. The base time for any ritual is ten (10) minutes multiplied by the DC of the effect divided by 5 (10 minutes * (DC/5), round fractions up). The material components will cost twice as much (see *Synthesis* section) in terms of their value (see the sidebar *Money?* on page XX). Note that rituals can also accomplish things that the more powerful effects cannot do — like summoning spirits.

All the forms of humanity have their own rituals, which are used as much for social reasons as actual supernatural goals. In groups, the ritual is often led by a priest or a shaman, who makes is the one who actually makes the Skill roll for the whole ritual group.

Class Skill: Adept, Cleric, Druid, Wizard, cross-Class for Bard, Paladin, Sorcerer, restricted Skill for all others.

Check: Ritual Magic replaces the "Class Level" in the *Synthesis* or *Sundering* rolls. Failure in the rolls means only failure, but may cause attract the attention of a wandering or hostile spirit (Weaver's choice).

Special: If the ritual leader has 5 or more ranks in Performance adds a +2 *Synthesis* bonus (no pun) to the ritual roll. If one or more participants have 5 or more ranks in the appropriate Performance Skill (appropriate to the ritual, that is), then the ritual leader gains a +1 to the roll for every 2 participants with 5 or more ranks in Performance *and* at least 1 rank in Ritual Magic.

SUNDERING / SYNTHESIS / TECHNOSMITHING (SPECIAL)

These new Skill are used to enhance the ability and power of the three primary forms of Dreaming (*Sundering*, *Synthesis* and *Technosmithing*). They have no Ability Score and are used as "gateways" to the various magic systems of the **Tribe 8** world. *Sundering* is restricted to Z'bri or humans with the *Touched by the Seed Feat*, *Synthesis* is restricted to Tribals and Fallen Tribals, and *Technosmithing* is limited to those characters with the *Keeper Lore Skill*.

7. Open Gaming Rules Conversion

Class Skill: Adept, Cleric, Druid, Sorcerer, Wizard. It is cross-Class for all others.

Check: ranks of these Skills add to any attempt to use *Sundering/Synthesis/Technosmithing*, as seen in the magic section (page 107 and onward).

EXAMPLE — SKILLS

Here we are going with Asa, our Herite. His *Silhouette Skills* are as follows:

Agriculture, Animal Care, Animal Handling, Archery, Athletics, Cooking, Combat Sense, Craft (Poetry and Slogans), Dance, Dodge, Dreaming, Gambling, Haggling, Hand-to-Hand, Herbalism, Human Perception, Lore (Tribal), Melee, Notice, Ritual, Seduction, Sneak, Speak (Keepspeak), Streetwise, Survival, Swim and Theatrics. His primary combat Skill is archery, which we'll keep in mind for his Feats (perhaps Weapon Focus and Point Blank Shot?).

Looking to his conversion stats, he has a total of thirty-two Skill points (twelve from Commoner, and twenty from his four Levels of Bard). Looking over his list of Skills and at the basic concept of the character — a farmer's son who ran away from home and now tries to convince people that the Seven Deaths are holding back our spiritual development and keeping us prisoner — some choices are made.

Skill	Commoner	Bard	Total Ranks
Bluff	1 (cc)	1	2
Craft (Guerrilla Art)	-	1	1
Diplomacy	-	2	2
Dreaming	-	3	3
Handle Animal	2	-	2
Knowledge (Tribal Lore)	1 (cc)	2	3
Listen	1	2	3
Move Silently	-	2	2
Perform (Poetry)	-	2	2
Profession (Farming)	2	-	2
Profession (Herbalist)	1	1	2
Ritual Magic	-	2	2
Synthesis	1 (cc)	1	-
Wilderness Lore	1 (cc)	-	1

The missing Skills represent elements of the character which are not that important and can be sacrificed to better focus the concept.

7. Open Gaming Rules Conversion

FEATS

Feats have no parallel in the Silhouette rules. As a result, Feat selection should be done on a case-by-case basis, choosing whatever is most appropriate to the character's Class, Race and Level. These rules introduce a number of new or modified Feats, as noted below.

The **Tribe 8** setting has some restrictions on the existing Feats normally available. No Metamagic Feats may be taken. The Item Creation Feats are limited to the Priesthoods, and all such items always require a "special material" — often a piece of the Fatima or something of equal power (Z'Bri heartstone or a spirit bound to a fetish).

ANIMAL KINSHIP (GENERAL)

You have a strong emotional bond with the world of animals. This helps you control and understand them.

Prerequisite: none.

Benefit: You gain +2 bonus to Animal Handling and Animal Empathy rolls, you also gain a +2 bonus to any roll involving animal spirits (summoning rolls, diplomacy checks, etc). Serfs who gain this Feat are more attuned to those animals corrupted by the the Z'Bri and can use the bonus only for them or for Helots (Z'Bri corrupted spirits), Monstrosities and the Gek'roh (Chained Z'Bri).

BLESSED BY THE ONE GODDESS (GENERAL)

You are blessed by the One Goddess in the manner of the first Tribals.

Prerequisite: Cha 13+, Good alignment.

Benefit: Z'Bri cannot tolerate your presence or the touch of your skin. They must roll a Will Saving Throw (DC equals 10 + half your character's Level + Charisma modifier) to approach you (i.e., enter into melee range). This aura of protection does not extend to others, although if you spend your combat action "aiding" a party member you may opt to use the aura instead of the +2 bonus to Attack or AC. You also gain a +2 to all Synthesis rolls.

Special: You are a hero of legend and your life will be undoubtedly be filled with danger and adventure (most of which will come to you, whether you want it or not).

EXTRA ART (SYNTHESIS)

This Feat allows the Z'Bri to use another of their 'Lost Arts.'

Prerequisite: Z'Bri only.

Benefit: The Z'Bri may use another of the 'Lost Arts.' This Feat may be taken multiple times. This does not remove the -3 penalty when using an Art not associated with their own House.

EXTRA FORMULAE (SYNTHESIS)

This Feat allows a Keeper Technosmith (a magic-using Keeper) to gain an additional secret formula for their repertoire.

Prerequisite: Keeper only, Keeper Lore.

Benefit: The Keeper Technosmith gain an additional secret formula for their repertoire. This Feat may be taken multiple times.

KEEPER LORE (KEEPER/GENERAL)

This Feat represents a general grounding in the science of the World Before. Keepers guard these secrets zealously, but a few outsiders, mostly Fallen, have learned enough to figure out how things worked long ago.

Prerequisite: must be a Keeper or Int 15+ and trained by a Keeper.

Benefit: A character with this Feat can make a DC 30 Knowledge (World Before) check to figure out how a relic used to work or the purpose for a given structure or relic. It also allows them to 'jury-rig' a device using rudimentary mechanics (make a Intelligence check with a DC of 20, success means the relic functions for d6 more uses) — the relic may work for a bit longer but it will eventually collapse (each jury-rig use does 2 points of damage to the relic, or 1d4 damage per round of operation as gears grind against each without lubrication or worn wires burn and melt).

SPIRITUAL BALANCE (SYNTHESIS)

You are more grounded in reality — flesh and spirit in balance with one another. You rarely lose your way in the River of Dreams, and you are slightly more resistant to deception of betrayal.

Prerequisite: Tribals only.

Benefits: You get a +6 circumstance bonus to Dreaming rolls to affect the Dreamscape when "finding" a chosen destination and avoiding getting lost. You are also get a +1 insight bonus to Saving Throws against mind-affecting effects, illusions, Z'Bri Atmosphere and Sundering effects.

SPIRITUAL SIREN

 (SYNTHESIS)

You call out to the spirit world, consciously or not. Your soul attracts spirits who prefer to be in your presence.

Prerequisite: must be able to Dream (not available to Serfs).

Benefits: You gain a +2 bonus to all rolls summoning and interacting with spirits, including ghosts and fragments from the Sea of Lost Souls.

Special: There is a slight downside to this: spirits — helpful or harmful — will single you out of the group. You become the default spokesperson when dealing with spirits and you become the primary target of harmful spirits.

TOUCHED BY THE SEED

 (GENERAL)

You are touched by the Seed, the intense, explosive, immediacy-obsessed counterpart of the Goddess. The Seed is a corruptive influence, turning your thoughts to the selfish 'now.' You are commonly associated with the Z'Bri, worshippers and despoilers of the Seed (or seen as blessed by them, if you are a Serf). You are no longer part of Creation's healing, you are a symptom of its disease.

Prerequisite: none.

Benefits: You suffer a -3 penalty to resisting any Sundering or Z'Bri atmosphere effect, but you ride the waves of sensation and are 'alive' to the world, gaining a +4 to Spot checks and a +2 to Initiative. You can eventually learn to use rituals which promote Sundering (or Sundering effects if you have a patient and considerate Z'Bri teacher).

Special: If you are a Tribal or a Fallen Tribal, you lose one of your Eminences and suffer a -4 to all Synthesis rolls, but you also gain a +4 bonus to resisting Synthesis effects.

WEAPON PROFICIENCY:

 FIREARMS (GENERAL-FIGHTER)

You know how to use relic gun-powder firearms of all sorts, though you do not know how to care for and maintain such weapons.

Prerequisite: BAB +1 or more, Keeper Lore.

Benefits: This Feat allows the use of relic gun-powder firearms of all sorts, long rifles, sub-machine guns, pistols, muskets, and revolvers. This Feat does not given any additional knowledge needed for the care and maintenance of such weapons (such as bullet making, gunpowder manufacturing, etc.).

WEAPON PROFICIENCY:

 GUNNERY (GENERAL-FIGHTER)

You know how to fire large, fixed weapons, such as those located on relic military vehicles.

Prerequisite: BAB +1 or more, Keeper Lore, Weapon Proficiency: Firearms.

Benefits: This Feat allows your character to properly use large, fixed weapons, such as those located on relic military vehicles, but also in "recovered" black-powder cannons, ballistae and catapults. This Feat does not give any additional knowledge required for the construction or maintenance of these weapons.

EXAMPLE — TWO PATHS IN
FEAT SELECTION

Shiri and Sadi are both Level 6 characters with very different focuses. Shiri has a total of 4 Feats (1 bonus from being human, 3 from her experience Level) and Sadi has a whopping 8 (the same 4 as Shiri, plus 4 bonus Feats from his Fighter Levels). Both are leaders, but one focuses on social interaction and in combat is better at not getting hit, while the other is a warrior-tactician.

As a leader, Shiri's Player chooses the Feats Leadership and Skill Focus (Diplomacy). In order to reflect her combat mentality, she opts for Dodge and Mobility.

Sadi's player looks over his choices and selects Feats that both reflect his character's strengths and compensates for a relatively low Strength. His "normal Feats" are Improved Initiative, Skill Focus (Knowledge - Tactics), and Leadership. In order to reflect his tainted nature, he selects Touched by the Seed. For his bonus Feats, he selects Combat Reflexes, Quick-Draw, Weapon Focus (Longsword), and Weapon Specialization (Longsword). The combination of his Touched by the Seed and Improved Initiative gives him a total Initiative Modifier of +6! The weapon Skills give him a +1 to hit and +2 to damage. His magic relic sword (+1, Shocking) makes him a pretty nasty warrior, especially if the optional Skill rules are being used (in which case, replace Quick-Draw with Skill Focus (Attack)).

ALTERNATE COMBAT RULES
(OPTIONAL)

Whereas Silhouette allows the Player to control the combat effectiveness of their characters — to make a master combatant, one need only take high Levels of Combat Sense, a combat Skill or two (with Specializations) and Dodge — the Open Gaming Rules system allows for standardized Base Attack Bonus and for the most part disconnects Armor Class (the defensive combat score) from character development. The following optional rules are closer to the Silhouette approach and may be substituted if all participants agree.

7. Open Gaming Rules Conversion

Classes no longer have a Base Attack Bonus increased at every Level. Treat Base Attack Bonus as a Skill. Make it a "Class Skill" for Fighters, Warriors, Paladins, Barbarians and Rangers, and as a cross-Class Skill for the rest of the Classes. To do the same for the defensive side of combat, create a Skill called "Defense" — this becomes a Class Skill for Fighters, Rogues, Monks and Barbarians and cross-Class for all others. Defense provides a "dodge" bonus to AC equal to the number of full ranks devoted to it. Like all other dodge-type bonuses, it is lost in situations where the character cannot benefit from their Dexterity modifier to their Armor Class, and like other dodge bonuses it is the exception to the "stacking" rule — Defense's dodge bonus to AC stacks with all other dodge bonuses.

To make the most use of these modifications, increase the "Skill points per Level" by 2 more points for the following classes: Fighter (increasing it to 4 per Level), Paladin (4 points per Level) and Warrior (4 points per Level). Don't forget that monsters also get to change their attack and defense bonuses.

In conjunction with the above you could, for important or dramatic fights between player characters and primary villains, use the optional "Defense Roll" Open Gaming Rules rule variant, instead of the standard rule which fixes the DC of the attack roll at the Armor Class. This variation does match how combat is handled in *Tribe 8*, but it does slow down the task resolution somewhat, so using it only in dramatically appropriate situations is encouraged.

These modifications allows players to better reflect the combat effectiveness of their characters: the old Veruka the Wraith need not be a master fighter, just because she's a Level 18 Yagan Doomsayer. The alternate rules also allows Players to customize the defensive side of their characters. Some may be afraid that it creates combat tanks: for example, Level 1 characters who will sink all their bonuses into BAB and pick up the Skill Focus and

Weapon Focus Feat, beginning the game with a BAB of +11 (+4 for Skill ranks, +2 Skill Focus, +1 Weapon Focus, and +4 for 18 Str or Dex, depending on the weapon used). This, of course, not including stat or equipment modifiers, or a +11 to AC (+4 Dex mod, +1 Dodge Feat, +4 for 4 ranks of Defense +2 for Skill Focus). Is this a "loophole"? Not really — these players are making a choice to make their characters essentially useless outside any non-combat situation. There is also the matter that the player will often not be able to be good at both offensive or defense.

Keep in mind that neither of these things will save them from the soul-death of Z'Bri taint, or going hungry in the wintertime.

ALTERNATE COMBAT RULES EXAMPLE

Sadi the Joanite Jacker does not fare all that well in a basic Open Gaming Rules conversion. His Strength is not that impressive for a fighter, and the others have only slightly lower Base Attack Bonuses and Armor Classes, despite Sadi's reputation for being a master warrior. Unhappy about this, Sadi's player asks for the optional combat-as-Skill rule.

Under this rule, Sadi receives an extra 18 Skill points (2 extra points per Level, including that x4 multiplier at first Level). He splits this into 9 ranks of Attack and 9 ranks of Defense — giving him a +9 dodge modifier to his Armor Class and a Base Attack of +9/+4. For a 6th Level character he is now much more formidable than the other characters. They may choose to top up their combat Skills, but they pale in comparison. Sadi laughs, and wades into combat against the Z'bri, sword high and a war cry on his lips.



THE TRIBE 8 OPEN GAMING RULES MAGIC SYSTEM

In the world of **Tribe 8**, everything in creation is connected. There are two great "spheres" which almost touch — these are the World of Spirit and the World of Flesh. What is in between is called the River of Dream; beyond that is the Sea of the Lost, where things that lack an anchor are swept away, like the spirits of the dead. The areas closest to the River are known as the 'shores.'

Within the River are smaller spheres, bubbles and orbs. These are places created by a sentient's (flesh or spirit) willpower — the courts of the power spirit totems, the prisons of the Z'Bri dead (which manifest in the real world as the fist-sized heartstones made of fossilized blood and viscous fluid) and the 'dream orbs' our mind creates when we dream in our sleep. Between the two worlds, like a dam in a river or concrete divider on a highway, is the Fold, created by the Nomads and their followers during the end of the World Before to seal away the World of Spirit and the uncaptured Z'Bri invaders. It is this Fold in reality which also prevents the souls of the dead to pass on to the afterlife, except through Baba Yaga, who assists only the souls of the Tribals (fulfilling the Tribal assertion that they are the only ones who pass on to a 'true peace' at death).

To put this in Open Gaming Rules terms, the Worlds of Flesh and Spirits are stable planes of existence. The River is a transitive plane, much like the Ethereal or Astral plane. It is a plane through which you may travel to other planes — including the pocket planes of existence (the orbs and dream realms). The Sea of the Lost is a vast "dumping" ground, claimed only by the mindless dead and oblivion (the source of undead such as zoms and skulkers — **Tribe 8's** equivalent to zombies and skeletons, not to mention incorporeal undead like ghosts and wraiths). The Fold is an impenetrable (at least to non-deities) planar barrier.

Magic in **Tribe 8** involves mixing these various spiritual elements: combining the two (Synthesis), tearing them apart (Sundering), or simply interacting with them (the spirit magic of the Squats). In all cases, this magic is done by entering a trance, a state where the result is envisioned — one literally dream up the effect, then try to bring this reality into the waking world. Sundering is done much the same way, only the Z'Bri focus on the Seed, the immediate now and impulse, and rip/crush/drown out the spiritual world.

Technosmithing is related to Synthesis, but is done much more unconsciously — it is more like the hazy "fudging" of reality that goes on in the mind of a science student in the wee hours of the morning, before an important lab report is due. Devices function, the actual science of it is mostly there, but it is the imagination and will of the Keeper, not the solid, reliable laws of physics, that actually make things work.

THE SYSTEM

The magic used in *Silhouette* is what can be called effect-based or "freeform" — each character has two 'domains' (which are called Eminences in the *Silhouette* rules), wherein they may create effects literally or figuratively related to these domains. Some of the powers (Technosmithing formulae and Tribal Aspects) are more fixed in terms of their effect, but vary in how effective the Dreamer is when using them.

The Open Gaming Rules use a system which is more fixed in terms of linear power. Levels and spell effectiveness grows in terms of range, area of effect and damage, as well as Saving Throws to avoid them (although this is more indirect). The basic Open Gaming Rules magic system is thus not very appropriate for the **Tribe 8** setting and is best replaced by the following result-based system. Those who would feel more comfortable with the base Open Gaming Rules system can use the conversion guidelines in the sidebar.

At its core, the basic system is this: twenty-sided dice roll + Dreamer's Level + ranks of Synthesis Skill + relevant Ability Score + Modifiers, versus a Difficulty Class (DC).

* Dreamer's Level varies somewhat. For Conjunctive Synthesis (the magic of the Tribals), this is the sum of all "spell-casting" Class Levels (what would be considered "caster Level" in the normal Open Gaming Rules magic system, but add all — specific Class, divine magic, and arcane magic — together). For Keepers, this is their Class Level. For Z'Bri, this is their base Hit Dice, plus their Class Level if they have any "spell-casting" Class Levels. For Ritual Synthesis, it is the number of ranks in the Ritual Magic Skill of the ritual leader.

* Synthesis Skill ranks are just that.

* Relevant Ability Score — like the dice roll, this is self-evident. Each type of effect is tied to one of the six Ability Scores. For specific effect, please refer to the *Checklist* table.

* Modifiers vary — but generally the number of people participating in and the time taken in the trance, ritual materials, range from the Dreamer and the nature of the target all count.

Altering another being requires a Saving Throw (Reflexes, Fortitude and Willpower as appropriate), the DC for these effects is based on a 10 + Dreamer's Level (same Level as the Dreamer added to their roll to create the effect, see above) + relevant Ability Score (again, as above).

In general, two groups of modifiers effect the use of magic — anything which would impact (helping or hindering) the Dreamer's attempt to actualize their intended effect, and anything the scope and nature the intended effect will take. Again, Synthesis is about bringing the World of Spirit and Flesh together through Dream and the spirits who live in the River, Sundering is about tearing the worlds apart and gathers strength from things which focuses one's attention on the immediate world of Flesh (pain, pleasure and fear).

* The Difficulty Class is set by the scope and impact of the desired effect (see further).

7. Open Gaming Rules Conversion

MAGIC SYSTEM CHECKLIST

1. Dreamer announces intended effect. Check that the effect is within the limitations (Eminences, spirits, formulae, etc).
2. The necessary time (mandated by ritual difficulty or duration of character's trance), ceremonial tools and such are determined.
3. The basic spell roll is made with modifiers (see list of modifiers on page XX).
4. If the check succeeds, then apply the effect (determine damage, make appropriate Saving Throws, etc), if it fails, then the attempt merely fails.

RELEVANT ABILITY SCORE

Ability Score	Desired Effect
Strength	Endurance or physical feats of strength.
Dexterity	Movement or displacement effects.
Constitution	Defensive effects.
Intelligence	Making connection, tapping into deeper consciousness or universal knowledge or ancestral memories, illusions and creation effects.
Wisdom	Mental domination and mind-control, direct control of another, heightened senses and awareness.
Charisma	Emotion-control, manipulation and subterfuge effects, insights and premonitions.

MASTER DIFFICULTY CLASS

DC	Desired Effect
12	Augmenting one's own sense
15	Augmenting one's own body or mind, affecting another's senses, create illusions
18	Changes to the immediate environment, affect another's mind.
21	Drastic altering of self, augment of another person
24	Drastic changes to another's mind
30	Drastic changes to another's body
40	Drastic changes to the environment

SYNTHESIS MODIFIERS

Conjunctural Synthesis and Keeper Formulae Only	Modifier
Extra time taken	+3 per hour (max of +15)
Group Ceremony (2-5 members)	+5
Group Ceremony (6+ members)	+5, +1 per participant (max of +20)
Use of proper ceremonial tools	+5
Use of a Fatimal Artifact (Tribals only)	+3 (minor), +10 (major)
Micro-Trance (1 round)	-10
Short Trance (2-4 rounds)	-5

Conjunctural Synthesis, Keeper Formulae and Aspects only	Modifier
Distractions	-5
Life at risk (only if trying to save)	+5
Presence of a Fatima (Tribals only)	+5 (if they wish the effect to happen)
Fatimal opposition	-10
Surrounded by the Seed (Z'Bri)	-5
Trying to affect a Z'Bri/Serf	-5 (or -10 for Z'Bri Lords)
Trying to affect a Squat or Keeper	+5
Role-playing (Weaver's discretion)	+/-5

echnosmithing — Keepers only	Modifier
Relic only lacks power/fuel	+8
Relic only needs some minor repairs	+4
Relic little more than junk	-4
Complexity/Size: Simple or Small	+4
Complexity/Size: Average Device	0
Complexity/Size: Complex or Large	-4
Complexity/Size: Huge/Very Small and Complex	-8

Sundering 'casting,' not end effect	Modifier
Inflicting pain on others	+3 per 6hp of damage inflicted (round down)
Subjecting self to pain	+2 per 6hp of damage sustained (round down)
Subjecting another to pleasure	+2
Subjecting self to pleasure	+3
Target is 'shaken'	+2
Target is 'frightened'	+4
Target is 'panicked'	+8
Z'Bri itself is shaken, frightened or panicked	+4

EXAMPLE — THREE DREAMERS

Shiri and Asa each use Synthesis on occasion; each one does so differently. Sadi prefers to rely on physical strength alone.

Asa uses his Eminences of Life and Recognition to find his friends, after they scattered in the dark Emporium tunnels fleeing the Watch. This is a conjunctural Synthesis effect, an attempt to boost his own senses (DC 12). No one is in any particular danger, but he is trying to be pretty fast about it (a short trance, -4 to his roll). His roll is $d20 + \text{Dreamer's Level (4, for 4 Levels of Bard)} + \text{his 1 rank in Synthesis} + \text{relevant Ability Score (Wisdom; it is a perception effect, but Asa has a Wisdom of 11, so no modifier)} - 4 \text{ for the short trance. So in order to even succeed, he needs to roll an 11 or better. Perhaps he had better take his time to work this through.}$

Shiri is trying to convince a crazed Doomsayer to stop before he burns down Junks (a Fallen tavern), trying to appeal to their shared past, being new outcasts and living in the bar for a short time. Her attempt is also a conjunctive use of Synthesis, this time of Unity. She can't afford to take her eyes off the Doomsayer (a micro trance is about all she is willing to risk, -10), but lives are at stake (+5). Shiri's player makes a good speech and the whole situation is fairly dramatic (roleplaying bonus of +5). Shiri also has a small medallion, a real one made from Magdalen (Fatimal Relic, +3). Her effect is considerably more dangerous, trying to alter the Doomsayer's emotions (DC 18) but she does have a 12 Charisma (+1 to the relevant Ability Score). Her final modifier is +5 (Levels of Bard) +0 (no ranks in Synthesis) +1 (Charisma) +3 (modifiers), or +9 total. In order to convince him to put the torch down, she needs to roll a 9 or higher. Chances are the patrons of Junks will never know how close they came to being wiped out by one of their own!

LIMITATIONS

Tribal, Squat, Z'Bri, Keeper or anyone else can not do everything conceivable to them. Beyond the overarching Synthesis/Sundering metaphysical split, each being, with perhaps the exception of the Guides, is limited in the scope of their potential.

Tribals: Each Tribal, when they are "accepted" by their Fatima, are granted access to two Eminences that encompass the Fatima's fragment of the Goddess' nature. They are limited to effects which are directly or thematically linked to these Eminences. When they are banished, they lose one of their Tribal Eminences which is shortly replaced by an Eminence linked to their particular Fallen outlook. Under no circumstance can a Tribal possess more than two Eminences (Fatimal or Outlook) at any one time. The moment they adopt a third Eminence, they immediately lose one of their other two (at random if unwilling to chose). For a list and description of Eminences, please refer to the main **Tribe 8** rulebook, the Synthesis sourcebook **Adrift on the River of Dream**, or turn to page 87.

In addition to their use of the free-form Conjunctive Synthesis, certain Tribals, especially members of the Sisterhoods and other more secret orders, are taught specific effects by the Fatimas. These are guarded secrets among their users and are called "Aspects." When they are Banished, these Tribals retain these secrets and may try to teach another, but the process is a hard one — the Fallen cannot simply instill the knowledge of the Aspect directly in their student's mind as a Fatima can do. Aspects are listed near the end of this chapter (see page 110). Acquisition of Aspects has not been mentioned so far, and this deliberately. Aspects are a special benefit given only to Tribals with one or more Levels in Prestige Classes — the exact Classes and which Aspects is left to individual Weavers to decide, including the creation of **Tribe 8**-specific Prestige Classes, such as the Black Owls. For those who disagree, or those who do not wish to (or cannot) put the extra work this would require, here is an alternative, in the form of a standard advanced Feat.

ASPECT (SYNTHESIS FEAT)

The character acquires the knowledge of one of the mystical Aspects.

Prerequisites: character Level 5+, Tribal or Fallen Tribal only.

Benefits: The character learns one of the secret Aspects of the Fatimas (see page 110). For Tribal characters, this will likely be one of the Aspects known to their patron Fatima. For Fallen ones, this may be any Aspect known to their teacher. This Feat may be taken multiple times.

Keepers: Only a few Keepers learn Technosmithing formulae. Most are totally unaware of their existence. Learning a formula requires the Keeper to take a Level in a spell-casting Class and to choose one of the formulas listed. Additional formulae require the Keeper player character to use a Feat slot (Extra Formula).

Squat: Squats are limited to Ritual Synthesis only. This requires a Skill roll and generally some contact with a spirit (or spirits) to learn the proper components of the ritual; how much of this research impacts play is determined by the Weaver. While they could theoretically do anything depending on the spirit invoked, most tribes have close ties only to a handful of spirits (one totem animal, a couple of ancestors and the spirits of the lands they travel in), and these spirits are limited in the influence they may exert (a horse spirit, for example, can only help you if the target or situation affects horses, or if you have sworn an oath to the spirit).

Z'bri/Serf: Serfs are incredibly limited. They can try to use Ritual Synthesis (with all the sundry penalties they suffer being so closely tied to the Seed), or else they are limited to whatever singular Sundering powers they learn from their Z'Bri masters.

EFFECT LIMITATIONS

In general, effects are limited in scope too. Most direct mind-controlling or damage-causing effects only target a single individual. Indirect mental effects targeting crowds are often achieved by augmenting a speaker (giving them a boost in Charisma, for instance), which in turn affects their performance, or they create a single object which then affects the crowd (how interactive illusions are created).

When judging duration and effect (damage dice, or bonus to stats), note by how much the final check exceeded the DC (to borrow a term from *Silhouette*, the Margin of Success). Range and area of effect are entirely within the Dreamer's control, though only Ritual Synthesis (or certain Aspects) may target an opponent that is hidden or out of sight (over a hill, a world away, etc).

Duration: unless instantaneous (damage), the effect lasts one round per point of Margin of Success (MoS).

Damage: the actual die used depends on the type of attack but for every 3 points (Synthesis) or 2 points (Sundering) of MoS, round down, one die of the given type is inflicted.

7. Open Gaming Rules Conversion

Bonus/Penalty: When using a conjunctural or ritual effect to augment or penalize an individual's own abilities, they gain a bonus/suffer a penalty equal to the MoS for the duration of the effect.

MAGICAL HEALING IN TRIBE 8

Healing in **Tribe 8** falls into two categories — normal healing (which can often be accelerated or impeded) and instant healing. The latter is very rare, except among Z'Bri — in which case the damage is not really healed so much as the required Hit Points being taken from another source (a nearby Serf, the Z'Bri itself, etc.). Think of magical Tribal healing as patching a crack in a clay model by smudging clay from around the crack into the crevice — no new clay is added and the whole is still damaged, except the cause is now a smudge instead of a crack. Tribal healing is limited to accelerating natural healing, with only one exception — the Evan Aspect of Anima. Anima is the only way, in the **Tribe 8** setting, to recover Hit Point damage instantly without rest. And no matter what, no force, short of the Z'Bri's power over Serfs, can bring back the dead. Once dead, any character (whether PC or NPC) is gone forever.

Z'Bri "healing" involves moving Hit Points from one target to another, on a one-for-one basis. They may also use Ability Score points for healing, doing permanent Ability Score damage (stripping muscle, removing limbs, using brain matter, sealing eyes shut) to recover Hit Points at a rate of one point of Ability Score for every five Hit Points so healed (round up).

Tribal healing, with the exception of Aspect powers, can only alter the rate of normal healing and recovery times — doubling, even tripling the normal healing rates, or slowing them by an equivalent amount. Recovering Hit Points still requires a certain amount of rest and food to be effective. Altering healing rates counts as a drastic altering of the body (or mind in the case of recovering lost Intelligence, Wisdom or Charisma). Add +4 to the difficulty if you wish to further accelerate or impede the healing rates (to three times normal or one-third normal). This makes healing very difficult to do on the spot — it is best done using ritual Synthesis, using ritual implements, and done in order to save a person's life (remember those extra modifiers!).

EMINENCES AND DAMAGE

Eminence*	Damage
Death (Yagan)	inflicts d8 damage
Force (Joshuan)	inflicts d6 damage
Fury (Joanite)	inflicts d6 damage
Life (Evan)	inflicts d6 damage
Motion (Dahlian)	inflicts d6 damage
Purity (Marian)	inflicts d6 damage (to Seed-tainted only)
Vengeance (Jacker/Joshuan)	inflicts d6 damage

*Most Eminences, if they are used to inflict damage, do only d4 damage per three points of Margin of Success. Those listed in this table inflict more, as indicated.

ASPECTS, FORMULAE AND SUNDERING ABILITIES

Where possible, these specific effects have been linked to similar or identical powers already existing in the Open Gaming Rules. However, note that for the range, duration, area of effect and so on, the rules in this chapter take precedence; the reference is intended to give Open Gaming Rules players some familiar grounds.

The following format is used: name of ability, source of ability (Tribe or House), relevant Ability Score, Difficulty Class (DC) and then any notes on particular effects, such as similarity to existing Open Gaming Rules, noted exceptions to the preceding rules, Saving Throws, etc.

TRIBAL ASPECTS

Naivete (Agnite, Wis, DC 24): Agnites have the ability to change adults and animals into appropriate playmates. The targets need to make a Will Saving Throw to resist the effect, or else suffer a temporary loss of Intelligence equal to the Margin of Success of the Synthesis roll. The target is also under a charm-like effect (Charm Person spell), making them more child-like and willing to play or listen to the Agnite. Like a charm, this means the person will not necessarily be stupid, but they do have the fun-centered, impulsive worldview of a child. Adult concerns and memories still persist, but they become fuzzy and the target is unconcerned with them. The effect lasts until all the Intelligence damage is recovered.

Wonder (Agnite, Int, DC 18, +1/size category of largest animated object): The imagination of Agnites is affected by their inability to completely separate reality from fantasy, and Agnites can often make playmates from whatever is around them at the time. This Aspect animates objects, often toys and piles of junk, and imbues them with sufficient intelligence and personality to play with the Agnite; such an animated phantasm can also be conjured directly from the Agnite's imagination. The Difficulty Class is based on the size of the object so animated or created. Animated objects are to be treated as Construct monsters from the Open Gaming Rules system (also see the Animate Objects spell). Conjured monsters have similar stats but may possess one or more exceptional traits only, like flight, or the ability to breathe underwater. The Margin of Success (MoS) determines the duration of the event (a number of minutes equal to the MoS) and the consciousness of the animated or created creature (give it a number of Levels of the Commoner NPC Class equal to the MoS of the Agnite's roll). Created monsters inflict phantasmal/illusionary damage.

Dream Travel (Yagan, Int, DC varies): This Aspect gives the Yagan mystics the ability to move through the River of Dream and acts as a form of planar travel and astral projection. The Yagan enters a deep sleep and spiritually leaves their body to travel into their dreamscape and perhaps beyond. If used to enter the dreams of others, or to enter a sleeping creature's body and possess it until the creature's own soul "wakes up," the target makes a Will Saving Throw to successfully eject the

Yagan interloper. The duration of this effect is a number of hours equal to the MoS. Remember that the Yagan's body is not at rest during this time and is completely vulnerable to attacks — it does not recover Hit Points, or temporary Ability Score damage, or Level drain, and can suffer the effects of starvation. The DC is determined by the destination of the Yagan. Travel is done through the River of Dream, so reality is a bit fuzzy and difficult to discern (+4 to relevant DCs if using Spot, Search, Listen, Read Lips or Sense Motive).

DREAM TRAVEL DC

Situation	DC
Enter own dreamscape	8
Travel about the area	12
Enter another's dreamscape, Possession	18
Enter the River of Dream (Planar Travel)	21
Travel to the Fold	28

Curse of Dream (Yagan, Wis, DC as Conjunctural Synthesis): This effect is similar to Bestow Curse and Bestow Greater Curse. The Dreamer chooses the impairment, disease or other harm to inflict on the target and makes the roll. The duration varies (usually once/instantaneous when cursing them to fail in a certain endeavor, or until the effect takes its natural course — like a disease or sickness). When inflicting "death" (damage) the curse may inflict d10 points of damage (1d10 per 3 points of MoS). If the curse-maker has an item belonging to the intended target, then this Aspect may be used on a target outside their line of sight. The curse only affects a single target.

Metamorphosis (Dahlian, Wis, DC 15): Dahlians are known for their master work with illusions. Using the Metamorphosis Aspect, they can create illusions which possess a fragment of reality and can interact with the real world. Each illusion requires a focus — an object which the illusion is then centered on. Like any magical illusion the nature and context of the illusion governs whether or not the observer can make a Will Saving Throw. Illusionary weapons inflict phantasmal damage (one-quarter of the damage is real, three-quarters are subdual), but all illusionary items do have some substance — illusionary armor provides an Armor Class bonus equal to the MoS (up to a maximum of what the armor would normally provide). Metamorphosis can be used to assume another identity (often using a mask the Dahlian places over their features). The duration of the illusion is a number of rounds equal to the caster's Level.

Puppet Show (Dahlian, Int, DC 18): During their performances, this Aspect is used to provide the special effects and to personalize the impact of the play, but this power has another practical application. Dahlians use this Aspect to turn an observer's own fears against them in the form of a phantasmal terror (similar to the spell Phantasmal Killer). The MoS determines the duration of the illusion's existence (1 round per point of MoS). The phantom attacks its victim with a base attack equal to the Dahlian caster's Level. The victim makes a Will Saving Throw to disbelieve the illusion: if this fails, they must confront their fears. The phantom generates an aura of fear that

7. Open Gaming Rules Conversion

effects only the victim (treat as the special quality *Frightful Presence*, using the Dahlian's Int and caster Level for the Charisma modifier and the Hit Dice, respectively) and inflicts 5d4 points of damage per hit. The damage is illusionary but if the target "dies" as a result of the attacks, they must make a Fortitude Saving Throw as if they suffered massive damage (DC 15). If the roll fails, the victim dies from fright. Success converts the damage to subdual damage and the victim is merely unconscious until they recover normally.

Anima (Evan, Int, DC 25): Anima allows for the miraculous healing of injuries in mere moments. This is the only known way to use Synthesis to heal directly and instantly. The Evan must place their hands on the subject to be healed and pray for the Goddess' blessing (through Eva, of course). The subject is then healed of (MoS) d6 Hit Points of damage. Ability Score damage from disease, Z'Bri attacks or poison can also be healed — each point replaces the healing of 1d6 of healing.

Smothering (Evan, Cha, DC 21): Smothering is the opposite of Anima, blocking the flow of life energies in the target to slowly end that being's life. The Aspect lasts until the victim is dead or succeeds in their Will Saving Throw to resist the effect. Failure each round means a loss of 1 point of Constitution and of 4d6 Hit Points. The damage is healed normally after the effect is over. Smothering has no effect on things that are not living — both Constructs and Undead are immune to the effect.

Battle (Joanite, Cha, DC 25): This Aspect is often used by the Templars (priests) of Joan before and during a battle. Unlike other Aspects, it does receive a bonus to the Dreamer's roll for the number of participants who take part in the five-minute ritual that is part of the Aspect. Its effects are two-fold, both of which are measured in minutes (1 minute per point of MoS). First, it gives the benefits of an Aid spell to a number of targets equal to the casting Level of the Dreamer. Second, it gives a deflection AC bonus equal to the MoS to these targets as well.

Sacrifice (Joanite, Cha, DC 20): This Aspect allows the Templar to absorb damage inflicted on any ally within line of sight. This is automatic and the Templar suffers the effects of the attack (i.e. damage, making the necessary Saving Throws) as if the target was originally themselves. During the effect, Templars can also "lay on hands" and heal, at a rate of 1 Hit Point lost from the Templar for every 2 Hit Points healed in the target. Sacrifice lasts a number of rounds equal to twice the caster's Level. At the end of the duration, the Templar retains whatever injuries they have absorbed, which can be healed normally.

Passion (Magdalites, Cha, DC 15): Passion drowns the target in a flood of sensory pleasure. It is often used to heighten the experience of the target, but it can also be used to incapacitate and render someone more susceptible to suggestion. The Magdalite needs to be in close contact — enough to touch and whisper — for this Aspect to be used. The target resists the effect with a Will Saving Throw. Failure on the Saving Throw means the target suffers a temporary loss of Wisdom equal to the MoS + Caster Level. A victim who falls to 0 Wisdom is incapacitated by the pleasure and are incapable of thought or action until they recover at least one point of Wisdom (at a rate of one point per hour).

7. Open Gaming Rules Conversion

Treason (Magdalites, Wis, DC 15): This is a highly guarded secret among the Magdalites, and one for which the tribe is mistrusted. A person may attempt to lie or refuse to answer a question, but their body often betrays them, revealing more than the person would like, and Magdalites are masters of exploiting this conflict between heart, mind and body. The Magdalite gains the ability to 'read' their target — discovering whatever weaknesses the person may have, one fact per point of MoS. Facts can include a low Ability Score, a vulnerability to a form of attack, a lack of certain Skills or abilities, or non-mechanical facts: a weakness for alcohol, an emotional bond to a dependant, and so on. The weakness must be something that can be exploited, either to attack the target or to get them to do what they want. Using this knowledge gives the Magdalite a bonus equal to twice their MoS on any Bluff, Intimidate, Diplomacy, Sense Motive or Gather Information rolls against the target. If using the knowledge when attempting a conjunctural Synthesis effect to 'charm' the victim, the victim receives a penalty equal to the Magdalite's MoS on their Will Saving Throw.

Tradition (Terasheban, Wis, DC 18 or 21): Tradition has purposes among the Terasheban lorekeepers who make the most use of this Aspect. First, it can be used to learn all about any person, place or thing. Used this way, the DC is 18; if used on a person or an object carried/worn by such, that person may make a Will Saving Throw to prevent the effect. If successful, the Aspect works in much the same way as a Legend Lore spell, but to a much more objective level of detail — actual abilities are not divined, but facts about the target of the spell become known to the Terasheban, including any secrets they hold and weaknesses they may have. Unlike the similar Magdalite Aspect of Treason, the weaknesses found are more general and not solely limited to those influential in nature.

The second function of this Aspect is a limited post-cognition or 'object memory' to see into the recent past and perceive what occurred near, in or with an object or place (not a person). The DC for this second function is 21, and the extent to which one may see into the past is based on the Margin of Success (see the *Vision Range* table). The situation plays out in the Terasheban's mind; they may use Gather Information, Read Lips, Search, Spot or similar Skills to collect details and information as if they were actually present when the events occurred.

VISION RANGE

Margin of Success	Range
MoS 1-5	up to an hour ago
MoS 6-10	up to a week ago
MoS 11-15	up to one lunar month (27 days)
MoS 16-20	up to one year ago
Each additional +5	one additional year in the past

Truthsaying (Terasheban, Cha, DC 30): This is a common ritual among Terasheban judges and Watch marshals. After a round of concentration and ritually asking Tera Sheba to illuminate the truth of a situation (no ritual roll required), the Terasheban can, by gaze alone, compel a single target to speak the truth and only

the truth. The target gets a Will Saving Throw to resist the effect. If the save is not successful, the target must now answer truthfully for a number of questions equal to the MoS or suffer the consequences. Attempts to deliberately lie inflicts extreme pain and even spiritual wound on the target (they suffer damage equal to the Terasheban's caster Level, per lie). Choosing to not answer at all is only slightly less fatal (the damage is subdual damage instead). Even if they lie, the target suffers a penalty to their Bluff rolls equal to the MoS of the Terasheban — a result of zero or less actually has the target speaking the truth even if they intended to lie (they still suffer the damage for intending to lie). The truth in this case is the subjective truth of the target, with some objective qualities to it. For example, if the target killed a Tribal while under the influence of a Z'Bri, then they would (if not deliberately lying) say they were innocent because they were not the ones who killed (the Z'Bri used their body). If the target killed someone by accident when targeting someone else, they will answer 'yes' but then offer that the murder of that victim was not the intended target.



TECHNOSMITHING FORMULAE

Jury Rig (Keeper, Int, DC 25): This formula augments the Keeper's Tinker Skill to miraculous levels. Successful use of this formula makes *anything* functional, no matter how old or damaged, for a number of rounds equal to the MoS. Just because the relic is functional doesn't mean it is working — it still requires ammunition, electricity, gasoline or whatever other elements it normally requires. A television, for example, still needs to be plugged in and find a signal to receive, but it will work. At the end of the effect, the object reverts to its original state and suffers no further damage — unlike the use of the Tinker Skill. A natural 1 on the Technosmithing roll destroys the relic, making it impossible to repair or use Jury Rig again.

Ignite (Keeper, Wis, DC 20): This formula gives the relic a source of power where none exists. For the duration of the effect, the relic functions as if it had sufficient electricity, gasoline or other primary energy source necessary for it to function. The initial 'spark' inflicts a point of Constitution damage to the Keeper (which may be healed normally). A natural 1 on the Technosmithing roll causes the object to blow up — causing a 6d6 fireball that affects everyone within 20ft, with a Reflex Save for half damage (the Keeper cannot make a Saving Throw).

Remembrance (Keeper, Int, DC 12): The most common Keeper formula known, it touches a deep intuitive pool of knowledge and allows the Keeper to understand an object. This understanding does not impart mechanical or scientific knowledge, merely an understanding of its significance, its importance and its function in the World Before.



SUNDERING

The One Thought (Flemis, Cha, DC 24): The individual Flemis is a contradiction in terms — there is little or no identity at an individual level. All Flemis are *Flemis* — one mind, one will, one thought. This Sundering Aspect forces a victim to experience this oneness with the Flemis. The Flemis must see their target and successfully make a ranged touch attack. The target then rolls a Will save. If the connection is made, the target and the Flemis share minds. The effect is equivalent to a mental 'rape' — a deep violation of the victim's sense of identity, their memories, their thoughts and their souls.

The Flemis may choose to do one of three things. First is to sever the connection between the victim and the River of Dream. This effectively prevents all use of Synthesis and leaves the target in a dazed state (Open Gaming Rules II, page 84). This effect lasts a number of rounds equal to the MoS. The second possible effect is a domination effect similar to the Flemis atmosphere, only the effects — the actual domination and the charisma damage — is permanent unless removed by magic. The third possible effect is to extract information from the target. This is treated as a Legend Lore spell, but centered on the individual. One fact per point of MoS is gleaned from the victim's mind. Unlike the effect of the Melanis atmosphere, the effect does not 'steal' the thoughts, merely shares them and leaves a copy of the memories with the Flemis when the connection is broken.

Assimilation (Flemis, Int, DC 21 or 18 if used offensively): To the Flemis the flesh is the collective self. Their huge hulking bodies are little more than reflections of their own sense of collective, conforming, identity. Small changes and situational augmentation of their body is sometimes required — extra mass is needed, or limbs are grown to deal with multiple demands. While the Flemis draw on their own mass to make these changes, they also absorb and use the mass of others to fuel this effect. Check the Sangris power *Appeasement* for the ratio used to make these changes and the Ability Score damage taken as a result. However, unlike the Sangris power, the Flemis may 'absorb' the necessary Ability Score points from anyone or anything they currently have engulfed in their own body, or from any Flemis Serf within 90ft (no Saving Throw to resist). These changes don't last as long as Sangris shapings, given the nature of all Flemis to conform in shape to the Collective and for their flesh to degrade over time. A third difference is the inability to use Assimilation on others. Changes made using Assimilation last a number of days equal to the MoS.

Assimilation has an offensive use — making any contact with the Flemis' flesh painful as it attempts to absorb the target individual's flesh. This use of Assimilation lasts a number of rounds equal to the MoS. Any flesh to flesh contact with the Flemis (meaning unarmed attack, unprotected touch or a successful physical attack by the Flemis) inflicts an extra d12 damage. This use also increases the damage inflicted on engulfed victims by 3d12 per round.

7. Open Gaming Rules Conversion

The Shattering (Koleris, Str, DC 30): The Koleris focuses its destructive hate at the target, willing it to shatter into a million pieces in a huge surge of explosive energies. Objects detonate, and living targets have their bones break and their organs burst. The wounds are as hideous and debilitating as they are fatal. The attack does a number of d10 damage equal the MoS of the Koleris. Objects do not get to use their hardness ratings to offset this damage. Living and unliving targets may make a Fortitude Save to reduce the damage to half. Living targets also suffer four points of Ability Score damage to their Strength, Dexterity and Constitution (2 points if they made a successful save) due to the massive amount of bone and tissue damage done to their bodies. The Koleris must make a touch attack roll to inflict the Shattering. All damage is healed as normal.

Exsanguination (Koleris, Wis, DC 25): By concentrating for a full round (provoking an Attack of Opportunity if done in melee), the Koleris can cause the blood and bodily fluids of a single victim within range (line of sight, a ranged touch attack) to burst forth from any and every available opening. While not as explosively destructive as the Shattering, Exsanguination causes hideous bleeding wounds which refuse to close. Only living, breathing targets that possess such fluids in their body are so effected. A Fortitude Save prevents the effect, as does breaking the line of sight with full cover or invisibility. Until the effect is cancelled, the target suffers a loss of Hit Points (1d6 per two points of MoS) and of constitution (1 point per round) upto a number of dice/constitution points equal to the Koleris' total hit dice (so a 10 Hit Die Koleris can inflict a maximum of 10d6 points of damage and 10 points of constitution damage at a rate of half MoS and 1 point per round respectively). Victims can not have their wounds healed or stabilized until the effect is broken. Damage is healed as normal.

Chaining (Melanis, Wis, DC 30): The purest hell for any Z'Bri is the Chaining. As creatures of pure spirit, this tears at their very nature, anchoring them to a physical shell, restricting them by its material limitations for perception and communication. What is not so well known is that the Melanis can chain any being to any thing — any material object or living creature. The effect is very profound. Targets must make a Will Saving Throw to prevent the chaining effect completely.

For Z'Bri being shoved into a living form (an animal or human), they become one of the Gek'roh (Chained — see the monster template section on page 122 for more information). When chained to an object, the Z'Bri loses their minds, losing a number of points of Wisdom and Intelligence equal to the Melanis' Hit Dice — becoming permanently insane if they drop to zero in either Ability Score. While within an object, they are unable to move or perceive anything, and can only be communicated with via a form of telepathy — and then only with a being touching the object. These Z'Bri are little more than imprisoned souls and kept as trinkets by jaded Lords or their Melanis tormentors.

7. Open Gaming Rules Conversion

Humans and other beings Chained suffer more debilitating effects. Being incorporated within an inanimate object is fatal and irrevocable — the soul is stuck to the object, unable to travel even to the Sea of Lost Souls until the object is destroyed. Being bound into an animal is equally fatal, at least to the human side of the personality. Treat such situations as if the victim had failed the Will Saving Throw when under the Polymorph Other effect. Humans Chained into the bodies of other humans are relatively unharmed except for a permanent -2 to all rolls due to a lack of harmony between their soul and the body. They also risk being driven from the body like any other possessing spirit (Exorcism, purification rituals, lost Marian aspects, etc.) at which time if they no longer have a body to return to, their souls now join the Sea of Lost Souls.

Bodies with souls Chained to them are known to become Zoms after the death of the body — the soul is still anchored to the dead corpse but is no longer rational or even sentient.

Animation (Melanis, Int, DC 21): Melanis can call on their dark secrets and lost Z'Bri lore to give false life to inanimate objects — as if under an Animate Objects spell with a caster Level equal to their total Hit Dice. The effect also allows them to take control of animate bodies, but only to a certain degree. Animate targets make a Will Save to avoid the effect completely. If the Save fails, then the target suffers a penalty to their Strength and Dexterity equal to half the MoS of the Melanis. This is not real Ability Score damage and the penalty is lifted immediately when the effect is over — it merely represents the Melanis's attempts to jerk the body around. If this Ability Score penalty reduces Dexterity or Strength (whichever is greater) below zero (0), then the Melanis has control of the target's body for a number of rounds equal to half of its MoS. The target is still conscious but cannot control their own body in any way.

Appeasement (Sangris, Int, DC 21): The Sangris are perfectionists and artists of the flesh. Under their touch flesh, bone, viscera all move like molding clay, or liquid glass, or even thread under the needle. Sangris use Appeasement to alter their own, or another's, body. The name implies a desired shape, but it is the Sangris, not the target that chooses that desire. The Aspect can be used to shapeshift or to shape limbs, wings, or armor from the body (one total form change or one additional Aspect per use). Since the material comes from the body, any augmentation must be taken from something else — Ability Score damage is inflicted at a rate of 1 point per 2 points of armor (treat as natural armor bonus), per die of damage from shaped weapons, 1 point of Strength/Dexterity or Constitution, exceptional or supernatural ability or 20ft of movement rate. The damage may be applied to any physical Ability Score the Sangris desires, and can be spread over multiple Ability Scores in whatever way they wish. Such shaping takes one round per Aspect changed, and is permanent until altered further or healed magically (healing the Ability Score damage using Synthesis removes the changes based on the amount healed — 2 points of armor, 1d4 of natural weapon damage, etc.).

Used offensively, the Sangris simply makes a touch attack roll and the victim may make a Reflex Saving Throw to prevent the effect. If successful, the Sangris simply tugs at the flesh — inflicting no hit point damage but inflicting Ability Score damage

as per the normal effect — but without any corresponding benefit. Such damage is healed normally by the victim, as the Sangris lacks the time to lock the change into place and make the damage permanent.

[[Soul Stealing (Sangris, Cha, DC 24):]] The Sangris are slaves to their insatiable desires, but this is a slavery they can extend to others. This use of Sundering allows the Sangris to control the minds and bodies of multiple people. Treat the extent of the effect as domination (like a Dominate Person spell). The effect can target one victim per hit die of the Sangris. The victims make Will Saving Throws to resist the effect and can only make one save, at the beginning of the Soul Stealing. They may make an additional Will Saving Throw at any point if they are forced to do something that would directly and immediately endanger themselves — but a successful save at that point only prevents that actual act it does not break the control. Control lasts a number of days equal to the MoS. The victim is aware of everything they do while under the control of the Sangris; they are merely unable to do anything about it.

GEAR AND TREASURE

The equipment chapter in this book (page 56) should help you figure out what equipment your character will have in an Open Gaming Rules-based campaign. The biggest difference between the two rule systems is that the Open Gaming Rules bases item values on a coinage scheme, and no such structure exists in the **Tribe 8** world (which is based on barter).

When comparing and contrasting prices, consider the gp (gold piece) value to simply be a measure of approximate use-value instead of an exchange-value. This will skew prices provided in Open Gaming material somewhat — clothing and food will increase in value, while armor and weapons will drop a little in price. No actual coins are exchanged, but the numbers will help you determine the results of haggling rolls, covering the material costs of rituals, and so on.

Likewise, the **Tribe 8** world lacks a great deal of "magic items," at least in the way that the Open Gaming Rules system commonly conceptualizes them. There are fewer "one-shot" magic items, and many are of the perishable variety (potions, balms, ritually prepared food and perfume) while "enchanted" items are even rarer and very tied to the origin of their powers in such a way that they will lose their enchantments in certain circumstances (a Joante sword may be enchanted as a +2 Flame Burst sword, but it will lose its enchantment if the user kills an unarmed opponent or a non-combatant). Tribal magic items always incorporate fragments of their Fatimas into their structure, and most of these items are made by and controlled by the Sistehoods.

Keeper "magic" items are often just pieces of equipment they have been able to reactivate, generally after repeated use of Technosmithing. They have no additional enchantment beyond the ability to function when reason would dictate they shouldn't (they lack fuel or electricity). A "magic" musket or other firearm still requires ammunition, but may fire even when the powder is damp or the barrel/trigger mechanism is damaged.

Squats make the most use of "magic items" — items carefully prepared by their shamans and blessed (or even inhabited) by spirits. These items are symbols of oaths made between the two worlds. For example, a bowl which summons water spirits (elementals) would be made by a shaman who summons River Maiden and asks for her help. She agrees after the shaman fulfills some mission on her behalf, then says "I have six brothers who you may call on for aid by pouring fresh water from my River into this bowl and then calling my name." These magic items often have conditions placed on them that standard permanent magic items do not. The bowl in the above example may only be used six times (or if all six spirits summoned from the bowl are killed in combat, the bowl may lose its enchantment).

Serfs never own magic items, but on occasion (like going to war against the Tribes), very special individuals such as Chosen are given items crafted by the Z'Bri. The Z'Bri themselves also make use of a number of such objects. These items act much like standard magic items, but their powers are based in the arcane arts of Sundering — and so they cannot create anything or heal naturally or affect non-living materials. The items themselves are often made from living or formerly living materials (flesh, bone, sinew). Z'Bri Lords often use items made or powered by Z'Bri heartstones. These items are equal to the most powerful artifacts wielded by the Fatimas themselves and should not be in the hands of player characters (any more than the latter should be wandering around with the weapons and items of the Gods, they are major goals of a campaign, not items to be found). Information on Z'Bri heartstones can be found in the next section.

ANTAGONISTS

The Z'Bri are one of the main antagonists of the **Tribe 8** setting. They fill the same niche as other malevolent outsiders, like Demons and Devils, do in more conventional fantasy settings. The real Z'Bri are incorporeal spirits that inhabit material bodies which they then sculpt and mold into their desired form. In general, these forms are much more powerful than even their original owner would have intended. After the Nomads closed the Fold, the Z'Bri found themselves locked in their own bodies. Only the Z'Bri Lords retained the possibility of moving from body to body. What's more, the Z'Bri found themselves unable to travel to the River of Dream, let alone to the Fold itself or beyond. This has infuriated the Z'Bri, since they are creatures of freedom first and foremost.

There are three primary power levels within Z'Bri society — the Lords (on par with demon lords and demi-gods, able to possess and control multiple bodies/selves at a time), the Knights or *Iv'Chet* (the bulk of Z'Bri on Earth, locked in a single form unless moved to another by a Lord) and the Chained (Z'Bri not only locked in a single form but even moreso; unable to alter the form, unable to use their own Sundering ability and often limited to its level of intelligence).

There is a fourth type of Z'Bri, one somewhat related to the Chained — the Heartstone. Heartstones are formed by the spirit of a Z'Bri Lord when it dies within one of its host bodies. They are fist-sized crystals like amber, but formed of blood and

7. Open Gaming Rules Conversion

other less identifiable fluids and represent what is left of the lord's soul, trapped in an orb in the River of Dream anchored to the physical crystal itself. Heartstones are a common focus of several Z'Bri rituals, using the stones as power sources and amplifiers, as reservoirs of memories (immortal interrogation subjects) and as special material components for Z'Bri magic items. Heartstones still contain the soul of a Z'Bri Lord — many of whom search for a way to return to life. Non-Z'Bri in contact with a stone must make a Will Saving Throw or fall under the effects of the appropriate Atmosphere. Use of heartstone-powered items requires a near constant contest of wills (see the entry for intelligent magic items, in the basic Open Gaming Rules) to avoid falling under the Z'Bri's influence.

THE HOUSES

No matter the power of the Z'Bri, they divide themselves into Houses — each house is obsessed with a certain manifestation of the Seed.

The **Sangris** are obsessed with desire, the selfish calling that most often manifests itself in an addiction to pleasure, including the pleasure of inflicting pain and death on others. Sangris appear as awesome, horrific sculptures of impossible horror and alien beauty. They incorporate exaggerated human shapes with insectoid symmetry and features — compound eyes, wings, wasp-like waists. They also have several organs and orifices dedicated to satiating their carnal desires.

The **Koleris** feel hatred, total and absolute all-consuming rage. This hatred manifests itself in violence — inflicted on themselves or (preferably) others. They hate life, and seek to understand the purity that exists only at the very instant of death. Koleris bodies are studies in manifest violence. They are incredibly rough on their physical shells — gaping open wounds, forests of bone spurs and barbs, thick sheets of iron-hard bone and chitin limbs tipped in razor-sharp claws, diamond-hard spikes, and rock-crushing weights.

The **Flemis** are frightened. They are frightened of things they cannot control, they are frightened by things that look or, more importantly, think differently from themselves. They feel comfortable only in vast anonymous collectives surrounded by undifferentiated flesh. The Flemis often have huge, waxy, sexless bodies — giant blobs of undifferentiated flesh. In reality, the Flemis prefer not to take a particular form, instead living in their hive-like cities and "excreting" bodies only when they cannot delegate the task to others. They generate limbs and mouths as needed by the moment, preferring to remain in anonymous generic states.

And finally there are the **Melanis**, who are victims of their need to know, to understand. They seek everything that is known and unknown. They hide their own identities and secrets under layers of rags, robes and cloaks, occasionally revealing a claw or a cluster of lenses covering their eyes. Their forms also appear at times to have inanimate objects grafted into their flesh — usually tools or devices used in their scientific experiments, scopes, scalpels, bone saws, hypodermic needles and drill-like appendages being the most common. They are sages and mystics and scientists by nature — ever questing to know every that exists.

7. Open Gaming Rules Conversion

Two types of outcasts (three, if you count the mythical Nomads) exist beyond the Houses. The first are the *Joh'an*, social or political outcasts from the Houses. These "Skylords," so named for their habit of taking residence in the upper levels of ruined skyscrapers, retain their House characteristics but live apart from the others. They often scheme among themselves, spying for allies and patrons back among mainstream Z'Bri society, or else carrying out their own agendas which often entail revenge on those that forced them to leave. The other type of Z'Bri outcast are the Hunters — lonely, repentant Z'Bri who try to make amends for the sins of their kind by learning to exist in balance with the World of Flesh, hunting their peers one by one until the stain of the Z'Bri has been removed from creation forever.

Z'Bri, like major antagonists and their demonic counterparts, can be played like generic damage generators, but they lose a great deal of their flavor and horror that way. Each Z'Bri is an individual, often one who has several Levels in one or more Classes. And while not all Z'Bri use the "ancient" arts of Sundering, many do. A common denominator among all Z'Bri is their Atmosphere — creation rebels at their existence and it broadcasts their presence, their wrongness, like a spiritual stench. The particular effect is based on the House of the Z'Bri, but all can be used equally to demoralize, terrify and disrupt their opponents in combat.

Z'BRI ATMOSPHERES

Like the exceptional special quality "Frightful Presence," the Atmosphere is a constant (meaning "always-on"), permanent and exceptional (as opposed to supernatural or spell-based) aura effect, the DC of which is determined like any other aura effect (Will saves against a DC equal to 10 + half their Hit Dice + the Z'Bri's Charisma modifier). The aura has a spherical area of effect based on the power of the Z'Bri (50ft for a Lord, 15ft for a Knight, and only 5ft for Chained). Unfortunate victims in contact with multiple Z'Bri not only find their Saving Throws penalized (-1 per additional Z'Bri Atmosphere threatening the PC) but can also suffer from the effects of multiple Atmospheres (although only the strongest of each 'type' can affect the character). The duration of the effect is a number of hours equal to the Hit Dice of the Z'Bri. The Atmosphere may also be used as a standard Frightful Presence effect, which inflicts fear status penalties on its victims.



Z'BRI ATMOSPHERES

Z'Bri House	Effect
Flemis	Domination effect as per the 'Dominate Person' spell. There is also a corresponding temporary loss of Charisma (1 point for Chained, 1d6 for Knights, or 2d6 for Lords) as they lose the ability to assert and perceive of identity.
Koleris	The target is overwhelmed with rage and strikes out at the nearest person. The enraged character cannot use any ability or Feat that requires concentration or thought; they must move at full speed and engage in melee for the duration of the effect. There is also a corresponding temporary loss of Dexterity as their anger impedes their movements makes them clumsy (1 point for Chained, 1d6 for Knights, 2d6 for Lords).
Melanis	The Melanis desire for all memory actually causes a loss of memory in those around them, as knowledge and secrets are ripped from their minds and absorbed into the dark folds of the Melanis cloaks. Treat this effect as a temporary energy Level drain but only affecting Skills and Feats (and spell levels, if using a conventional Open Gaming Rules magic system) — 1 Level for Chained, 2 Levels for Knights and 3 Levels for Lords. There is also a corresponding temporary loss of Intelligence as general memories are lost and reasoning is hard to do (1 point for Chained, 1d6 for Knights and 2d6 for Lords).
Sangris	Compulsion as per the 'Suggestion' spell, the compulsory act is a suppressed desire, or a vice of the character, one which they try to suppress or one which they feel guilty about. They also suffer a temporary loss of Wisdom (1 point for Chained, 1d6 for Knights and 2d6 for Lords) as they become creatures of desire and instinct, prone to whims and suggestion.
Joh'an	Outcasts can suppress their Atmospheres for 4d6+their Wisdom modifier in rounds per day. Otherwise their Atmospheres are the same as their original House.
Hunters	Hunters generate an aura of despair. Treat as a Symbol of Despair, with a -4 morale penalty to all actions.

Z'BRI GAME STATISTICS

Please keep in mind that these are the base stats *only*: each Z'bri is an individual, and the vast majority has at least one, and often several, experience Levels in various Classes.

GENERAL Z'BRI QUALITIES

Immunities (EX)	Disease, Poison (except for toxins created specifically to kill Z'bri)
Senses (EX)	Lowlight Vision, Scent
Communication (SU)	Telepathic Communication (all creatures within 100ft)

LORD QUALITIES

Resistances (EX)	Acid, Cold, Fire and Lightning Resistance 10
Critical Hits	Lords have an automatic 50% chance of negating a critical hit it suffers, reducing it to a successful hit that inflicts only normal damage.
Spell-Like Effects (SP)	These effects are cast at 15th Level of effect, each usable 3 times per day — Dominate Monster, Dominate Person, and Magic Jar. When using Magic Jar to possess creatures they may simultaneously inhabit a number of bodies equal to their Charisma modifier.
Atmosphere (EX)	Please refer to the prior section regarding the effects of each Houses' Atmospheres.

GENERAL Z'BRI DATA

Climate/Terrain	Any (H'I Kar)
Organization	Single (50% of 1-20 serfs and 25% of 1 Gek'roh), Hunting Party (1-4 Knights, 50% of 1 Lord, 3d10 serfs, 1-4 Gek'roh), Warband (1-3 Lords, 2d6 Knights, 5d10 serfs, 3d6 Gek'roh)
Challenge Rating	Knight CR 10, Lord CR 18
Treasure	Knight - standard, Lord - double standard
Alignment	Evil (Flemis/Koleris - Lawful Evil, Melanis - Neutral Evil, Sangis Chaotic Evil)
Advancement	by Character Class



7.0 Open Gaming Rules Conversion



FLEMIS

Constrict (ex): The Flemis can crush smaller creatures in its grasp. Any creature held by the Flemis suffers an additional 2d6 or 2d8 (for lords) points of crushing damage each round.

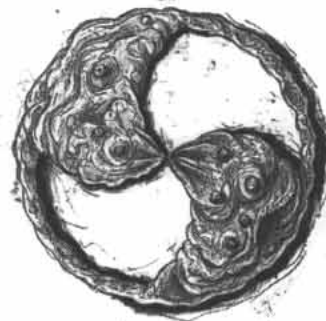
Engulf (ex): The flesh of a Flemis is not fast, not is it entirely solid. The Flemis has control over its roiling bulk to a degree that it is almost liquid, and one of the most horrifying aspects of this is their tendency to flow over their opponents, trapping them in the folds of this semi-fluid flesh. This can be done with any creature equal in size or smaller than the Flemis as a standard attack. It cannot make a slam attack during a round in which it engulfs. The Flemis then moves over the target, who has the option of making a Reflexes Saving Throw (DC 14, 18 for lords) to escape the attack, or taking an attack of opportunity and forgoing the option to jump out of the way (no Saving Throw). Engulfed creatures are considered grappled and trapped within the Flemis' bulk. They may not attempt any form of escape. At this point many Flemis use the Sundering Aspect of Assimilation to absorb the victim, but otherwise the victim remains alive and unharmed within the Flemis and may be ejected from the bulk at any time the Flemis chooses (a free action).

Extra Hit Points (ex): Flemis Z'bri bodies receive extra hit point similar to Ooze-type creatures due to their increases mass and decentralized vital organs.

Improved Grab (ex): the Flemis may initiate a grapple check with any victim successfully hit with its slam attack. This grapple attempt suffers no attack of opportunity.

Swallow Whole (ex): While other Flemis can engulf a victim and absorb them using Sundering into their mass, the huge Flemis lords actually have stomachs and digestive systems large enough for medium-sized opponents to be swallowed whole. Any pined victim medium size or smaller maybe be automatically tossed into the lord's mouth and swallowed on the next round. The victim is considered held and suffers 2d6 "acid" damage per

round as they literally merge with the Flemis lord, their bodies providing the Flemis with nutrients and additional mass/fluids it requires to sustain its form. Until their death the target may attempt to free themselves using Synthesis or any tiny or small weapon they may possess. The interior of the Flemis is considered AC 15 and the target must inflict 30 points of damage in order to cut a large enough whole to escape.

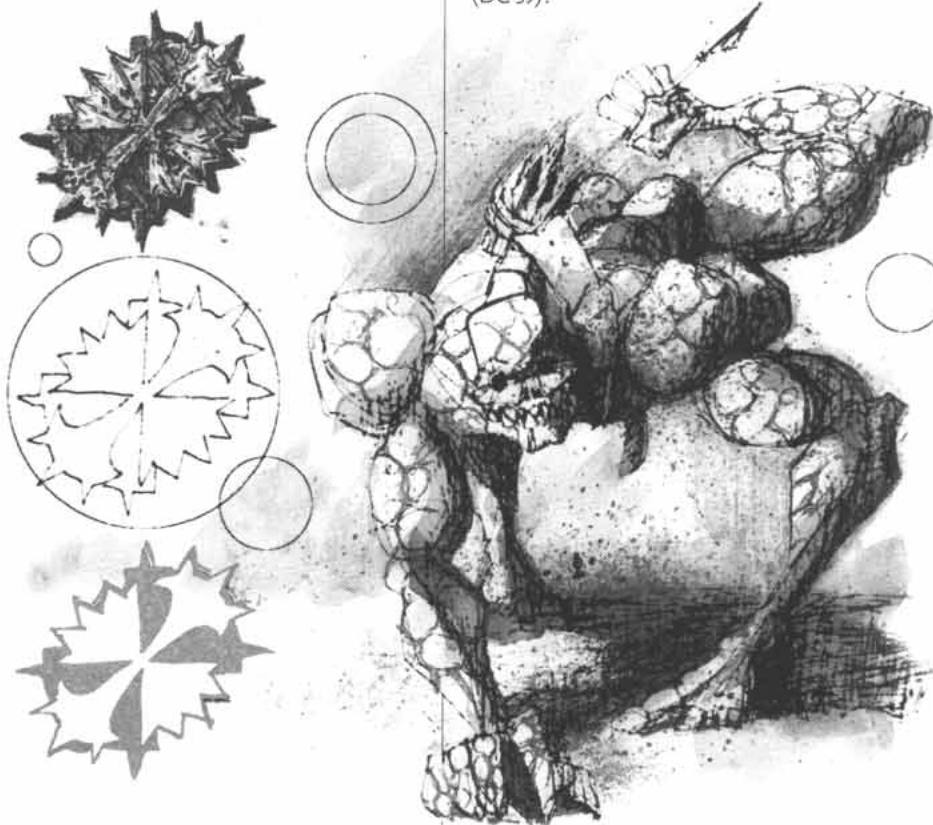


Z'BRI, FLEMIS

	KNIGHT	LORD
Size	Large (Long) Outsider (Z'bri)	Huge (Long) Outsider (Z'bri)
Hit Dice	9d8+33 (74 hp)	15d8+95 (163 hp)
Initiative	-1 (Dex)	-2 (Dex)
Speed	30ft	20ft, 20ft (poor)
Armor Class	12 (+4 natural, -1 dex, -1 size)	13 (+7 natural, -2 dex, -2 size)
Attacks	1 Slam +13 melee	1 Slam +22 melee
Damage	Slam 2d6+7	Slam 2d8+13
Face/Reach	5ft by 10ft/5ft	15ft by 15ft/10ft
Special Attacks	Atmosphere (ex), Constrict (ex), Engulf (ex), Improved Grab (ex)	Atmosphere (ex), Constrict (ex), Engulf (ex), Improved Grab (ex), Swallow Whole (ex)
Special Qualities	Extra Hit Points (ex), Z'bri Qualities, DR 5/+1	Extra Hit Points (ex), Z'bri Qualities, Lord Qualities, DR 10/+2
Saves	Fort +10, Ref +5, Will +7	Fort +14, Ref +7, Will +11
Abilities	Str 21, Dex 9, Con 15, Int 14, Wis 13, Cha 12	Str 29, Dex 7, Con 21, Int 16, Wis 15, Cha 14
Skills	90 points	165 points
Feats	Ability Focus (Atmopshere), Great Fortitude, Leadership	Ability Focus (Atmopshere), Endurance, Great Fortitude, Leadership

KOLERIS

Armor Spikes (ex): Closing into melee with a Koleris, who cover their bodies in bone spurs and implanted metal spikes, is a dangerous matter. Unarmed attacks have a 50% chance of being attacked by 1d4 of these spikes, each of which do 1d4 points of damage (1d6 points of damage for Koleris Lords). Should the Koleris choose to grapple with an opponent, 1d4 spikes hit the grappled target.



7. Open Gaming Rules Conversion

Rage (su): Like a Wolverine, a Koleris enters a hazy state of bloodrage the round immediately after being wounded in combat. While in this state the Koleris' Strength and Constitution each increase by +4 and they suffer a -2 to their AC. This rage lasts until either the Koleris is dead or for five rounds after the last being in combat with it dies. To engage in any activity other than moving into melee range and conducting a full attack action the Koleris needs to succeed on a Concentration check (DC 35).

Z'BRI, KOLERIS

	KNIGHT	LORD
Type	Medium Outsider (Z'bri)	Large (Long) Outsider (Z'bri)
Hit Dice	9d8+18 (59 hp)	15d8+90 (158 hp)
Initiative	+6 (+2 Dex, +4 Improved Initiative)	+9 (+3 Dex, +4 Improved Initiative, +2 Touched by the Seed)
Speed	40ft	40ft, fly 30ft (poor)
Armor Class	19 (+7 natural, +2 dex)	23 (+11 natural, +3 dex, -1 size)
Attacks	2 claws +12 melee, 1 bite +10 melee, 1 tail slash +8 melee or 1 halberd +12/+7 melee, 1 claw +10 melee, 1 tail slash +8 melee	4 claws +24 melee, 1 bite +21 melee, 1 gore +19 melee, 1 tail slash +17 melee or greatsword +24/+19/+14 melee, 1 gore +21 melee, 1 tail slash +19 melee
Damage	Bite 2d6+3, Claw 1d8+3, Halberd 1d10+3	Bite 2d8+10, Claw 2d6+10, Gore 1d8+10, Tail Slash 2d6+10, Greatsword 2d6+10
Face/Reach	5ft by 5ft/5ft	5ft by 10ft/5ft
Special Attacks	Armor Spikes (ex), Atmosphere (ex), Rage (su)	Armor Spikes (ex), Atmosphere (ex), Rage (su)
Special Qualities	Z'bri Qualities, DR 10/+1	Z'bri Qualities, DR 15/+2
Saves	Fort +8, Ref +8, Will +9	Fort +15, Ref +12, Will +12
Abilities	Str 17, Dex 15, Con 15, Int 12, Wis 16, Cha 15	Str 31, Dex 17, Con 22, Int 14, Wis 16, Cha 17
Skills	81 points	150 points
Feats	Alertness, Improved Initiative, Multiattack	Alertness, Improved Initiative, Multiattack, Touched by the Seed

MELANIS

Blur Effect (su): Melanis lords are only partly in this world as a result of their experiments into finding a way to escape back across the Fold. This effect grants them one-half concealment (50% miss chance per attack), the effect is constant and is supernatural in origin.

Entangle Weapon (su): The robes of the Melanis are deep, thick and semi-animate of their own volition. They can entrap any

weapon or unarmed attack used against them, disarming the melee fighter or grappling the unarmed attacker. Every successful attack against the Melanis is automatically counter-attacked with either a disarm maneuver or a grapple attempt (for the purposes of size for the disarm use the size of the Melanis itself). This effect provokes no attack of opportunity and has no effect on missile weapons such as bows or rifles.



Z'BRI, MELANIS

	KNIGHT	LORD
Size	Medium Outsider (Z'bri)	Large (Tall) Outsider (Z'bri)
Hit Dice	9d8 (41 hp)	15d8+45 (113 hp)
Initiative	+5 (+1 Dex, +4 Improved Initiative)	+7 (+3 Dex, +4 Improved Initiative)
Speed	30ft	30ft
Armor Class	13 (+2 natural, 1 dex)	16 (+4 natural, +3 dex, -1 size)
Attacks	1 claw +10 melee	1 claw +18 melee or 1 dagger +18/+13/+8 melee
Damage	Claw 1d4+1	Claw 1d6+6, Dagger 1d4+6
Face/Reach	5ft by 5ft/5ft	5ft by 5ft/10ft
Special Attacks	Atmosphere (ex)	Atmosphere (ex)
Special Qualities	Z'bri Qualities, DR 5/+1, Entangle Weapon (su)	Z'bri Qualities, Lord Qualities, Blur Effect (su), DR 10/+2, Entangle Weapon (su)
Saves	Fort +6, Ref +7, Will +9	Fort +12, Ref +12, Will +14
Abilities	Str 12, Dex 13, Con 11, Int 18, Wis 17, Cha 14	Str 18, Dex 16, Con 17, Int 22, Wis 21, Cha 16
Skills	108 points	210 points
Feats	Alertness, Improved Initiative, Skill Focus (Ritual)	Alertness, Greater Skill Focus (Ritual), Improved Initiative, Skill Focus (Ritual)

SANGIS

Acid (su): The Sangis use a number of corrupted fluids on their weapons and on their own skin to "heighten" the sensation of killing (among many others). These fluids burn with the Seed's

destructive nature, emulating acid. Each successful attack by a Sangis (natural or melee weapon) inflicts an additional 1d6 points of damage. This damage increases to 1d8 in the case of a Sangis lord.



Z'BRI, SANGIS

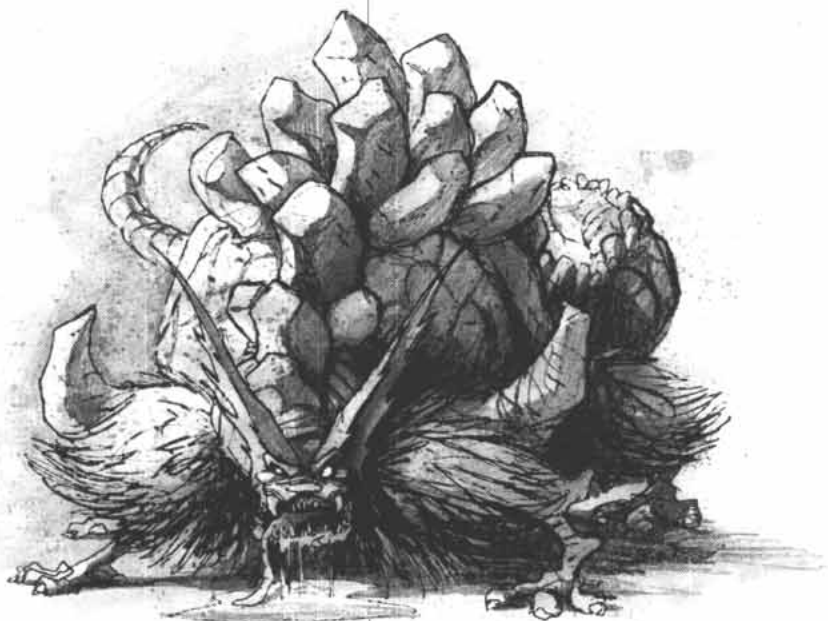
	KNIGHT	LORD
Type	Medium Outsider (Z'bri)	Large (Tall) Outsider (Z'bri)
Hit Dice	9d8+9 (50 hp)	15d8+75 (143 hp)
Initiative	+2 (Dex)	+3 (Dex)
Speed	30ft, fly 30ft (good)	30ft, fly 20ft (average)
Armor Class	15 (+3 natural, +2 Dex)	20 (+8 natural, +3 dex, -1 size)
Attacks	1 Rapier +12/+7 melee or 1 Claw +13 melee	1 Rapier +21/+16/+11 melee or 2 claws +20 melee
Damage	Claw 1d6+3, Rapier 1d6+3	Claw 1d8+9 or Rapier 1d6+9
Face/Reach	5ft by 5ft/5ft	5ft by 5ft/10ft
Special Attacks	Atmosphere (ex), Acid 1d6 (su)	Atmosphere (ex), Acid 1d8 (su)
Special Qualities	Z'bri Qualities, DR 5/+1	Z'bri Qualities, Lord Qualities, DR 10/+2
Saves	Fort +7, Ref +8, Will +8	Fort +14, Ref +12, Will +12
Abilities	Str 14, Dex 15, Con 13, Int 16, Wis 15, Cha 19	Str 23, Dex 17, Con 21, Int 19, Wis 17, Cha 24
Skills	99 points	180 points
Feats	Ability Focus (Atmosphere), Alertness, Weapon Focus (rapier)	Ability Focus (Atmosphere), Alertness, Leadership, Weapon Focus (rapier)

SEK'ROH, THE CHAINED

The Chained (*Gek'roh* in the Z'bri language) is the term used to describe any creature or item which serves as a prison for a Z'bri spirit. The process of Chaining, a sundering Aspect closely associated with House Melanis, strips the Z'bri of their formidable physical powers and higher thought functions, but retains their memories and a meager form of self-awareness — just enough to torture the once-free Z'bri with the ability to conceive of their situation. This drives many Z'bri insane in a very short space of time.

The following template is used to simulate a living and animate Gek'roh — often an predatory animal. The process of Chaining warps the creature, making them larger and far more dangerous than normal. Those few Z'bri who do not go insane often lose their equivalent of "humanity" and embrace their new, limited, feral nature — becoming leaders of their host body's species.

This Chained template may be applied to any Animal, Beast, Vermin or Humanoid, so long as the creature has a material form and is not Undead. Except where noted, Chained use the original creature's base stats.



CHAINED TEMPLATE

Type:	all Chained gain the type "Outsider (Z'bri)"
Hit Dice:	use d8 or the base creature's Hit Dice, whichever is larger, Chained gain 4 hit dice (or double their base Hit Dice if it is less than 4). If the Z'bri in question had Class Levels in Warrior/Fighter, Expert or Aristocrat then they keep half their character Levels (they lose all other Class Levels).
Speed:	same as base creature
AC:	Chained gain +5 natural armor Class if the base creature does not possess better already.
Attacks:	recalculate the Base Attack Bonus of the base creature taking into account the increased hit dice.
Damage:	increase the die of the basic creature by 1 step (d4 becomes d6, d6 becomes d8, etc).
Special Attacks:	same as base creature
Special Qualities:	the Chained gain the Z'bri Qualities as listed in the previous section on the Z'bri.
Saves:	same as base creature (recalculate due to increased Hit Dice)
Abilities:	Str +4, Dex +0, Con +2, Intelligence increases to 9 if less than 9, Wis +0, Cha +2
Skills:	Chained gain 4 Skill points per Hit Die to buy any Skill they once had (Weaver's choice). Use the Z'bri or the base creature's Skill Levels, whichever is greater, in the case of overlap.
Feats:	Chained retain one Feat per 4 Hit Dice they once had (keep in mind diminished stats in the case of Feats with pre-requisites). This is in addition to any Feats belonging to the base creature.
Climate/Terrain:	any, the Chained are not limited to the native climate/terrain of the base creature, although they do prefer it.
Organization:	solitary, or accompanied by 2d6 members of the base creature's species.
Challenge Rating:	increase the base creature's CR by half the new Hit Dice.
Treasure:	as base creature
Alignment:	slide the base creature's alignment one step towards "evil" on the good/evil axis.
Advancement:	none, they are locked in their present state by the power of the Chaining

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GLOSSARY

Agnes Daughter of Mary, Fatima of Capriciousness and Wonder. Among the Seven Sisters she is considered to be a Dancer. Her tribe are called the Agnites, and their tribal homeland is the Playground, east of the Bazaar. (Rulebook p.38, Vimary p.14, Word of the Dancer p.34)

Aspect One specific application of Synthesis, often semi-ritual in nature and known only to a select few: a Sisterhood, a secret order or sometimes just one person. (Rulebook p.166, Adrift on the River of Dream p.108)

Baba Yaga Fatima of Fate and Death, the Crone. First Fatima to manifest in the Camps, Elder Fate among her Sisters. Her tribe are called the Yagans, and their tribal homeland is the Great Hill, also known as the Mortuary Hill, just north of the Bazaar. (Rulebook p.42, Vimary p.11)

Bazaar Central meeting place and marketplace for the Nation. The Tribal homelands surround Bazaar. Above the Bazaar are the Skyrealms and beneath it lies the Emporiums and the Underworld. (Rulebook p.97, Vimary p.31)

Capal A whispered place of nightmares far to the North of Vimary, beyond H'I Kar. (Word From The North p.45, Warrior Unbound p.36, Capal p.8)

Chained Z'bri sentenced to imprisonment in a single material form, often an animal or other lesser creature. The Chained are then let free to haunt the wilds or kept as pets and slaves for other Z'bri. (Rulebook p.69, Horrors of the Z'bri p.72, aka 'Gek'roh')

Dahlia Fatima of Illusion and Motion, the Trickster. One of the Dancers. Her tribe are called the Dahlians and they move about nomadically throughout Vimary in their Caravans. (Rulebook p.46, Vimary p.22, Word of the Dancers p.25)

Discarded Lands, the The 'no-man's land' between the Seven Fingers (the Nation), the edge of the Rust Wastes (Keepers) and the tendrils of the Rakh Hive (H'I Kar). (Vimary p.51)

Doomsayer Fallen Outlook, those concerned with seeking and understanding omens and prophecies, especially interpreting the Prophecy of Joshua. Bearers of Shadow and Mystery. (Rulebook p.79, Vimary p.106)

Dream, Dreaming The connection between Flesh and Spirit, described by the Sisterhoods as a great river connecting and dividing two shores (Flesh and Spirit). When used as a verb (to Dream, as opposed to just dreaming), it refers to the use of Synthesis. (skill — Rulebook p.134, Adrift on the River of Dream p.106; concept — Rulebook p.160, Adrift on the River of Dream p.14)

Eighth Tribe The Fallen, the name they call themselves based on their claim of being the 'Children of Joshua's Prophecy'. Joshua was the Eighth Fatima. (Rulebook p.4, 23, aka 'Fallen')

Eminence A particular 'domain' related to a Fatima or a Fallen Outlook. (Rulebook p.164, Adrift on the River of Dream p.39, 116)

Equilibrium The sense of balance or perspective required in the River of Dream and when tapping its power, or else you become disconnected from one World or the other, potentially fatal. (Rulebook p.166, Adrift on the River of Dream p.22, 118)

Eva Fatima of Empathy and Life, the (Green) Mother. She is the middle Fate and hold domain over all growing things on Vimary, including plants and animals. Her tribe is called the Evans and lives primarily on the Sunblessed Isles and the farming community of Griffintowne. (Rulebook p.50, Vimary p.16)

Fallen A banished member of the Nation, now one of the Eighth Tribe. Allusion to having 'fallen from (a state of divine) grace'. (Rulebook p.6, 75, aka 'Eighth Tribe')

Flemis Z'bri House. The Flemis find the Seed in conformity and common thought. Their forms are often bloated and featureless as possible. (Rulebook p.71, 180, Vimary p.121, Horrors of the Z'bri p.100)

Fold, the The spiritual barrier that separates the World of the Spirit from the River and the World of the Flesh. The Nomads erected it in the final days of the World Before in an attempt to stop the Z'bri destruction of humanity and invasion of the World of Flesh. It also prevents the souls of the dead from reaching the Goddess. (Rulebook p.11, 160, Horrors of the Z'bri p.10, Adrift on the River of Dream p.78, 109)

Goddess Also 'The One Goddess', the great deity of the Tribe 8 setting, described in feminine terms. She is the mother of the Fatimas and seeks to heal humanity. She is associated with the River, with life, spirit, goodness, and morality. (Rulebook p.11, Horrors of the Z'bri p.47, Adrift on the River of Dream p.100)

Great River The large river/seaway on which Vimary is situated, beginning beyond the Great Lakes, the River flows East to the sea. (Rulebook p.90, Into the Outlands p.23, 61, 85)

Griffintowne A large Evan farming community west of the Bazaar, at the edge of the Duskfall Forest. (Rulebook p.93, Vimary p.48)

Guide Mysterious individuals who assist the Fallen, powerful Dreamers who keep many of their own secrets, including their goal and their motivations. They seem to communicate with the spirits and have visions of the World Before. (Rulebook p.82, Adrift on the River of Dream p.102)

H'I Kar The land ruled by the Z'bri comprising the northeastern third of Vimary island and the northern shore of the Great River. (Rulebook p.93, Vimary p.75, Horrors of the Z'bri p.40)

Hattan A 'huge village' somewhere south/southeast of Vimary inhabited by a nation of squats who call themselves the Oneida (Into the Outlands p.83)

- Helot** A merging of flesh and spirit, corrupted by the Z'bri. Most Helots serve as elite forces for their masters, a step between a normal serf and the Z'bri themselves. (Horrors of the Z'bri)
- Herite** Fallen Outlook, rebels and revolutionaries who seek to liberate humanity from the yoke of the Seven Deaths by any means necessary. Bearers of Freedom and Recognition. (Rulebook p.79, Vimary p.108)
- Hom** The island of the Fallen, and the 'homeland' of the Eighth Tribe. It is a small island between the south side of Vimary and the southern shore of the Great River. (Rulebook p.103, Vimary p.58)
- Homelands, Tribal** The places were the various Tribes live: Playground (Agnites), the Caravans (Dahlans), Griffintowne and Sanctuary (Evans), the Seven Fingers (Joanites), Xstasis (Magdalites), the Sunken City (Terasheban) and the Great Hill (Yagans). (Rulebook p.99-102)
- Hunter** An Outcast Z'bri, one who has taken to hunting his own kind in order to make amends for the crimes perpetrated against the Tribes. Little is known about these beings. (Rulebook p.73, Horrors of the Z'bri p.67)
- Jacker** Fallen Outlook, warriors, protectors and avengers, they are the arm of Joshua's Children. Bearers of his Bravery and Vengeance. (Rulebook p.79, Vimary p.104)
- Joan** Fatima of Devotion and Fury, the Protector. Also called the silent Pillar, Joan's tribe are the Joanites, and their homeland is based on the eastern edge of the Nation, supporting the Seven Fingers. (Rulebook p.54, Vimary p.23, Word of the Pillars p.27)
- Joshua** Fatima of Force and Vengeance, the Ravager. The only male Fatima to rise from the Camps and died on the eighth day of the Liberation, locked in battle with the Z'bri warlord Tibor. His dying words became the Prophecy of Joshua, and predicted the present situation - the creation of the Fallen, and the Seven straying from their Path. His tribe was called the Joshuans. They had no homeland, arising from the same Camp as the Joanites. (Rulebook p.21, Vimary p.24, T8 Companion p.9)
- Keeper** A descendant of the survivors of the World Before, someone who tries to understand the science and knowledge of those ancestors. Demonized by the Fatimas for attempting to recreate the world as it was when the Z'bri arrived. (Rulebook p.14, 84, Vimary p.62, 110, T8 Companion p.37)
- Knights** A Z'bri knight, the most common form of Z'bri. (Rulebook p.71, 178, aka 'Iv'Chet, Bonded or Vaasal Z'bri')
- Koleris** Z'bri House. The Koleris seek the Seed in the moment of murderous death. They cover their bodies in trophies of their kills; open wounds in testament to their courage and blades and claws to better hunt humanity with. (Rulebook p.71, 181, Vimary p.80, Horros of Z'bri p.25)
- Lightbringer** Fallen Outlook, those who seek to unify the Fallen factions and lead them into a new future. Bearers of Conviction and Unity. (Rulebook p.79, Vimary p.102)
- Magdalen** Fatima of Sensuality and Conflict, the Lover. Magdalen is the 'Maiden' of the Three Fates (Magdalen, Eva, Baba Yaga) and teaches that the heart (emotion) is holy as are the pleasures of the flesh. Her tribe are the Magdalites and their homeland is just to the southwest of the Great Hill, called Xstasis. (Rulebook p.58, Vimary p.18, Word of the Fates p.26)
- Mary** Fatima of Purity and Recognition, the Forgiver. Mary came from 'beyond the Camps' and had a powerful and deep (direct?) connection to the Goddess. Shortly after the Liberation Mary became sick and then died, giving 'birth' to Agnes the Child. Her tribe was called the Marians and no one properly remembers where their homeland was located. (Rulebook p.18, Vimary p.12, T8 Companion p.14)
- Melanis** Z'bri House. The Melanis seek the Seed in the moment of discovery of knowledge. They are obsessed with the secrets of Creation. Their bodies are hidden under unearthly robes. (Rulebook p.71, 182, Vimary p.122, Horrors of the Z'bri p.47)
- Monstrosity** General term for any badly mutilated serf, helot or Gek'roh (Chained) that is not a sentient Z'bri itself. (Weaver Screen p.47)
- Nation** Also known as the Nation of the (One) Goddess, another name for the Seven Tribes. (Rulebook p.28)
- Nomad** The original Z'bri who tried to stop the end of the World Before and allegedly used their Dreaming to close the Fold. Now thought long dead, there is still the occasional story told about one surviving deep in the Outlands. (Rulebook p.11, Horrors of the Z'bri p.10, 36, Adrift of the River of Dream p.49)
- Olympus** A huge stadium/dome like building on the southeastern side of the Rust Wastes, home to the largest concentration of Keepers on Vimary. The high walls and natural winds keep much of the Rust Plague at bay. (Vimary p.64, T8 Companion p.40)
- Orbs/Spheres** Temporary or semi-permanent 'islands' in the River of Dream, created by the dreams of various beings - including humans and powerful spirits. (Rulebooks p.161, Adrift on the River of Dream p.110)
- Outlands** Tribal term for 'anywhere not Vimary', used generally to describe everything beyond the island of Vimary. (Rulebook p.91, Vimary p.83, Into the Outlands p.72)
- Playground** Tribal grounds of the Agnites, a multi-tiered place filled with toys in an ancient building. (Rulebook p.102, Vimary p.45)
- River of Dream, the** The image used to describe the spirit-space between the two Worlds (Flesh and Spirit) where the two meet. Symbolically analogous to the Great River that flows around Vimary. (Rulebook p.11, 160, Adrift on the River of Dream p.103)

APPENDICES

Rust Plague Curse/disease, which has struck the Keepers in the Rust Wastes. The buildings fall apart leaving the air thick with fine rust particles that eventually choke anyone exposed to it. Keepers who live out in the Rust Wastes use heavy scarves and masks when making short trips, but it is slowly killing them. (Rulebook p.94 (as 'Rust Storm'), Vimary p.62, T8 Companion p.39)

Rust Wastes The eastern half of Vimary island dominated by decaying buildings and huge steelworks from the World Before. Since the first generation after the Liberation the 'wastes' have also been hit with what is called the Rust Plague and the decay of the buildings has increased significantly. (Rulebook p.94, Vimary p.62, T8 Companion p.39)

Sangis Z'bri House. The Seed, for the Sangis, lies in the moment of pleasure/pain sensation. They are perverse sensualists whose bodies are often works of inhuman beauty and grotesque. (Rulebook p.71, 183, Horrors of the Z'bri p.16)

Sanjon A remote Keeper enclave known only to Olympus and to the Boarhead confederacy (Into the Outlands p.87)

Sea of the Lost The vast abyss where souls not saved by Baba Yaga or trapped by the Z'bri end up before they dissolve into oblivion. Believed to be the source of the Skullers and Zoms in some way. (Rulebook p.160, Horrors of the Z'bri p.62, Adrift on the River of Dream p.78)

Seed The counterpart of the Goddess, non-sentient personification, somewhat associated with the masculine of the immediate, the assertive, the material and the destructive. Exposure to the Seed corrupted the Z'bri when they came to Earth. (Rulebook p.11, Horrors of the Z'bri p.67, Adrift on the River of Dream p.100)

Serf A human being owned by the Z'bri, humans who serve in abject slavery and religious awe of their inhuman masters. (Rulebook p.70, Vimary p.133, Horrors of the Z'bri p.59)

Seven Deaths Fallen term for the Seven Sisters, highly insulting and derogatory, also used by the Z'bri. (Rulebook p.29)

Seven Sisters The collective term for the Seven Fatimas. (Rulebook p.15, 29, Vimary p.6)

Sisterhood(s), the The priestesses of the Fatimas and the ruling force behind the Nation. (Rulebook p.34, Vimary p.130)

Skylords A Z'bri outcast who lives outside H'I Kar for their own personal reasons. They are called Skylords due to their most common home, the Skyrealms. (Rulebook p.72, Horrors of the Z'bri p.80, aka "Freeones, Joh'an")

Skyrealms The uppermost reaches of abandoned skyscrapers. (Rulebook p.72, Horrors of the Z'bri p.80)

Squat Collective (derogatory) term used to refer to any human who is not Keeper, Serf or Tribal. Barbarian, heathen, animals, with distinct implications of disease, contamination and immorality. (Rulebook p.86, Vimary p.114, Into the Outlands p.82)

Sundering The destructive and corruptive power of the Z'bri. It is the opposite of Synthesis, it seeks to tear apart and destroy both the Spirit and the Flesh. (Rulebook p.70, Horrors of the Z'bri p.91, Adrift on the River of Dream p.126)

Sunken City The Terasheban's tribal homeland, directly south of the Bazaar in a partially submerged ruined area. (Rulebook p.62, Vimary p.19)

Synthesis The name given to the mystical merging of the Spirit and the Flesh through a form of meditative lucid Dreaming; the 'magic' practiced by the Nation. (Rulebook, page 160; Adrift on the River of Dream)

Takers/Beasts Other names for the Z'bri. 'Takers' is archaic and refers to their need to possess a living body, 'Beasts' is the more common term focusing on their nature. (Rulebook p.10, aka "Z'bri")

Technosmithing The stream of consciousness, sub-conscious Dreaming performed by certain Keepers. These abilities are rare among Keepers and often limited to specific effects only. (Rulebook p.86, Adrift on the River of Dream p.52, 122)

Tera Sheba Fatima of Truth and Wisdom, the Lawgiver. Tera Sheba was granted temporal leadership over humanity by the Fates, and she is the first Pillar of the Nation. Her tribe members are the Terasheban's (often shortened to just 'Sheban's'), and their tribal homeland is the Sunken City. (Rulebook p.62, Vimary p.19, Word of the Pillars p.61)

Underworld, the Collective name for the Emporiums (huge underground markets), tunnels and caves underneath Vimary and stretching for miles in all directions. Most of the Underworld is collapsed or flooded, but here and there some of it has been restored for all sorts of uses. A creepy, wet and very dark place to be. (Vimary p.33, 44, aka "The Underlands")

Vimary The island liberated by the Fatimas and settled by the Nation. Also used to refer to the Nation itself, a snub towards the Keepers and the Z'bri who live on the island but not among the Nation. (Rulebook p.88, Vimary p.26)

Westholm A mixed Joanite/Dahlian community on the far western shore of Vimary, the last outpost of the Nation before the Outlands, the first of its kind having two Tribes living side by side. (Rulebook p.93, Vimary p.50)

Z'bri A flesh-possessing spirit, a demon from the World of Spirit, now corrupted by the Seed and the primary antagonists in the Tribe 8 setting. (Rulebook p.10, 67, Horrors of the Z'bri p.99, Adrift on the River of Dream p.80)

A

Adulthood	41
Age, Coming of	40
Agnites	14, 16, 20, 34, 64
Antagonists, OGL	115
Archetypes	33
Armor	61, 72
Aspect (Synthesis Feat)	109
Aspects	88
Aspects, OGL	110
Atmospheres, OGL ZiBri	116
Attributes, Buying	50
Axes	59

B

Banishment	23, 25, 42, 57
Barbarian	34
Bard	34
Barter	20, 62
Bazaar	14, 19-21, 28
Birth	16, 40
Bows	60
Breakpoints, Silhouette	55

C

Cage, the	28
Calendar	12
Caravan	21
Cell	18, 26, 33, 62, 79
Chained	24, 122
Character Development	54
Character Generation, OGL	94
Characteristics, New Weapon	71
Characteristics, OGL	93
Circles	18
Clan	14, 39
Classes, OGL	99
Cleric	37
Close Combat	69
Collective Punishment	23
Combat Rules, Alternate OGL	105
Combat	69, 78
Combat, Spirit	90
Conjunctural Synthesis	84
Cosmology, Universal	83
Council, Tribal	22
Crime	22
Crossbows	61

D

Dahlians	14, 20, 34, 36, 64
Damage	70, 80
Days, Books of	5
Detecting Synthesis	86
Difficulty Class, OGL	93
Dodge	69
Domain, Eminence	87
Doomsayer	19, 34-35, 37, 43
Dreaming	90
Druid	35

E

Economy	20, 56, 62
Eminences	49, 55, 87
Enemies	39, 76
Equilibrium	86
Equipment	56
Evans	15, 20, 35, 64

F

Faith	29
Fallen, the	6, 24, 30, 42, 65
Family	14, 39
Fatigue (Optional Rules)	59
Feats, OGL	104
Fighter	35
Fighter, the	38
Flaws	53
Flemis	26, 115, 118
Flesh Wound	70
Fold, the	83

Food	27
Formations	80
Formulae, Technosmithing OGL	110, 112
Friends	39

G

Game Statistics, OGL ZiBri	117
Gek'roh	see Chained
Geography	13
Goals, Long and Short Term	54
Goddess, the	12, 30
Grave	16
Guides	19

H

Harvest Circle	18
Heartstones	115
Herite	20, 34-36, 44
History	12
Hom	6, 28
Horizon Circle	18
Houses, the	115
Hunters	24, 116

I

Improvised Weapons	71
Industry	20

J

Jacker	21, 34-35, 37, 46
Joanites	15, 20, 35, 64
Jo'han	23, 116
Junk List	67

K

Keeper Weapons	61
Keepers	22, 30, 65, 96
Knives	59
Koleris	26, 115, 119

L

Law	28
Laws, Fatimal	23
Leadership, Fallen	29
Legends, Books of	5
Levels, OGL	99
Lightbringer	21, 34, 36-37, 48

M

Magdalites	17, 20, 34, 36, 64
Mage	37
Magic System, OGL	107
Magical Healing, OGL	110
Maneuvers, Combat	73
Mass Combat	79
Mechanics, Basic OGL	93
Medallions	19, 63
Melanis	26, 115, 120
Metaplot	5, 9
Moon Circle	19

N

Nation, the	14
-------------------	----

O

Open Gaming Rules	92
Orbs	83
Order	28
Outlooks	26, 29, 43, 55

P

Parry	69
Perks	53
Poleaxes	60
Punishment	22

R

Races, OGL	95
Ranged Combat	69
Recovery	70
Religion	19
Ritual Synthesis	89
Rogue	36
Rogue, the	38
Runaway	25

S

Sangis	26, 115, 121
Serfs	98
Shadow-Cast Circle	19
Shebans	18, 20, 37, 64
Shields	72
Skills	52
Skills, Non-combat	77
Skills, OGL	100
Socialite, the	38
Spears	59
Spirit Combat	90
Spiritual Landscape	83
Spirituality	19, 29
Squats	22, 30, 34, 65, 96
Sundering, OGL	110, 113
Survival	27
Sword	60
Synthesis	19, 53, 82, 84
Synthesis, Combat	76
Synthesis, Conjunctural	84
Synthesis, Detecting	86
Synthesis, Ritual	89
System Shock	70

T

Tactics	73
Tactics, Group	76
Technology	20
Thief	36
Tinkerer, the	38
Tools	71
Tribe	14, 96

V

Value Table	66
Value, Barter	62
Vimary	11, 13

W

Watch, the	22-23
Water, Drinking	27
Weapons	59
Weather	14
Westholm	21
Words, Books of	5
Wounds	70

Y

Yagans	18, 20, 37, 64
--------------	----------------

Z

ZiBri Atmospheres, OGL	116
ZiBri Game Statistics, OGL	117

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But the Seven Tribes only provide protection and prosperity for those who toe the line. Those who dare challenge the Fatimas' will are cast out like so much living trash, while uncounted thousands live in bondage to the surviving Z'bri. But there is hope: in the growing legion of the outcasts, there are those who refuse to fade away. They call themselves the Fallen, but they are building an Eighth Tribe to finally free humanity from Fatima and Z'bri alike...

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