ANTAGONISTS

Beta Version 0.5

Everything is a work in progress



- Core Rulebook -

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INCEPTION

Antagonists started with a search for my dream roleplaying game. I always preferred games in a modern world but I was also a fan of fantasy and magic. I tried many and I still love those game but something was always missing.

Antagonists is an attempt to have a great roleplaying game in a modern setting but with supernatural elements in it. The rules system is uniq to allow a better synergy between the universe and the rules. A friend of mine told me that a great roleplaying game should be about risk and reward and it resonate with me. The world of Antagonists is grey and nobody is purely good or evil. People want to survive and some will try with cooperation and others by doing awful things. Even the monsters roaming the streets are survivors who need to eat.

As for now, Antagonists only exist as a digital version that allow regular updates and improvements. It's an independent product and the version that you are currentlVy reading will be even better in a few weeks.

I'm a software developer and I worked with open source softwares for more than 20 years now. Free softwares allowed me to have a job and I was searching for a way to pay it back. I didn't find my dream software to work on but I think I found my dream project here. Antagonists is free and it's my way to say thank you to all the software engineers who have created great free softwares.

I love roleplaying games and the community around it. Being around a table among friends is one of the best things in my life. I want to be part of this community and I want to help others to have the same joy I have. Antagonists was my game and now it's also yours. Together we can create great moments in the life of many.

Thank you for being a part of it.

AI GENERATED IMAGES

We used an AI to generate the images for Antagonists. It's a delicate and unpopular topic but it was the only way to have images to illustrate this book for a low cost. This book is free but its creation was not. As for many hobbies, we found normal to expense a few hundred dollars to buy softwares, create a Website, pay text reviewers and use an AI service for the images but our budget is limited. We really hope to have some original images created by artists in the future but since we don't expect to gain money from this work, we will have to be sure that a few persons like this book before adding more money to this project.

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INTRODUCTION

WELCOME TO ANTAGONISTS

Firstly, we want to thank you for the attention you are giving to our game. In this section we will give you a short introduction to the game and the universe. We hope you will like it.



THE GAME

Antagonists is a free tabletop role-playing game about surviving in a modern world full of monstrosities and strange powers. You will play as a survivor who struggle against the unknown on an earth invaded by large monsters, corruption and humanity's lowest instinct.

Multiple worlds has collide with our own and travels from one to another is now possible to whom possess the power. Malevolent entities as raised in our own world granting power to some chosen one and using them in a grim machination.

Antagonists Basic Concepts

We used some basic concepts when creating Antagonists. Here are the keystones of Antagonists.

Settings

- **Modern:** It's our world with our technology but with some fantasy twists.
- **Exploration:** Ruined buildings and abandoned locations can be explored like in dungeon crawlers. Fear the Glare and the strange red vines.
- **Monsters:** Horrifying and giant monsters are lurking in dark places and epic fights will happen.
- **Politics:** Surviving factions battle each others and surviving require alliances and treacheries.
- **Loot:** Working items can be rare but can be use to solve problems and extraordinary items grant great powers.
- **Powers:** Your character has forbidden powers. Those are very powerful but are feared by everyone so use them at your own risk.

System

- **Narrated Character Generation:** The description of your character reflect their statistics and not the other way around. You can almost create your character without the rule

book. The character's creation process also build your character's story.

- **Risk and Reward:** The game is based on a risk versus reward system. Numbers and statistics will not limit your character, it's how much you want to risk that will limit you.
- **Balanced Narrative:** Good balance between the narrative and the numbers at all levels. The rules only exist to help you at role playing.
- **Reversible Dice Rolling:** Players can roll all the tests or the Game Master can do it, or they can split the work. Suspense determines who is rolling the test.
- **Fast but Complex:** A lot of options on downtime but no need to check the rules when role-playing. Combat is fast and simple but character customization is extensive.
- **Narrative Damage:** The effects of the injuries are more important than the number of damage.
- **Clean Equipment Management:** Scavenging and equipment management are balanced to be simple to manage but deep enough to take an important place in the system. Crafting is also easy and simple.
- **Game Master Support:** Tons of information to help the Game Master to create their own stories, games and rules.
- **It's Free:** You can use, share and modify the game as you want.

The World we Live in

Imagine a world without the Internet, electricity and clean water. Add monsters running wild on the deserted streets and enormous creatures the size of a skyscraper. Picture overgrown vegetation everywhere. Regroup the survivors in shelters, underground ruins of metro's stations and fortified communities. Add fear and sparse food and you will get the best and the worse of the humanity.

What you Need to Play Antagonists

Here are what you need to play Antagonists:

- **Game Master:** First of all you need a Game Master, someone that will prepare and tell the stories.
- **Friends:** Secondly you need some friends to play the stories told by the Game Master.
- **Dice:** You also need some 20-sided dice (or d20). One is the minimum if you don't care to share and roll multiple times but at least 3 per players is the best. You can also use online dice roller.
- **Character sheets:** You will also need character sheets that you should print before the game. Print one for every players. You can download the sheets from our Website. Also bring some pencils.

Inspiration

The Wold of Antagonists was inspired by a lot of medias. Here are some examples in the video games side. Play The Last of Us or watch the show for the abandoned world invaded by luxuriant vegetation and the excellent storyline. Play Hellgate: London or Remnant: From the Ashes if you enjoy fighting monsters in modern city's streets. The firsts Fallout games and the Wasteland series are also inspiration for the rich factions development and of course the Deathclaws in Fallout. The deserted wasteland is not what we imagine for our world but those games include a lot of cool stuff. The Stalker games were also great.

Zombie movies are great even if the zombies are generally slow and not the predators that we like. The survival aspects of those movies are nice elements and have influenced the world of Antagonists. I am Legend is one of the good one. Monster movies like The Mist, Cloverfield, A Quiet Place, Love and Monsters are also great for the horror, the suspense and the big bad monsters. Stranger Things is a great TV show and the upside down is not far from how we imagined for our Glare.

The Watch novels from Sergei Lukyanenko were a great inspiration for us. Ordinary people with powers and the different factions fighting against each others are pretty cool. If you are looking for more books to read we suggest the Metro series by Dmitry Glukhovsky. There are also video games based on those novels.

- **Crew sheet:** Also print the Crew Sheet. Just one for the group.

- **Virtual tabletop system:** Lastly, you can also use virtual tabletop system.

How to use this book

This book is divided in five parts.

The first four parts will help you create your characters. You don't really need to go further if you don’t want to play as the Game Master.

- The Protagonists
- The Crew
- The Core Traits
- The Powers

The next section will details all the rules. The Game Master will have to read this section but this is not mandatory for the players.

- The Rules

Next, it’s the equipment, the hideouts, vehicles and the contacts. Players will have to check those sections from time to time but the Game Master will introduce elements from those pages during the campaign.

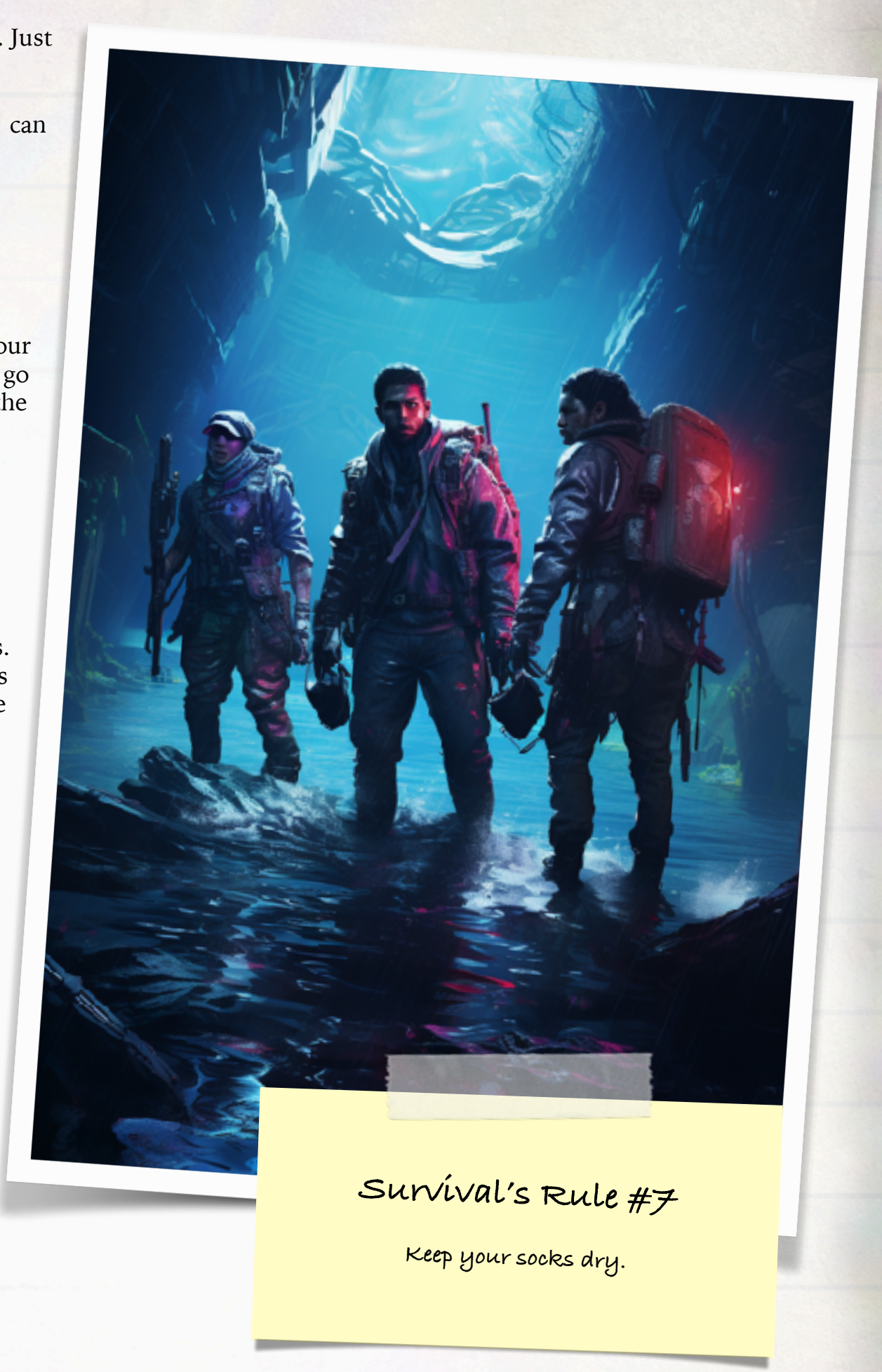
- The Trading Post
- The Hideout
- The Scrap Yard

The next parts are for the Game Master only. It details the default setting and some stories.

- The Game Master
- Exclusion Zone: Québec
- The Antagonists
- The Scenarios

Lastly, you will find the character sheets and many tools to help you play the game.

- The Character Sheets



Survival's Rule #7

Keep your socks dry.

ORGANIZING A GAME

The Session Zero is the first session where everybody gather to create the characters and talk about the campaign. It's a very important session so don't skip this one. If you are a player, the Game Master will tell you the basics of the game. This step can also be done online or by emails. Often, doing it by emails during a few days prior to the first game session helps to build the hype and give more time to the players to think about their protagonist.

Game Presentation

The first part of this session should be reserved to the Game Master. It's time for the Game Master to present his or her story and maybe the universe around the campaign. It's time to pitch the game! The Game Master must imagine himself selling his story to an Hollywood studio. It must be grandiose!

Notes that those information can also be sent to the players by email before the first meeting to save time and to be sure that everyone is interested before gathering.

The Game Master should warn the players about the themes that will be used in the game. Everybody should be comfortable with all the themes before beginning the game. Discussion and communication are the keys for a great game so the group should talk about it.

If some themes cannot be avoided completely it's also possible to not describe it as much.

Game Master Presentation

- ☐ What is Antagonists in a few sentences?
- ☐ What are the themes of this campaign?
- ☐ Are there any adult-oriented subjects or sensitive matters in the campaign?
- ☐ How many players will join the game?
- ☐ How long the story will last?
- ☐ What is the introduction of the story, without spoiler.

Game's Theme Warnings

- ☐ Insects and Bugs
- ☐ Blood and Gore
- ☐ Horror Elements
- ☐ Violence towards animals
- ☐ Violence towards children, child brides, slaves and soldiers
- ☐ Abduction, Brutality, Prostitution, Trafficking and Slavery
- ☐ Homophobia, Racism, Sexism and Xenophobia
- ☐ Drugs and Alcohol
- ☐ Religion and Cults
- ☐ Pregnancy, Miscarriage, Abortion
- ☐ War, Terrorism and Genocide
- ☐ Deadly and Mental Illnesses
- ☐ Physical and Psychological Abuse
- ☐ Self-harm and Suicide
- ☐ Sexual Assault and non-consensual sexual contact
- ☐ Explicit Romance and Sex
- ☐ Starvation and Thirst

Scheduling and Details

The next part is more basic but important. Everyone should agree on the schedule before joining the campaign. Since the Game Master is preparing the game he can dictate his choices and the players are free to accept it or not.

The players can also make suggestion about what they like in a game so the Game Master can prioritized some elements and adjust others.

Crew and Characters

If everyone is interested by the pitch and the conditions of the game, it's time to think about the characters. When creating a new character, it's important to talk with your Game Master to know more about his or her campaign. A good understanding of the basics of the campaign will help you to create a fun character to play in the Game Master's world.

After talking to your Game Master you should discuss with the other players to have some ideas about what kind of character they want to do.

Jump to “The Crew" section to create the characters’ group.

Next, every player will have to create a character following the instructions in “The Protagonists" section.

It’s Time to Play

If it’s not too late, it’s time to play a little bit. The Game Master should have a short encounter for the players. No need for a big introduction at this point. Play something short but sweat to get everyone excited for the game and the next session. It can be a social encounter, a combat encounter or a bit of mystery.

Make Adjustments

Alright, you have an idea of what the game will be and the schedule. You also have the goals of the group of players and you have a great character. You also have played the beginning of the game.

It’s time to adjust your character if you want to. Don't forget to ask the permission to your Game Master but you should be able to modify anything that you don't like about your character. It’s very important that you like your character for his strengths but also his weakness.

Furthermore, it's time to give feedbacks to your Game Master so they will be able to improve the next games.

Lastly, be sure that the Game Master understand your character and have everything to include your character’s story in his or her game.

Game Master Presentation

- ☐ Where will you meet or which Virtual Tabletop System will you use?
- ☐ What are the schedule for the games?
- ☐ How long should a session last?
- ☐ How long do you want to play? How many sessions?
- ☐ What will you do if a player or many players are not available for a game?
  - ☐ If you play the game with a missing player, do you remove the character from the session or someone play that character?
- ☐ What about food and alcohol at the table?

- ☐ What everybody expect from the game?
- ☐ What everybody prefers in a RPG? Story, exploration, puzzle, combat, social interaction, or maybe strategy?
- ☐ Do you have any suggestion for the game?
- ☐ Do you prefer to have some themes avoided during the games?
- ☐ Do the group want safety protocols?
- ☐ Do you want to use some home-brew rules?

Game Master Presentation

- ☐ When the campaign takes place?
  - ☐ What is the season?
- ☐ Where the campaign takes place?
  - ☐ In which country and cities?
  - ☐ What are the languages spoken in this region?
- ☐ Are there any restrictions for the character’s creation process?
  - ☐ What are the suggested Plot Edges and Hindrances?
- ☐ Which Factions are available to join at the character’s creation.
  - ☐ What the characters will know at the start of the game?

Thought of the Day

There are people who are decent but unfortunately, they are generally dead.





PROTAGONIST

CREATE YOUR CHARACTER

You should now have a group of friends and know a little bit about the game you are about to play. Creating a character is often one of the best way to be introduced to a game so sit down with your group and create characters. Download the character sheet and get ready.

Everything has gone down to hell. We have lost the Internet, public services, electricity and clean water is now a rare commodity. Something very strange happened and some crazy shits enters our world 30 years ago. Monsters like big lizards the size of a car started walking on the streets and eating people. Giant spider-like creatures taller than a building suddenly appeared in the middle of cities. Those monsters are alien to our world but they are not from another planet. There is also this red vines crawling everywhere and infecting people. All those craps just found a way to enter our world.

We are not at the top of the food chain anymore. We live in shelters and fortified hideouts using weapons to defend ourself. Traveling is very dangerous and bullets are now way more valuable than money and gold. Humanity show is best but also is worst every day.

The world is now a very dangerous place with nightmarish monsters running everywhere and hunting us. Cities and building are now abandoned ruins covered by luxurious grass and trees. Resources are now sparse and scavenging is a necessity to survive.

Something as awaked in some of us and a minority of people can do incredible things that thinner the line between humanity and the monstrosity that now live among us.

And one last thing, don't stay too long in the Glare or it will eat you alive.

Eve, September 10, Year 30

WHAT YOUR CHARACTER WILL DO

Survive

Your character will have to survive in this harsh world. Monsters are running in the wild and raiders are attacking the unprepared. Only the strongest will survive against giant monsters, strange beings and the worts of the human kind. Furthermore, your character will have strange powers and everything supernatural is feared. People will try to kill you if they learn what you are.

What the player should do

Your character will take part in your Game Master's story. Your Game Master will describe his world and all the non-player characters that your character will meet. But the Game Master's story is only half of what is great in a role playing game. The other part is the player's character own story and actions. Players should be include in the narrative and drive the story as much as the Game Master. Be ready to move the story forward! Be positive and embrace the story wherever it will take your character.

- Always describe your character with words and not with his or her statistics.
- Do not explain what your character says. Simply talk as your character.
- Describe what your character does. Add details to his actions. It's also true in combat, do not just say that your character attacks an enemy but describe the blow and the effects depending of the dice results.
- Think about what your character wants to do before checking your character sheet. Your character's skills, features and powers should help you do what you want but not be the list of your possibilities. Use your creativity and imagination before looking at your character's statistics.

What the player should not do

The players can do almost anything they want during the game but there are some few limitations or things that your Game Master will expect. You are playing a RPG to have fun. If something is not funny anymore, stop it.

- The most obvious thing a player should not do is what we call metagaming. It's when a player use his or her own knowledge at his advantage when his character should not be able to know it. It's not because a player knows something that the character knows it as well.
- Do not use what you hear during the game if your character is not present in a situation.
- It's always nice when a player helps another player and suggestions are welcome but each one control is own character. Do not dictate the actions of another player's character.
- The players are not in competition with the Game Master. Do not try to win or to break the story or the game. Respect the Game Master vision.
- Don't interrupt one and other and make decision quickly.

Explore the World and Scavenge

Houses, facilities and underground metro stations are abandoned since many years. Loots and equipments can be found by who dare to go into those forgotten places. Monstrous being are hiding in those isolated location that hold strange and mysterious objects.

Join Factions and Play Politics

Survivors has regroup in factions and fight against each others and the supernatural. Your character will be part of those violent conflicts no matter where he wants to stand. Secretly maneuver to raise to power or be responsible for the fall of a faction.

Investigate the Supernatural

No one really knows what happens and what allowed monsters to enter our world. Your character can find clues about the outbreak and try to stop further awful events. Some mysterious force plots against humanity and some brave men must stand against the darkness. You can also use what you will discover for your own good, it's your choice.

CREATION PROCESS

The goal of the character creation process is to mix game mechanics with as much background elements as possible. Some steps are purely mechanics but others are only here to give you a better grasp of your character. Both are important so don't disregard any steps. We wanted to have a character's creation process that also build the story of your character.

Here are some important concepts to know before creating a character.

Descriptors

Summary: Those describe your character. Mainly used to fasten the game session.
Amount: Unlimited
Rated: No

The descriptors are important mechanics during the character creation and game. Those are a word or a few that describe your character. Some can be positive or negative and sometime both or neither. It's how your character is, nothing more, nothing less. Those can be use as mechanics but also as role-playing hints for your character. Unlike the attributes and the skills they don't have a rating. Character can have a descriptor or not. Your descriptors will describe your character and influence how they are.

Some descriptors can change or be added during the game. The Game Master will manage the progression and the changes with the descriptors but the players can always give suggestions.

Descriptor can be temporary. This information is not important at this step so we will explain it further in this book.

Descriptors During the Game

The descriptors will also be use by your Game Master during the game. It will remove the need for roll when a descriptor can be applied. For example, a "Small" character can pass through a small tunnel and a "Large" character can be big enough to block a passage way. No need to roll dice in those situations. A player can also ask the Game Master if they can skip a roll when his character with a survivalist descriptor try to light a fire with only some wood and a match. If it's raining and dangerous beasts are approaching in the dark the Game Master should ask for a roll even if the character has a descriptor that fit to keep the dramatic tension and to simulate the character's stress. Descriptors exist to streamline the game but not to remove tension.

Players are encouraged to use character's descriptors during the game.

Attributes

Summary: It's what your character is.
Amount: 7
Rated: Yes

Strength (STR), Constitution (CON), Agility (AGI), Reflex (REF), Intelligence (INT), Perception (PER), Charisma (CHA)

Attributes are a way to compare your character with other characters. There are 7 attributes that summarize your character. Each attributes represent a core trait of your character. They are graduated with a rating so you will be able to determine if your character is superior or inferior to another character. Attributes can be negative or positive ranging from -4 to 4 at character's creation with an average of 0. So having an attribute of 1 or more means that the attribute is higher than what an average person has. Attributes are generally not directly used during the game but will influence the skills of your character.

Attributes can be raise during the game but at a very slow rate.

Skills

Summary: It's what your character knows and has trained.
Amount: 20
Rated: Yes

Action Skills: Drive, Long Arms, Sleight of Hands, Small Arms, Stealth
Mental Skills: Investigate, Knowledge, Medicine, Survival, Technicals
Physical Skills: Acrobatics, Athletics, Brutal Fighting, Finesse Fighting, Muscular
Social Skills: Charm, Deception, Insight, Intimidate, Persuade

Skills are something your character can learn and practice to become better. There are 20 skills that your character can train. It's not how your character is but what they know and master. Skills are rated so a character with a low rating is a beginner and a character with a high level is a professional in that skill. Attributes influence skills so a charismatic character will be better than the average in social interactions even without practice.

Skills can be raised during the game since your character will become better the more they experience situations. There is no maxim for skill level.

Skills During the Game

Skills are used during the game to measure how well a character can accomplish a task. Since a skill is rated, character with a higher level should be able to perform better in most cases. The Game Master can ask a player for a skill test after a player describe what the character is doing. The value used for a test will generally use 2 attributes and the skill rating.

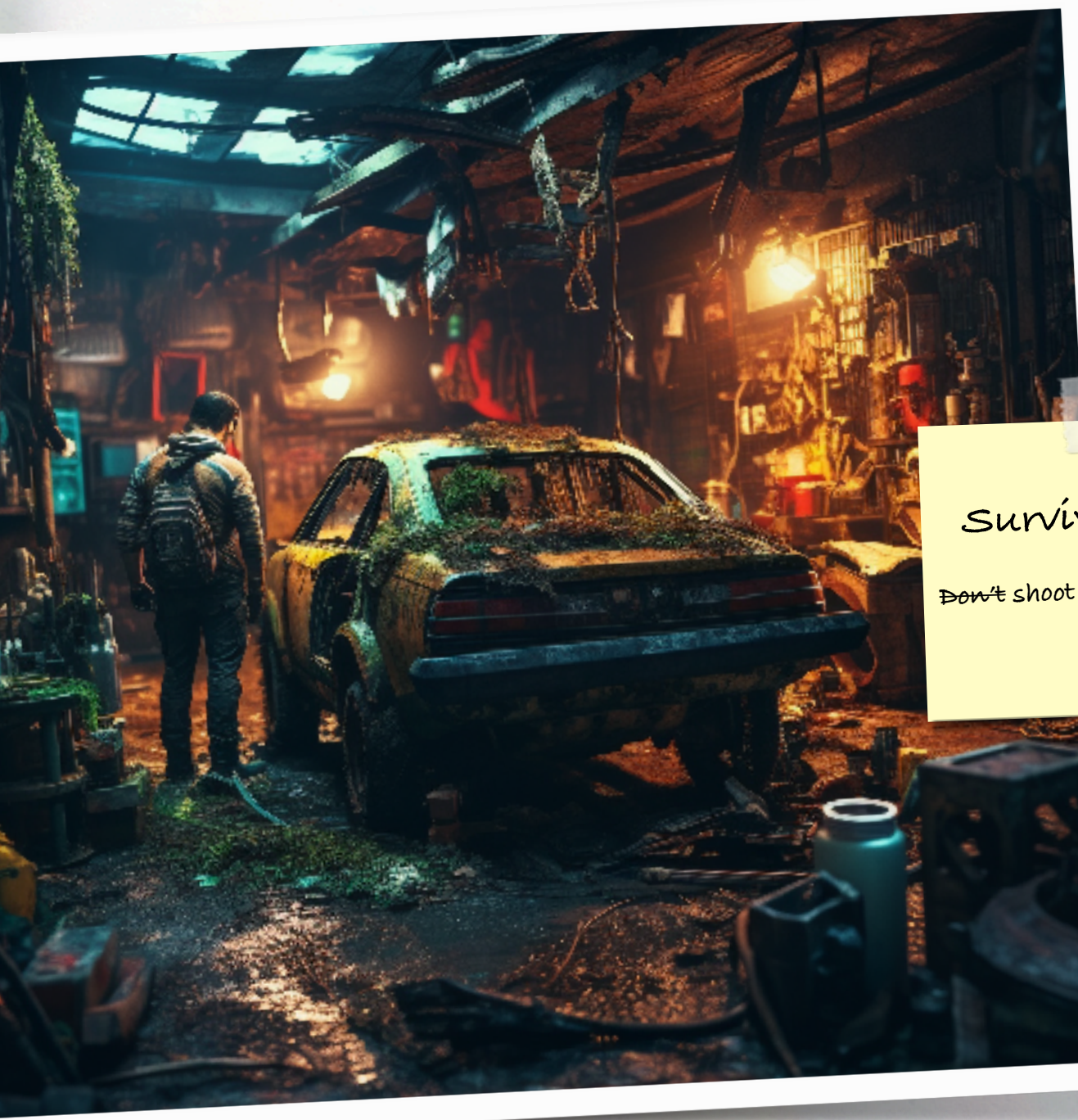
Tools

Summary: Tools are objects that can be used during the game and are part of the character's equipment. They can influence the skill tests.
Amount: Unlimited
Rated: Yes

Tools can be use to help a character when doing an action. Some time the tool will be require to accomplish the action and the action is impossible with it. As an example, locksmith tools or any similar object can be require to unlock a door. Without those kind of tool, it's simply impossible.

Tools During the Game

Since a lot of items can be used for different actions, there is no exhaustive list of what can be used for what. A crowbar can be used to force open a door as well as an hammer or maybe a piece of furniture. The Game Master will have to decide if an item is required for an action or not. Some time the object is so good that it will provide a situational advantage but other time the item will works and apply a situational disadvantage.



Survival's Rule #5 and #6

~~Don't~~ shoot first or you will only have enemies
Conserve ammo

Creation Summary



Characteristics (Attributes) - Page 16

1. Decide of a few descriptors that describe your character with modifications to the attributes. You can have as many descriptors as you want but the **sum of all the Attributes must equal 0** at the end of this step. Unmodified attributes start at zero. Do not add the age, height and weight to the calculation. An attribute of -4 cause the Disabled descriptor for that attribute.



Lifepath (Skills) - Page 26

1. Decide an **Occupation** for your character and **check the box next to the 3 skills** associate with it.
2. Decide an **Hobby** for you character and **check the box next to the 2 skills** associate with it.
3. Decide a **Childhood** for your character and **check the box next to the 3 skills** associate with it.
4. Distribute the **Skill Levels**; 2 Lifepath Skills at Novice level (1), 2 Lifepath Skills at Competent level (2), 2 Lifepath Skills at Proficient level (3). There are also other ways to distribute skill level so check the Lifepath section in the Protagonists section. **Erase all the marks** in the boxes next to your skills.
5. Choose a **Specialization** related to one of your Life Paths. Choose one power in that specialization.



Quirks - Page 55

1. Decide a few **Edges**. There is no limits on the number of edges. Remember that edges can be chosen as major one and worth 2 normal one.
2. Decide the same amount of **Hindrances** as the amount of edges you have chosen. Hindrance can also be major.



Identity - Page 68

1. Decide a **Name**, an **Ethnicity**, a **Religion**, a **Sexual Preference** and **one Language** that talk your character.
2. Decide **one Value** or **one "Despise" value**.
3. Fill the **Derived Statistics** with the information provided in this book.



Source of Power - Page 75

1. Decide a **Source of Power** and choose the **associated Masteries**.
2. Decide **1 Power of Level 1** in the two masteries selected.



Assets - Page 92

1. You start your story with **35 Slugs** to buy your relationship, equipment and shelter.



Background Story - Page 104

1. If you want, create a **Background Story** for your character.

Sheet Summary

PROTAGONIST

1 Characteristics (Attributes) - Page 16

- Total attribute points must equals 0.

2 Lifepath (Skills) - Page 26

- 1 Occupation (check 3 skills)
- 1 Hobby (check 2 skills)
- 1 Childhood (check 3 skills)
- 2 Lifepath Skills at level Novice (1)
- 2 Lifepath Skills at level Competent (2)
- 2 Lifepath Skills at level Proficient (3)
- Erase all the checks
- Choose 1 specialization related to your LifePath and one power in that specialization.

3 Quirks - Page 55

- Decide a few Edges
- Same amount of Hindrances

4 Identity - Page 68

- **Name, Ethnicity, Religion, Sexual Preferences**
- **Language:** 1
- **Value:** 1 value or 1 "despise" value
- **Health:** (Muscular / 2) + 3 (min 3, max 16)
- **Carrying Capacity:** Muscular + 10
- **Weight Lift:** (Muscular + 10) x 2

5 Source of Power - Page 75

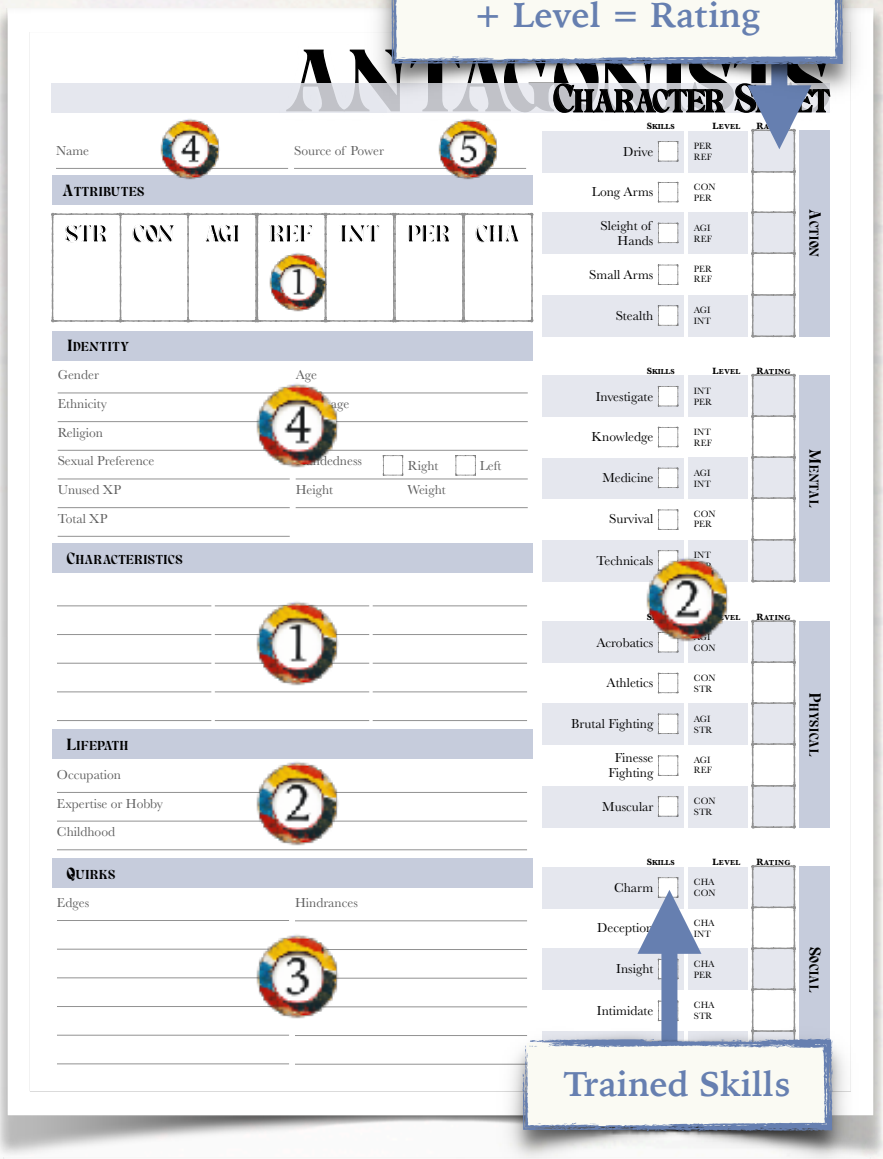
- 1 Source of Power
- The Masteries related to your Source of Power
- 1 power at level 1 for the two masteries.

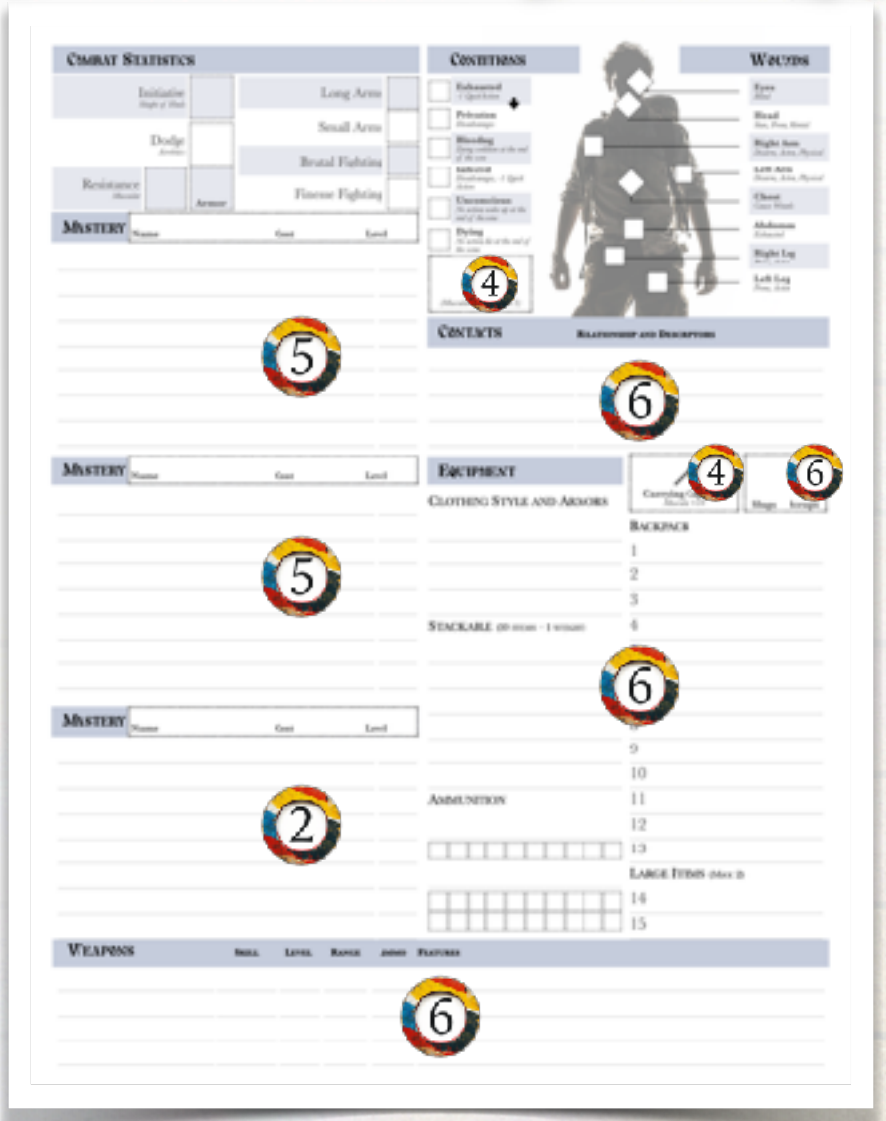
6 Assets - Page 92

- Use 35 Slugs to buy relationship, equipment and shelter.

7 Background Story - Page 104

Attribute1 + Attribute2 + Level = Rating





ATTRIBUTES

CAN YOU SEE HER? OR HIM? MAYBE IT WILL BE EASIER IF YOU CLOSE YOUR EYES.

IS SHE A WOMAN OR A MAN? OR MAYBE IT'S NOT IMPORTANT. ANYWAYS, YOU CAN BE WHOEVER YOU WANT!

WHAT'S HER AGE? CAN YOU SEE HER?

HOW TALL IS SHE? MAYBE SHE'S JUST OF MEDIUM SIZE.

CAN YOU SEE HER BETTER NOW? WHAT ARE HER PHYSICAL ATTRIBUTES? IS SHE BRIGHT OR MAYBE SHE'S DUMB? CAN YOU PLEASE DESCRIBE HER TO ME?



CHARACTERISTICS

To begin the character creation you must write words that describe your character. The easiest way to do it is to start with his physical description. Then, looking at the 7 attributes, write how those words can modify your character's attributes. We call those words "descriptors".

Generally, the descriptor can be a bonus to an attribute and/or a malus but in some cases no attributes are modified. The cost of this descriptor is the total of all bonus and malus to the attributes. There is no limit to the number of descriptors a character can have but the total of all costs is limited. Alteration to height, weight can fit with a descriptor but do not influence the cost of the descriptor.

- Every attributes start at 0 but you can lower one to raise another one. At the end of this section, the sum of all your attributes must equal 0. Age, height and weight is not used in the calculation.

Create the character that you want based on your feeling and what you want to play. Descriptors generally modify statistics but try to not choose a descriptor for his related modifiers, choose a descriptor because it will be nice to play it.

Attributes

There are 7 attributes in Antagonists. For more information about each one see the Attributes section in the Core Traits chapter.

Strength (STR)

Constitution (CON)

Agility (AGI)

Reflex (REF)

Intelligence (INT)

Perception (PER)

Charisma (CHA)

The average for attributes is 0 so if your character have a value over 0 they are better than most people. When making a new character we suggest that your Attributes do not go over 3 or less than -3. Having -3 or -4 to an attributes will be harder to play and can reduce your fun to some extend. See the table below to have a better understanding of the gradation. An attribute cannot go under -4 but there is no limit in the positive spectrum.

Level	Description
-4	*Disabled*
-3	Insignificant
-2	Bad
-1	Below average
0	Average
1	Better than average
2	Good
3	Impressive
4	Great
5	Elite
6	Exceptional
7	Gifted
8	Brilliant
9	Olympian
10	*Apex*

Major Descriptors

A descriptor can be of the normal version or a major one. When using a major one, simply add "Very" in front of the descriptor. Major descriptors add a +1 to positive values and a -1 to negative values. As an example, a character can be "Hardy" or "Very Hardy". Normally, an "Hardy" character has a +1 CON to its attributes. A "Very Hardy" character should have a +2 CON. Some descriptors don't come with a major version. "One eye" is a good example of a descriptor that only exists in a normal version. Go with what makes the more senses to determines if a descriptor can be "major" or not.

Disabled Descriptors

Starting Age

Based on age descriptor

Starting Height

20 + Descriptor modifications

Starting Weight

20 + Descriptor modifications

Having enough negative descriptors to have an attributes at -4 causes the character to became disabled in that attribute. The player should add the descriptor "Disabled ATTRIBUTE" on their character sheet. It doesn't change what the character can do in most of the mundane situation but the Game Master can use it to prevent the protagonist from doing some particularly difficult task. Having an attribute at -4 is a big disadvantage.

List of Suggested Descriptors

The following tables list some attribute descriptors but don't hesitate to create new ones that match how you imagine your character. The bonus or penalty to the attribute descriptors can also be altered with the permission of your Game Master. The first tables contain descriptors that you are less likely to use after character's creation so check those lists first.

You can also randomly choose the descriptors for your character but be sure to like the final results.

Incompatible or Similar Descriptors

Try to avoid descriptors that are opposed like "Thin" and "Fat". A thin character cannot be fat at the same time. Also try to avoid descriptors that are too similar like "Injured Eardrum" and "Deaf". Deaf is generally a worst condition than having an injured eardrum so don't stack up the two. Deaf reduce the perception by 2 and injured eardrum only reduce the perception by 1. Choose the one you want but not both.

Not An Average Character

In the following tables you will find entries for genders that influence your character's size. Like the other descriptors it only represent an average. Female are generally smaller and thinner than male so the modifications associated to the descriptor lower the size but since almost all shapes exist, don't hesitate to change those values. You can play whatever you want that makes sense. It's the same for the age descriptors since age do not affect everyone the same way, change all the descriptors as you want. You only have to respect the 2 attributes points when calculating the sum of all attributes. Be creative and do not create an average character, create your own unique character.

Age Descriptors

Age define your character to some degrees. Younger character tend to have more energy and are more in shape. Older character are generally slower but know more things. As always, the following entries are for an average character so don't hesitate to be more creative.

Some non-playing characters can react differently when interacting with people of different ages so your descriptors can influence encounters. Choose wisely but there is no wrong choice.

Suggestions of Age Descriptors	Age	Cost
Child -1 CON, -1 STR, -4 Height, -4 Weight	12 - 15	-2
Young -1 CON, -2 Height, -2 Weight	16 - 24	-1
Adult	25 - 34	0
Mature +1 INT	35 - 44	1
Old -1 CON, +1 INT, -1 Weight	45 - 54	0
Senior -1 CON, +2 INT, -1 Height, -2 Weight	55 - 64	1
Venerable -1 CON, +1 INT, -1 STR, -1 Height, -2 Weight	65+	-1

Size Descriptors

Size can be a big factor for the character attributes. Smaller and thinner characters tend to be more agile and faster but taller and bigger characters are generally stronger. Don't hesitate to create something in between.

Some descriptors modify the Height and Weight of your character. Not those, they will be use at the Step 4: Identity.

Suggestions of Size Descriptors					Cost
Dwarfism	-1 CON	-1 REF	-4 Height	-4 Weight	-2
Little	+1 AGI	-1 CON	+1 REF	-3 Height	-4 Weight	1
Stocky		+2 STR	-2 Height	-2 Weight	2
Small	-1 CON	+1 REF	-2 Height	-2 Weight	0
Small Frame		-1 STR	-1 Height	-1 Weight	-1
Short			-1 CON	-1 Height	-1
Medium					0
High		+1 CON	+1 Height	+1 Weight	1
Large		+2 STR	+1 Height	+2 Weight	2
Tall		+1 CON	+2 Height	+2 Weight	1
Well-Built	+1 STR	+2 CON	+2 Height	+2 Weight	3
Lofty		+1 CON	+1 STR	+3 Height	+3 Weight	2
Giant	-2 AGI	+1 CON	+2 STR	+4 Height	+4 Weight	1
Gigantic	-2 AGI	+1 CON	+3 STR	+5 Height	+5 Weight	2

Handedness

It's simple, right or left. Using your offhand can penalize you with a situational disadvantage on your skill tests so you generally use your good hand as an habit. There was an edge for ambidexterity in the previous section.

General Descriptors

The following list of descriptors can be used at the beginning of the game but also to upgrade your character further in the game.

If a descriptor becomes obsolete during the game, the progression system will be adjusted so no unfair penalty or bonus will be granted.

Physical descriptors can greatly influence your character. It can influence the attributes but also a lot of mundane actions.

Suggestions of Physical Descriptors			Cost
Acute Hearing	+1 PER		1
Acute Taste and Smell	+1 PER		1
Acute Vision	+1 PER		1
Agile	+2 AGI		2
Athletic	+1 STR	+1 CON	2
Attractive Appearance	+1 CHA		1
Awkward	-1 CHA		-1
Back Pain	-1 AGI	-1 CON	-1 REF	-3
Bad Sight	-2 PER		-2
Balanced Step	+1 AGI	+1 REF	2
Bald	-1 CHA		-1
Beautiful	+2 CHA		2
Brawny	+2 STR		2
Catlike	+2 AGI		2
Chronic Pain	-1 CON	-1 STR	-2
Chubby	-1 AGI	+1 Weight	-1
Club-Footed	-1 AGI	-1 REF	-2

Suggestions of Physical Descriptors	Cost
Clumsy (-1 AGI)	-1
Cross-Eyed (-1 PER)	-1
Crude (-1 AGI, -1 REF)	-2
Curvy (+1 CHA, -1 REF, +1 Weight)	0
Deaf (-2 PER)	-2
Dexterous (+1 AGI)	1
Double-Jointed (+2 AGI)	1
Endurant (+1 CON)	1
Energetic (+1 REF)	1
Eye-Hand Coordination (+1 AGI, +1 REF)	2
Fast (+2 REF)	2
Fast Hands (+1 REF)	1
Fat (-1 REF, +1 STR, +5 Weight)	0
Fit (+1 STR, +1 CON)	2
Flabby (-1 AGI, -1 CON, -1 STR, +2 Weight)	-3
Flexible (+2 AGI, +1 REF)	3
Frail (-1 CON, -1 STR, -2 Weight)	-2
Good Balance (+1 AGI, +1 REF)	2
Hairy (-1 CHA)	-1
Hardy (+1 CON)	1

Suggestions of Physical Descriptors	Cost
Healthy (+1 CON)	1
Heavy (+2 STR, +5 Weight)	2
Heavy Lifter (+1 STR)	1
Hideous (-2 CHA)	-2
Inexperienced (-1 INT)	-1
Injured (-1 CON)	-1
Injured Eardrum (-1 PER)	-1
Jogger (+1 CON)	1
Keen-Eyed (+1 PER)	1
Lightning Fast (+3 REF)	3
Malformed Callus (-1 STR)	-1
Malnourished (-1 CON)	-1
Morbid Obese (-2 AGI, -2 REF, +2 STR, +20 Weight)	-2
Muscular (+1 CHA, +1 STR, +1 Weight)	1
Myopic* (-1 PER)	-1
Obese (-1 AGI, -1 REF, +1 STR, +10 Weight)	-1
One Eye (-1 CHA, -2 PER)	-2
Overweight (-1 AGI, +1 STR, +5 Weight)	0
Perceptive (+1 PER)	1
Plump (-1 AGI, -1 REF, +5 Weight)	-2

Suggestions of Physical Descriptors	Cost
Powerful +1 STR	1
Puny -2 CON -2 STR -3 Weight	-4
Quick +1 REF	1
Quick Reflexes +2 REF	2
Rickety -2 CON -2 STR -5 Weight	-4
Scarred -1 CHA	-1
Scrawny -1 CHA -1 CON	-2
Shapely +2 AGI	2
Sharp Shooter +1 PER	1
Skinny -1 CON -1 STR -2 Weight	-2
Slender +1 AGI +1 CON	2
Slow -2 REF	-2
Sluggish -1 CON -1 REF -1 STR +1 Weight	-3
Smelly -1 CHA	-1
Sporty +1 AGI +1 CON	2
Sprinter +1 REF +1 CON +1 Weight	2
Strong +1 STR +1 Weight	1
Sturdy +1 STR +1 CON	2
Swift +1 REF	1
Thick +1 STR +1 CON -1 Weight	2

Suggestions of Physical Descriptors	Cost
Thin -1 CON -1 Weight	-1
Tinnitus -1 PER	-1
Tone Deaf -1 PER	-1
Tough +2 CON	2
Trained +1 STR +1 CON	2
Ugly -1 CHA	-1
Unathletic -1 CON -1 STR	-2
Unattractive Appearance -1 CHA	-1
Uncouth -1 CHA	-1
Underfed -1 CON -2 STR -2 Weight	-3
Underweight -2 CON -1 Weight	-2
Unsporty -1 STR	-1
Unsteady Hands -1 AGI	-1
Weak -2 STR -1 Weight	-2
Wiry +1 REF	1

Myopic: Myopic reduce the perception. Even with glasses, the vision stays hindrance. There is no way to prevent this hindrance.

The following table lists mental descriptors. Mental descriptors generally influence intelligence and reflexes for quick thinker.

Suggestions of Mental Descriptors	Cost
ADHD -1 PER	-1

Suggestions of Mental Descriptors	Cost
Alert (+1 REF)	1
Bright (+1 INT, +1 REF)	2
Brilliant (+2 INT)	2
Clever (+1 INT)	1
Confuse (-1 INT)	-1
Crafty (+1 INT, +1 REF)	2
Curious (+1 INT, +1 PER, +1 REF)	3
Dimwitted (-1 INT)	-1
Disorganized (-2 INT)	-1
Dreamy (-1 REF)	-1
Dropout (-1 INT, +1 STR)	0
Dumb (-2 INT, -1 REF)	-3
Dyscalculia (-1 INT)	-1
Educated (+1 INT)	1
Fast Learner (+1 INT)	1
Fast Thinker (+1 REF)	1
Focused (+1 INT, -1 PER)	0
Genius (+2 INT)	2
Ignorant (-2 INT)	-2
Inattentive (-1 PER)	-1

Suggestions of Mental Descriptors	Cost
Instinctive (+1 REF)	1
Intellectual (+2 INT)	2
Intuitive (+2 REF)	2
Inventive (+1 INT, +1 REF)	2
Knowledgement (+1 INT)	1
Lazy (-1 REF, +1 Weight)	-1
Logic (+1 INT)	1
Methodical (+1 INT, +1 PER)	2
Moronic (-2 INT)	-2
Observant (+1 PER)	1
Obtuse (-1 INT)	-1
Open-minded (+1 CHA, +1 INT)	2
Orderly (+1 INT)	1
Perceptive (+2 PER)	2
Sage (+2 INT)	2
Sharp (+1 INT)	1
Simple (-1 CHA, -1 INT)	-2
Slow Learner (-1 INT)	-1
Smart (+1 INT)	1
Spontaneous (+1 INT, +1 REF)	2

Suggestions of Mental Descriptors		Cost
Stressed	-1 PER	-1
Studious	+1 INT	1
Stupid	-2 INT	-1
Thoughtless	-2 INT	-1
Uneducated	-2 INT	-1
Unintellectual	-2 INT	-2
Unobservant	-1 PER	-1
Vigilant	+1 PER	1
Wise	+1 INT	1
Witty	+1 REF	1

Social descriptors influence social interaction and can be use for more mundane and non-action oriented interactions.

Suggestions of Social Descriptors		Cost
Attractive	+1 CHA	1
Bon vivant	+1 CHA, +1 REF	2
Boring	-1 CHA	-1
Breathtaking	+3 CHA	3
Caring	+1 CHA	1
Charismatic	+1 CHA	1
Charming	+2 CHA	2

Suggestions of Social Descriptors		Cost
Charming Voice	+1 CHA	1
Cheerful	+1 CHA	1
Communicator	+1 CHA	1
Cute	+1 CHA	1
Discreet	-1 CHA	-1
Disfigured	-2 CHA	-2
Empathic	+1 CHA	1
Entertaining	+1 CHA	1
Extrovert	+1 CHA	1
Friendly	+1 CHA	1
Fun	+1 CHA	1
Funny	+1 CHA	1
Gorgeous	+1 CHA	1
Handsome	+1 CHA	1
Introvert	-1 CHA	-1
Neglectful	-1 CHA	-1
Odious	-2 CHA	-2
Outgoing	+1 CHA	1
Personable	+1 CHA	1
Pleasant	+1 CHA	1

Suggestions of Social Descriptors		Cost
Pretty	+1 CHA	1
Quiet	-1 CHA	-1
Repulsive	-1 CHA	-1
Romantic	+1 CHA	1
Rude	-1 CHA	-1
Scruffy	-1 CHA	-1
Sensual	+1 CHA	1
Sexy	+1 CHA	1
Shy	-1 CHA	-1
Stuttering	-1 CHA	-1
Sympathetic	+1 CHA	1
Trusted Face	+1 CHA	1
Ugly	-2 CHA	-2
Unattractive	-2 CHA	-2
Unifier	-1 CHA	-1
Unkempt	-2 CHA	-2
Vitiligo	-1 CHA	-1

LIFEPATH

WHAT HER'S STORY? WHAT SHE'S DOING RIGHT NOW?

DOES SHE HAVE A PROFESSION OR AN OCCUPATION?

ANY PASTIME WHEN HER LIFE IS NOT IN DANGER?

HAPPY CHILDHOOD OR IT WAS AN HORRIFIC ONE LIKE MANY?

THINGS ARE TAKING FORM NOW.



LIFEPATH

At this step, you have to choose new descriptors that are relation to your character's past and present.

Those descriptors can be longer than one word so don't limit yourself. The life path descriptors selected will influence the skills and a specialization of your character.

There are 3 steps for the life path that will explain how your character has learned his skills and specialization.

Choose one descriptor for each steps:

- Childhood
- Expertise or Hobby
- Occupation

You will find many examples of descriptors in the lists further in this section but don't limit yourself to those lists. You can also modify the skills associated to the descriptors if you want to and if your Game Master allow it.

When selecting your three descriptors for the Lifepath, notes the skills related to those descriptors.

Further in the character creation process, you will be able to choose one specialization related to one of your life path. There is no strict rule about which specialization is associated with which Life Path but the player must choose something that match the type of character they want. As always, the Game Master can suggest specialization of forbid some.

Here is the complete list of skills in the game with the associated two attributes that modify the skill rating.

Skills		Attributes
Action	Drive	PER + REF
	Long Arms	CON + PER
	Sleight of Hands	AGI + REF
	Small Arms	PER + REF
	Stealth	AGI + INT
Mental	Investigate	INT + PER
	Knowledge	INT + REF
	Medicine	AGI + INT
	Survival	CON + PER
	Technicals	INT + STR
Physical	Acrobatics	AGI + CON
	Athletics	CON + STR
	Brutal Fighting	AGI + STR
	Finesse Fighting	AGI + REF
	Muscular	CON + STR
Social	Charm	CHA + CON
	Deception	CHA + INT
	Insight	CHA + PER
	Intimidate	CHA + STR
	Persuade	CHA + REF



CHILDHOOD

Childhood

It's time to think about the story of your character. More precisely, how it begins.

Choose a descriptor for what your character was doing when they were young. Those descriptors have a large range since it can be about your character's family, how they were raised or about their education. See the list of occupation descriptors if your character had an occupation in their youth and you prefer choosing another occupation instead of a childhood descriptor. Associate three skills to your descriptor if you create a new one. We also give a Specialization with all the Childhood descriptors. At a further step, you will have to choose one among those associated with one of your Lifepath.

Those descriptors can be used during a game if your character is in a similar place or situation.

Suggestions of Childhood Descriptors

Abandoned in Nature	Brutal Fighting	Investigate	Survival	**Specialization:** Survivor
Battered Child	Brutal Fighting	Muscular	Survival	**Specialization:** Belligerent
Child of a Trader	Knowledge	Persuade	Technicals	**Specialization:** Magnate
Grew up as a Nomad	Athletics	Drive	Survival	**Specialization:** Traceur
Grew up in a Brutal Community	Brutal Fighting	Intimidate	Muscular	**Specialization:** Belligerent
Grew up in a Community	Charm	Knowledge	Technicals	**Specialization:** Erudite
Grew up in a Cult	Charm	Insight	Knowledge	**Specialization:** Magnate
Grew up in a Farm	Athletics	Knowledge	Survival	**Specialization:** Erudite
Grew up in a Livestock Farm	Charm	Insight	Survival	**Specialization:** Erudite
Grew up in a Military Community	Finesse Fighting	Long Arms	Small Arms	**Specialization:** Combat Tactician
Grew up in a Shelter	Medicine	Persuade	Technicals	**Specialization:** Erudite
Grew up in the Forest	Investigate	Long Arms	Survival	**Specialization:** Survivor
Grew up Underground	Finesse Fighting	Survival	Technicals	**Specialization:** Survivor
Had a Nice Childhood	Charm	Insight	Knowledge	**Specialization:** Magnate
Had no Education	Athletics	Brutal Fighting	Persuade	**Specialization:** Survivor

Suggestions of Childhood Descriptors

Orphan	Sleight of Hands	Stealth	Survival	**Specialization:** Scoundrel
Played Sports	Acrobatics	Athletics	Muscular	**Specialization:** Traceur
Raised in a Faction*	*See faction section for the list of skills.*			
Rat Eater*	Sleight of Hands	Stealth	Survival	**Specialization:** Scoundrel
Religious Childhood	Charm	Insight	Knowledge	**Specialization:** Magnate
Scavenged to Survive	Investigate	Survival	Technicals	**Specialization:** Survivor
Studied in Medicine	Insight	Knowledge	Medicine	**Specialization:** Erudite
Studied in Psychology	Charm	Insight	Knowledge	**Specialization:** Erudite
Urchin	Deception	Finesse Fighting	Sleight of Hands	**Specialization:** Scoundrel
Was a Boy Scout	Athletics	Survival	Technicals	**Specialization:** Survivor
Was a Chauffeur	Drive	Investigate	Technicals	**Specialization:** Erudite
Was a Gang Member	Deception	Intimidate	Muscular	**Specialization:** Belligerent
Was a Good Student	Investigate	Knowledge	Technicals	**Specialization:** Erudite
Was a Slave	Athletics	Brutal Fighting	Muscular	**Specialization:** Belligerent
Was a Thief	Deception	Sleight of Hands	Stealth	**Specialization:** Scoundrel

Suggestions of Childhood Descriptors

Was Bullied	Athletics	Muscular	Stealth	**Specialization:** Belligerent
Was Imprisoned	Brutal Fighting	Muscular	Sleight of Hands	**Specialization:** Belligerent

Raised in a faction

The character has been raised in a faction. He was trained and lived as the other members. Use the recommended skills for the desired faction. Check with the Game Master to be sure to select a faction that he wants to include in his game.

Rat Eater

Rat eaters are boys or girls living in collapsed city and eating rats for survive. They know how to hide from beast and how to find food.





EXPERTISES AND HOBBIES

Expertises or Hobbies

An expertise or an hobby can provide multiple skills and a specialization. It can be a current expertise, an hobby or something that your character has done in the past. Take a look at the following table for some examples. Create new one as you want. Associate two skills and a specialization to the expertise or hobby if you create a new one.

Suggestions of Expertise or Hobby

Acting	Insight, Persuade	**Specialization:** Magnate
Amateur Boxing	Brutal Fighting, Muscular	**Specialization:** Belligerent
Animal Breeding	Insight, Survival	**Specialization:** Survivor
Archery	Finesse Fighting, Technicals	**Specialization:** Belligerent
Book Reading	Knowledge, Technicals	**Specialization:** Erudite
Car Mechanics	Drive, Technicals	**Specialization:** Erudite
Card Playing	Deception, Sleight of Hands	**Specialization:** Scoundrel
Climbing	Acrobatics, Athletics	**Specialization:** Traceur
Clockmaking	Knowledge, Technicals	**Specialization:** Erudite
Collecting	Knowledge, Persuade	**Specialization:** Erudite
Cooking	Knowledge, Survival	**Specialization:** Survivor
Dancing	Acrobatics, Athletics	**Specialization:** Magnate
Dart Throwing	Finesse Fighting, Sleight of Hands	**Specialization:** Belligerent
Distilling Moonshine*	Knowledge, Technicals	**Specialization:** Erudite
Drawing	Knowledge, Sleight of Hands	**Specialization:** Erudite

Suggestions of Expertise or Hobby

Embroidering	Knowledge, Technicals	**Specialization:** Erudite
Exercise	Athletics, Muscular	**Specialization:** Traceur
Exploring	Investigate, Survival	**Specialization:** Survivor
Falconry	Charm, Survival	**Specialization:** Erudite
Fighting	Athletics, Finesse Fighting	**Specialization:** Combat Tactician
First Responder	Medicine, Knowledge	**Specialization:** Erudite
Fishing	Sleight of Hands, Survival	**Specialization:** Survivor
Foreign Cultures	Knowledge, Technicals	**Specialization:** Erudite
Gambling	Deception, Knowledge	**Specialization:** Erudite
Gardening	Knowledge, Survival	**Specialization:** Survivor
History	Knowledge, Survival	**Specialization:** Erudite
Horseback Riding	Charm, Survival	**Specialization:** Survivor
Hunting	Long Arms, Survival	**Specialization:** Combat Tactician
Juggling	Acrobatics, Sleight of Hands	**Specialization:** Traceur
Knitting	Knowledge, Technicals	**Specialization:** Survivor

Suggestions of Expertise or Hobby

Lawyering	Investigate / Persuade	**Specialization:** Magnate
Locksmithing	Knowledge / Sleight of Hands	**Specialization:** Scoundrel
Magic Tricks	Finesse Fighting / Sleight of Hands	**Specialization:** Scoundrel
Martial Arts	Brutal Fighting / Finesse Fighting	**Specialization:** Belligerent
Mountaineering	Athletics / Survival	**Specialization:** Survivor
Music	Knowledge / Sleight of Hands	**Specialization:** Erudite
Painting	Knowledge / Sleight of Hands	**Specialization:** Erudite
Parkour	Acrobatics / Athletics	**Specialization:** Traceur
Partying	Athletics / Charm	**Specialization:** Magnate
Reading	Investigate / Knowledge	**Specialization:** Erudite
Repairer	Investigate / Technicals	**Specialization:** Erudite
Repairing Broken Stuff	Knowledge / Technicals	**Specialization:** Erudite
Scavenging	Investigate / Persuade	**Specialization:** Survivor
Science	Investigate / Knowledge	**Specialization:** Erudite
Sculpture	Knowledge / Sleight of Hands	**Specialization:** Erudite

Suggestions of Expertise or Hobby

Seduction	Charm / Insight	**Specialization:** Magnate
Sports	Acrobatics / Athletics	**Specialization:** Traceur
Stand-Up Comic	Charm / Persuade	**Specialization:** Magnate
Street Fighting	Athletics / Brutal Fighting	
Target Shooting	Long Arms / Small Arms	**Specialization:** Combat Tactician
Training	Athletics / Small Arms	**Specialization:** Traceur
Weaponsmithing	Knowledge / Long Arms	**Specialization:** Combat Tactician

Distilling Moonshine: The character has knowledge about distilling moonshine. The character does not start the game with the expensive equipment required but they can have access to some. They can buy some moonshine bottles during the equipment step.



OCCUPATION

Occupation

You are a survivor and you live in a harsh world so your occupation is more basic and oriented for survival. Choose the one that you prefer from the following list or create a new one. Occupations are related to skills to explain why your character is proficient in a field of expertise. The skills associated to the occupation in our list can be changed as you want. It also has a specialization associated with it.

The occupation is a descriptor that can be use during the game. It's important to see the occupation as more than just something that explain the skills that your character is good at. Your occupation can include multiple knowledges and expertises for your character. Those should be used as descriptors. As an example, a preacher will not need to roll a knowledge test to recite the bible even if it's not mentioned as a bonus for the preacher. It just makes sense that a preacher will know the bible.

You can find the description for every skills in a dedicated section further in this book.

Furthermore, occupation suggests one or many edges that fit that occupation. Those are optional and not free so if you take it, you will have to take hindrances to balance it. Edges and hindrances are explained in the next creation step.

We created 4 categories for occupation but do not limit yourself to our examples. If you create new one, associate three skills and a specialization to your occupation.



CATEGORY
CRIMINALS

Criminals

You have decided to became a criminal to survive. It's an understandable choice. The nature of your crime is up to you. You are not necessarily a bad person but you do not follow the rules.

Criminals in a group

Criminals generally try to hide what they are really doing for a living and often have another occupation as a cover. It's not always the case since gangsters and raiders use intimidation to impose their crimes.

The entire crew can be a group of criminals or only one member of the group can be a thief or a murderer. Depending of the group, they may have to hide his or her wrongdoings.



Assassin

It's a mad world and you survive by killing people for Slugs. From knife to poison or by using a sniper riffle, you trade your mental health for a hot meal.

Specialization: Belligerent
Suggested Edges: Member of a Secret Group, Safe Location

Finesse Fighting | Small Arms | Stealth



Burglar

You survive by stealing the meager remaining of others. You try to avoid confrontation by breaking and entering in people house when they are gone. No place is safe from you.

Specialization: Scoundrel
Suggested Edge: Stained Object

Athletics | Sleight of Hands | Stealth



Conman

You are a liar and a cheat. Your lies cause harm to others and may even had cause death. You manipulate people to use them after sucking everything they have.

Specialization: Magnate
Suggested Edge: Blackmail Documents

Charm | Deception | Insight



Cult Evangelist

Your real believes are unimportant, the important part is that it give you Slugs and give you power on others. You can have no specific affiliation or be a member of a religious group like the Church of Truth.

Specialization: Magnate
Suggested Edge: Influential Position

Deception | Knowledge | Sleight of Hands



Gangster

You are a proud member of a group of criminals that use brute force to intimidate weaker persons. You are organized and strategic.

Specialization: Combat Tactician
Suggested Edge: Influent Family

Brutal Fighting | Intimidate | Small Arms



Peddler

You tried to make an honest living by selling things you have found. Unfortunately, it's not always enough so you have to sell broken or misleading items. You give no refund! Some peddlers specialize in buying and selling stained items. It's more lucrative but more risky.

Specialization: Survivor
Suggested Edge: Pack Rat

Intimidate | Survival | Knowledge



Pickpocket

Life is hard so why not take a little bit from others. Stay out of harm's way but take whatever you can if there is no one to see you.

Specialization: Scoundrel
Suggested Edge: Blandness, Safe Location

Deception | Sleight of Hands | Stealth



Raider

You have one rule, you don't steal from the people you know. You survive by attacking, stealing and killing strangers.

Specialization: Belligerent
Suggested Edge: Faction Knowledge

Brutal Fighting | Intimidate | Long Arms



Smuggler

You move items from place to place. It should not really be illegal since you cause no harms, you only move items.

Specialization: Magnate
Suggested Edge: Black Market Knowledge

Deception | Drive | Small Arms



Spy

You work for a shady person or group. Your goal is to spy and get information. You can do it for a cause or for the Slugs.

Specialization: Traceur
Suggested Edge: Master of Disguises

Deception | Small Arms | Stealth



Thief

You are a thief. You steal the hard-earned stuff of others and then you sell it in the black market or keep it for yourself. You don't work for your gear but you take risk.

Specialization: Scoundrel
Suggested Edge: Hidden Stash, Black Market Knowledge

Athletics | Sleight of Hands | Small Arms



CATEGORY

EXPLORERS

Explorers

Those occupations are very dangerous. You survive by moving around and scavenging things. You stay at one location until there is nothing left to find and then move to another place to explore or do your business.

Explorers in a group

Explorers are persons that generally live outside communities but it's not always the case. When they live in a community, they tend to be in the scavenging or exploring party. They are the one that are send as scout or to negotiate with other factions. You know how to survive and how to make the entire group survive in harsh conditions.



Arcane Seeker

The Arcane Seeker search for strange and forbidden objects from other worlds. It's a dangerous works but can be lucrative when the right client shows.

Specialization: Magnate
Suggested Edge: Appraiser

Investigate | Knowledge | Survival



Chronicler

Your work, your goal or your duty to humanity is to write accounts of everything. Humanity have lost a lot of knowledge and you must write about what remain and also find pieces of the past.

Specialization: Erudite
Suggested Edge: Literacy

Insight | Knowledge | Survival



Diplomat

Even with the world almost destroyed, people are still fighting. It's when you intervene to try to make peace or make the situation a little better. You are the one sent to the other community to negotiate better terms.

Specialization: Magnate
Suggested Edge: Faction Knowledge

Insight | Knowledge | Persuade



Pilgrim

You journey to sacred places for religious reasons. You generally know the region and some point of interests.

Specialization: Traceur
Suggested Edge: Absolute Direction, Cartographer, Know the Location of a Mysterious Place

Charm | Knowledge | Persuade



Runner

You are stealthy and fast and you move across the wilderness and ruined cities to bring supplies to settlements. The pay is not that good and it's very dangerous but you are free.

Specialization: Traceur
Suggested Edge: Distance Runner

Athletics | Sleight of Hands | Stealth



Scavenger

You survive by looting what remain of the old world. Sometime you find nice things, often you do not find enough to eat or to get some Slugs. Monsters and competitors are always lurking nearby.

Specialization: Survivor
Suggested Edge: Absolute Direction, Strong Digestion System

Investigate | Persuade | Survival



Survivalist

Your goal is to survive and you are pretty good at it. You know all the little tricks to survive in the wilderness.

Specialization: Survivor
Suggested Edge: Green Thumb

Athletics | Medicine | Survival



Trader

You are a travailing merchant. You move from community to community to buy and sell stuff. It's a dangerous job and there is always a risk to lose everything.

Specialization: Magnate
Suggested Edge: Appraiser, Pack Rat

Insight | Persuade | Survival



Wanderer

You have decide to move around and never stay at the same place for long. Your life is very dangerous but from time to time, you fumble on something extraordinary.

Specialization: Survivor
Suggested Edge: Cartographer, Good Cook, Good Swimmer

Drive | Medicine | Survival





CATEGORY ENFORCERS

Enforcers

Your job is to enforce security at some level. It's a dangerous job since a lot of people will oppose you. It’s a necessary occupation to bring order and hope to the weaker.

Enforcers in a group

You are dangerous and you inspire respect. You are the backbone of a group because you know how to defend yourself and the group. When thing goes south, you are the one that will allow the group to survive.



Bodyguard

Your job is to protect someone and you are good at it. Most of your job is to intimidate people even before they think about being violent. You can currently be employed or unemployed.

Specialization: Belligerent
Suggested Edge: Arm Wrestler, Heavy Lifter

Brutal Fighting | Intimidate | Muscular



Bounty Hunter

You hunt people for Slugs. Those people are mostly criminals, someone who has cause harms to a community or someone with strange powers.

Specialization: Belligerent
Suggested Edge: Arm Wrestler, Heavy Lifter

Brutal Fighting | Muscular | Small Arms



Caravan Guard

You travel with a caravan of merchants. You are there to assure the security of the caravan and everyone that travel with it. You can currently be employed or unemployed.

Specialization: Magnate
Suggested Edge: Focussed Concentration

Drive | Long Arms | Survival



Guard

You are a guard and you prevent people from doing stupid things like thinking they can pass through you. You can currently be employed or unemployed.

Specialization: Belligerent
Suggested Edge: Arm Wrestler

Brutal Fighting | Muscular | Small Arms



Mercenary

You are available for any dangerous job if the pay is good. You do it for the Slugs but also for the thrill of risking your life.

Specialization: Belligerent
Suggested Edge: Military Weapons Training

Brutal Fighting | Small Arms | Long Arms



Militiaman

You are not a military man but you know how to survive against people with guns. You do what it needs to be done to protect what's yours and your people.

Specialization: Combat Tactician
Suggested Edge: Natural Leader

Intimidate | Long Arms | Small Arms



Monster Hunter

Monster hunter is a new kind of occupation. You have been trained to hunt monsters. It's a very dangerous job and many die young. You are often hire by settlement or outpost to get rid of the big vermin.

Specialization: Combat Tactician
Suggested Edge: Fearlessness

Brutal Fighting | Long Arms | Survival



Policeman

You are the last stand against chaos. Your goal is to maintain order in a community or region. The policemen are generally underpaid but the sense of duty is generally more important.

Specialization: Combat Tactician
Suggested Edge: Fearlessness

Insight | Small Arms | Long Arms



Soldier

You are part of a military organization. You have used most of your time training yourself in combat. You are ready to face almost any enemies. At the start of the game, you can be AWOL or maybe your regiment has been disbanded or killed.

Specialization: Combat Tactician
Suggested Edge: Military Weapons Training

Brutal Fighting | Finesse Fighting | Long Arms

CATEGORY
PROFESSIONALS

Professionals

You are a professional in a field of expertise. The field of expertise is up to you. You generally live in a community or an organized group. There is a lot of choices in this category but we tried to only give you examples of the fun one. Find something you like and don't hesitate to create a new one.

Professionals in a group

Professionals are the best of what remains from the old time. You are what will allow the humanity to continue to survive. Your special edges will allow the group strive when the others will only survive.



Animal Trainer

You train animals for a living. Maybe you work at the animal pen or you simply have an affinity with beasts. You are comfortable living with people but also animals.

Specialization: Magnate
Suggested Edge: Animal Empathy

Insight | Persuade | Survival



Gambler

You are a professional gambler. You can play cards, dice or anything that can earn you Slugs. Bluffing is your way of life and not just during games. Something you win often you lose.

Specialization: Scoundrel
Suggested Edge: Progressional Gambler

Deception | Insight | Sleight of Hands



Hunter

Monsters are lurking everywhere but you still have to bring diner. You are a tracker, a trapper and a hunter. You are not the most dangerous predator in the woods.

Specialization: Combat Tactician
Suggested Edge: Absolute Direction

Finesse Fighting | Long Arms | Survival



Investigator

You are an investigator or a detective. You solve mystery for a living. You can do it as part of a police force or you can do it as a private investigator. Some investigators specialize in investigating the supernatural.

Specialization: Erudite
Suggested Edge: Photographic Memory

Finesse Fighting | Long Arms | Survival



Medic

You have learned to fix wounds and illness so you play an important role in any community. Your knowledge comes from old books or someone has taught you.

Specialization: Erudite
Suggested Edge: Good First Impression

Insight | Knowledge | Medicine



Merchant

You are a merchant in a community. You buy, sell and trade stuff that people bring you.

Specialization: Magnate
Suggested Edge: Mathematical Ability, More Slugs

Charm | Insight | Persuade



Performer

Society has collapsed but art is eternal. You are a stage actor, a musician or a comedian. No matter how you do it, you raise the moral and bring a little light to this dark society.

Specialization: Magnate
Suggested Edge: Good Reputation, Artistic Ability

Acrobatics | Charm | Insight



Politician

You use most of your time being involved in politics. You can be with the power in place or against it. Some are activists and others scheme to start a revolution.

Specialization: Magnate
Suggested Edge: Good First Impression

Insight | Knowledge | Persuade



Preacher

You give hope to the hopeless by preaching about a religion. No matter the religion, your job is to help others.

Specialization: Magnate
Suggested Edge: Obscure Knowledge

Charm | Knowledge | Persuade



Prizefighter

You fight and risk your life for Slugs but also glory. Sometime you win and something the opponent is just too strong for you. If you are wounded and cannot fight, you just not eat that day. When you have nothing left, you do a combat to the death.

Specialization: Belligerent
Suggested Edge: Arm Wrestler, Good Reputation

Athletics | Brutal Fighting | Muscular



Scientist

You use the science of the past at your advantage and to survive. You devote your life to your knowledge. You can specialize to some domains of science or be a generalist.

Specialization: Erudite
Suggested Edge: Tireless Reader

Investigate | Knowledge | Technicals



Tinkerer

You like to repair stuff and create something new with something old. You can win some Slugs by repairing what people bring you but it's more useful to you.

Specialization: Erudite
Suggested Edge: Jury Rigger

Knowledge | Sleight of Hands | Technicals

Skill Level Distribution

You should now have 3 descriptors (Occupation, Expertise or Hobby and Childhood) with many related skills. Those are your Lifepath Skills. Choose 6 Lifepath Skills and set the skills level as the following:

Default Distribution
Two Lifepath Skills at Novice Level (1)
Two Lifepath Skills at Competent Level (2)
Two Lifepath Skills at Proficient Level (3)
Select 6 skills and assign the previous levels.

If you don't have at least 6 related skills, check the other ways to put level in skills.

Your skill level will determine how good you are in a skill but when playing the game, you will only use your skill rating. This value is the sum of your 2 related attributes and the skill level you set.

When you are done adding your skill levels, erase all the marks you have put next to skill points.

Survival's Rule #21

Noise attracts monsters. Don't do too much noise!

The following table shows a description for the 10 first level a skill can have. The table is limited to level 10 but there is no hard limit for a skill level.

Level	Description
0	Untrained
1	Novice
2	Competent
3	Proficient
4	Professional



Level	Description
5	Veteran
6	Expert
7	Exceptional
8	Elite
9	Legendary
10	Apex

Other ways to distribute skill's level

If you want other ways to distribute your skills level, use one of the following method. One method required 4 skills associated to the skills descriptors and the other one required different 9 skills.

There is no limit on how many life path descriptors you can choose but you have to put points in the related skills to validate your choice.

Specialist Distribution

You are specialized in a domains and have always done it. You didn't have a lot of experience in other domain but you are very good at what you do.

Specialist Distribution
One Lifepath Skill at Novice Level (1)
One Lifepath Skill at Competent Level (2)
One Lifepath Skill at Proficient Level (3)
One Lifepath Skill at Professional Level (4)
Select 4 skills and assign the previous levels.

Generalist Distribution

You have lived a lot of different experiences in your life. You are good in a lot of disciplines. Your occupation have probably changes many time in your life.

Generalist Distribution
Two Lifepath Skills at Novice Level (1)
Six Lifepath Skills at Competent Level (2)
Select 8 skills and assign the previous levels.

Lifepath Points Distribution

When creating your character you can also use the point system instead of the normal distribution system. Use **20 Lifepath Points** to buy skill levels for your Lifepath Skills. Use all your points.

Level	Cost
0 - Untrained	0
1 - Novice	1
2 - Competent	3
3 - Proficient	6
4 - Professional	10
5 - Veteran	15

We don't want to limit you but when making a new character we strongly suggest that your Skill Levels do not go over 4.

If you still have some lifepath points available after choosing your life path descriptors, go back to the beginning of this section and choose another Skill Descriptor in one of the 3 categories. You cannot keep the unused lifepath points after the creation process so use everything.

Lifepath Specialization

Choose a specialization from one of the 3 that was suggested with your Life Paths.

Specializations



Belligerent

You have to learn to survive by fighting your way through. This specialization is centred on combat and violence. You train hard to be better to defend yourself or attack others. You have learned a fighting technique like boxing, karate, judo or a mix of everything.



Combat Tactician

You are an expert in the art of combat. You prefer strategy and disciplined over brute strength. You are a weapons and firearms expert and you even know how to utilize military arms.



Erudite

Even with the end of the world as we know it you have learn a lot of advanced knowledge from books and teachers. You are one of the last one that know specialized knowledge.



Magnate

You use your words as a weapon and to get what you need. You are good to influence people in the direction you want.



Scoundrel

You don't do bad things because you are a bad person. It's simply your way of life but you can still like it. You always try to have the upper hand in any situations. The goal in your life is to win no matter how you do it and what's the cost.



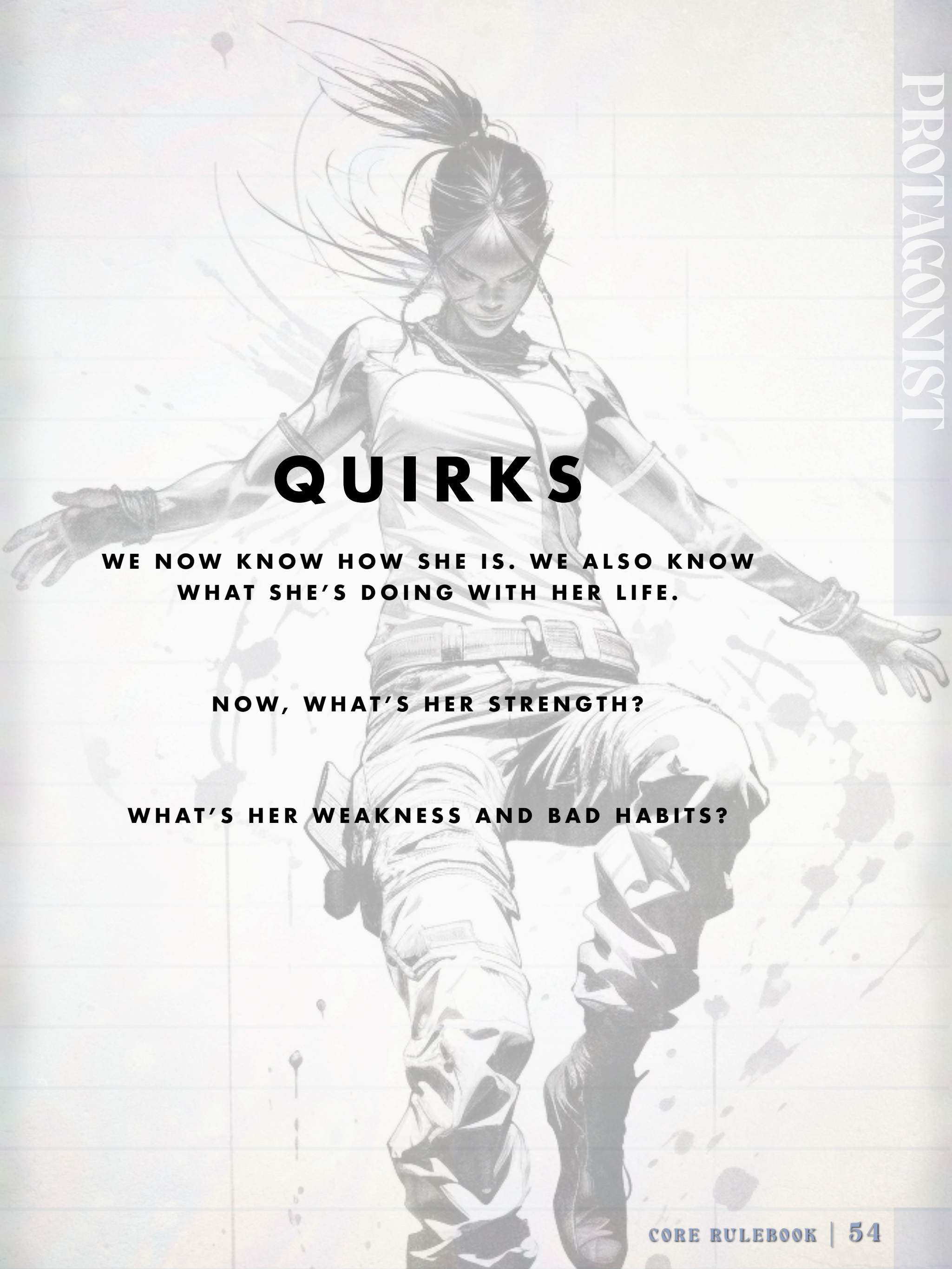
Survivor

You are a survivor. Everything you do is planning your next move to survive. You know all the tricks to live in the wilderness.



Traceur

A Traceur is a person who takes part in the activity of parkour or free running. It was an important role after the outbreak to move supplies between outposts and shelters. It's now considered an art and a way to survive.



QUIRKS

WE NOW KNOW HOW SHE IS. WE ALSO KNOW WHAT SHE'S DOING WITH HER LIFE.

NOW, WHAT'S HER STRENGTH?

WHAT'S HER WEAKNESS AND BAD HABITS?



QUIRKS

Edges



Edges are generally something great that can have your character. It gives some advantages in some situations but no bonus to attributes or skills. Some edges are related to plots that add back story to your character so be sure to tell your Game Master if you choose one.

As a player, don't hesitate to recall your Game Master about the edges you have chosen. Be sure they includes your protagonist's edges in the game.

Note that edges are descriptors so in some rare cases they can also be negative. As an example, the fame edge can be a double-edged sword. It can be nice to be recognized but it can also be a burden.

- You start the game with edges. You will have to choose the same amount of hindrances so we suggest that you choose 1 to 3 edges. There is not hard limit but be sure to have something that you like and that make sense.

Edges

Generally between 1 to 3 but there is no limit
Normal edge cost 1
Major edge cost 2

You will have to choose the same number of hindrances

Hindrances

Same amount as edges
Normal hindrance cost 1
Major hindrance cost 2

We voluntary skip many description for the edges. Since they should be used as descriptor for narrative scene, we didn't want to put too much rules here. It's up to the Game Master and the players to decide how the edge should be played. We still want to clarify some so there is a description for some but don't limit yourself to what we wrote.

Edge are divided in multiple categories to help you choose but there is not mechanic related to those categories. Choose edges from the following lists or create new one.

It's possible that some Descriptors you have previously chosen are similar to some Edges. In those cases, we suggest that you select the similar Edges. You will then have to choose the same amount of Hindrances.

Major Edges

For almost every edges, you can choose to have the normal or major version of the edge. If you don't find a proper way to use the major version, just use the normal version. The major version only exists if you want to double down on an edge that you particularly like. With the major version, your character is even better and the Game Master should be more indulgent when you are in a situation where you can use the descriptor. The major version cost the price of 2 normal edges.

Physical Edges

Suggestions of Physical Edges
Accustomed to the Dark*
Alcohol Tolerance
Ambidexterity *(major)**
Arm Wrestler
Breath Holding
Distance Runner
Good Swimmer
Heavy Lifter
High Pain Threshold*
Light Sleeper*
Longevity
Radiation Resistance*

Suggestions of Physical Edges
Strong Digestion System
Strong Immune System
Very Flexible

Accustomed to the Dark: You are better than most to see in the dark. It's not dark or infrared vision but you can find your way or object in the dark.

Ambidexterity: You can use any hand without any situational disadvantage.

High Pain Threshold: You feel a little bit less your wounds. It can be useful when wounded or tortured.

Light Sleeper: You are waked by every sounds. It's hard for you to sleep in noisy place but you will be awaken by any unusual sounds.

Radiation Resistance: You are more resistant to radiation than others.

Mental Edges

Suggestions of Mental Edges
Absolute Direction
Absolute Timing
Analytical Mind
Animal Empathy
Appraiser*
Artistic Ability
Ascetic
Cartographer*
Cultured
Focussed Concentration
Good Cook
Green Thumb
Hypnotizer
Insomniac
Jury Rigger

Suggestions of Mental Edges
Know Animal Tracks
Know Braille
Know Morse Code*
Know Semaphore Flag Signalling*
Know Signs language
Know Trail Signs
Lightning Calculator
Literacy
Maritime Knowledge
Mathematical Ability
Musical Ability
Obscure Knowledge
Photographic Memory
Polyglot*
Professional Gambler
Read Lips
Sea Legs
Speed Reading
Supernatural Knowledge
Tireless Reader
Unbreakable Will

Appraiser: You are particularly good at evaluating the price of items.

Cartographer: You are good at drawing maps but also remembering where are the points of interests. You can still become lost but you should be able to find your way by finding a place you know.

Know Morse Code: You know morse code and can write or decrypt message. Morse code is a lot more used since the outbreak.

Know Semaphore Flag Signalling: You know semaphore flag signalling and send or decrypt message. Semaphore flag signalling is a lot more used since the outbreak.

Polyglot: This edge allows to speak an additional language. If you choose the major version of this edge, you can choose tree additional language instead of the additional one. If required, you can choose this Edge multiple times.

Social Edges

Suggestions of Social Edges
Blandness*
Famous (why)
Feared Reputation
Fearlessness
Good First Impression
Good Reputation
Incorruptible
Influent Family*
Influential Position
Natural Leader
Nice Singing Voice or Booming Voice
Popular*
Recycler*
Rich*
Storyteller
Telltale*
True Love
Virtuoso

Blandness: You are less likely to be identified in a group. You look dull and unimportant.

Influent Family: You are part of a powerful well-known family. Your family name can be recognized.

Popular: You were popular in your hometown or starting region. Furthermore, when creating your character you can use 10 more Slugs to buy your contacts. If you choose the major version of this edge, you can get 20 Slugs instead of 10. Those Slugs can only be used for contacts at the creation of the character.

Recycler: You are good to recycler your stuff. When creating your character, you start with 10 Scraps. If

you choose to have the major version of this edge, you can get 20 Scraps.

Rich: You were rich compared to the average person in your hometown or stating region. When creating your character you can use 10 more Slugs when buying your equipment. It should be used for your equipment and not your contacts. If you choose to have the major version of this edge, you can get 20 additional Slugs instead of 10 Slugs.

Telltale: You are good to learn gossips and rumours.

Plot Edges

Plot edges can be very nice and will be used in the game. Try to build a little story around it and talk to your Game Master.



Suggestions of Plot Edges
Black Market Knowledge
Blackmail Documents (who)
Faction Identification Card or Tattoos*
Faction Knowledge (faction)
Friend in High Place
Heirloom*
Hidden Stash
Key*
Know a Dark Secret
Know the Location of a Mysterious Place
Know the Secret of a Player's Character*
Know the Secret of an Important Non-Player Character
Member of a criminal group (group)
Member of a Faction*
Member of a Secret Group (group)*
Paid Job (job)*
Rank in a group (group)
Safe Location*
Saw Something Strange (what)

Faction Identification Card or Tattoos: The character is a member of an additional community. He has an identification card or a tattoo to prove it.

Heirloom: You possess an object that comes from your family. You have it since you are young but you don't have information about it. Maybe you can ask around to find out.

Key: You have a key or a code that should open something. Maybe there is something written on it or the shape is very particular.

Know the Secret of a Player's Character: This edge is only available if another player's character has some kind of secret.

Member of a Faction: Your character is a member of a faction. You can choose which one. As all the other Plot Edges, check with your Game Master to be sure it's allowed for their game.

Member of a Secret Group: You are a member of a secret group that can be within a community or a faction. It can be a religious one or maybe a group of thieves or assassins that can give you contracts. The group can have a secret handshake or a secret way to identify their members.

Paid Job: You have access to a paid job that can give you some Slugs. You don't need to always be available but you get some Slugs when you are. This job can award you 2 Slugs a day.

Safe Location: You know a safe location to hide yourself for a few days. It's generally small but it can be use in case of emergency.

Supernatural Edges

Since your character has supernatural powers, he can have strange edges.

Suggestions of Supernatural Edges
Do not attract monsters in the Glare (Major)
Stained Object*
Subtile Powers* (Major)
Tolerated Supernatural Reputation* (Major)

Stained Object: You start the game with an object with strange powers. The Game Master should suggest to the player a few stained objects of 10 Slugs or less and allow the player to choose one.

Subtile Powers: You have a way to be more subtile when you use your power. It's not a guaranty that no one will notice you.

Tolerated Supernatural Reputation: Some people know you have some supernatural powers but they don't want to kill you in sight. This edge is limited to a small group of non-player characters.

Hindrances



Choose the same amount of hindrances as the number of edges your character has. You can choose from the following lists below or you can create new one if we miss some. Some hindrances are more difficult to play and other are not really hindrances but choose what fit your character's best. Except in some very rare occurrences, hindrances should not be played as an advantages. They are meant to be challenges for your characters.

Talk to your Game Master about your choices and be sure that everyone around the table are comfortable with your decision. It's still okay to play a bad person or someone with a big hindrance. Hindrances are a nice touch to your character if played moderately so be sure to not upset other players. Always be respectful with hindrances because people can have those in real life.

Some hindrances can need more information and details. Talk with your Game Master to be sure that they includes your hindrance into the game. Plot hindrances can also be great to add more flavor to the game.

As for edges, you will not find a description for every hindrances. Hindrances should be used to add colours to your character.

It's possible that some Descriptors you have previously chosen are similar to some Hindrances. In those cases, we suggest that you select the similar Hindrance. You will then have to choose the same amount of Edges.

- You start the game with the same amount of hindrances as the number of edges you have chosen.

Major Hindrances

As for edge, you can use an improved version of the hindrance to have something more severe. Take the time to think about it ask yourself if it will be fun to play for the long run. As an example, the normal vertigo hindrance cause stress when on the edge of a roof. The improved version can cause catatonic fear by simply being on a roof.

Physical Hindrances

Suggestions of Physical Hindrances
Albinism
Alcohol Intolerance
Allergy (substance)
Anemic
Aphonia, permanent
Asthma
Blind *(Major)*
Color Blindness
Deep Sleeper
Disease, Cancer *(Major)**
Disease, Diabetes *(Major)**
Disease, Epilepsy *(Major)**
Distinctive Appearance
Eunuch
Gigantism
Heavy Sleeper
Hemophilic *(Major)*
Hyposmania
Intolerance (substance)
Limper
Mute *(Major)*
No Sense of Small/Taste
One-Armed *(Major)*

Suggestions of Physical Hindrances
One-Legged *(Major)*
Sensitive to Light*
Short-Winded
Snorer
Unmistakable Feature
Weak Stomach

Disease, Cancer: Cancer does not have possible treatment anymore. The character always has the condition exhausted.

Disease, Diabetes: Diabetes is a hard to control disease in our dark time. The character always has the condition exhausted except when treated with insulin. The character must use insulin every chapter or also get the privation condition.

Disease, Epilepsy: Epilepsy cause seizures. The most common causes are missed medication, lack of sleep, stress, alcohol, and menstruation. The Game Master can decide when the seizures happen. Seizures can vary in frequency, from less than one per year to several per day.

Sensitive to Light (Major): The character's eyes are sensitive to light. When confronted to bright light or normal daylight, the character suffers situational disadvantage to all tests. Even sunglasses are not enough to prevent this hindrance.

Mental Hindrances

Suggestions of Mental Hindrances
Absent-Mindedness
Abstention
Addiction *(substance)*
Agoraphobic
Analphabet
Anxiety
Apostate
Apprehensive
Aqua-phobia

Suggestions of Mental Hindrances
Archaic
Bad Cook
Bad Habits *(what)*
Bi-Polar
Bigotry
Broken
Carnivorous
Claustrophobic
Conspiracist
Creature of Confort
Delusions
Depressive
Dyslexic
Easily Surprised
Fanatic *(what)*
Fear of the Dark
Flash-Back (*why*)
Forgetful
Formalist
Fragile
Gambling Addiction
Glory Seeker
Gluttony
Hoarder
Hoplophobia
Illiterate
Impulsiveness
Insane
Insatiable Curiosity
Jaded
Kamikaze
Kleptomania
Know-It-All

Suggestions of Mental Hindrances
Lame
Laziness
Loss of Confidence
Low Pain Tolerance
Megalomania
Mental Illness
Miserliness
Moral Qualms
Multiple Personalities
Naive
Nightmare
No Sense of Direction
Oath-Sworn
Obsessive
Opportunist
Overconfidence
Overly Ambitious
Pacifist
Paranoia
Perpetual Victim
Phobia (*which*)
Post-Traumatic Stress Disorder (PTSD)
Primitive
Prone to Distraction
Pyromania
Repressed Memories
Ruthless
Sadistic
Schizophrenia (Major)
Scorched
Sense of Duty
Short-Winded
Somnambule

Suggestions of Mental Hindrances
Spendthrift
Split Personality
Superstitious
Tourette's Syndrome
Trill Seeker
Truthfulness
Uneducated
Vegetarian
Vertigo
Weak Will
Workaholic

Social Hindrances

Suggestions of Social Hindrances
Abusive
Aggressive
Alcoholism
Aloof
Animals don't like you
Anthropophobia
Antisocial
Arrogant
Authoritative
Avarice
Bad Reputation *(why)*
Bad Temper
Berserker
Bigot
Blasphemer
Branded a Coward
Brash
Bully

Suggestions of Social Hindrances
By the Book
Childish
Combat Junkie
Combat Paralysis
Competitive
Compulsive Behaviour (which behaviour)
Compulsive Generosity
Compulsive Liar
Corruptible
Cowardice
Creepy
Daredevil
Debauched
Defiant
Denouncer
Despised (why)
Dipsomaniac
Disliked (why)
Distinctive Style
Distinctive Style (style)
Eccentric
Emotional Dependent
Ex-Con
Excessive Code of Honour
Excessive Honesty
Excessive Piety
Excessive Virtue
Fickle
Good Samaritan
Greed
Grudge-Keeper
Gullibility
Hippocratic Oath

Suggestions of Social Hindrances
Homophobic
In a Minority Group (which)
Infamy
Insensitive
Jealous
Laconic
Lecherous
Lechery
Literal-Minded
Loathsome
Loner
Loud Sleeper
Manipulative
Naive
No Contact*
Odious Personal Habits
Overt
Pessimistic
Prone to Anger
Proud
Psychotic
Racist
Rebellious
Repulsive
Restrictive Diet
Secretive
Selfish
Sexist
Shy
Social Stigma (what)
Social Stress
Stubborn
Uncouth
Wretched
Zoophobia

No Contact: Your character start the game without any contact and no relationship point.

Plot Hindrances

Plot hindrances allow to be part of the story with a recurring theme.

Suggestions of Plot Hindrances
Amnesia
Betrayed
Big Regret (what)
Blackmailed (by who and why)
Crime Tattoos*
Criminal Gang Tattoo
Cursed (by who)
Dark Fate (which fate)
Dark Secret (secret)*
Debts (to who)*
Done something terrible (what)
Enemy (who)
Engaged to steal an item from another protagonist*
Exiled (from where)
False Identity
Family Betrayed and Seeking Revenge
Friend or Family Kidnapped
Fugitive
Harassed (by who)
Haunted (why)
Homeless*
Hunted (who)
Impostor

Suggestions of Plot Hindrances
Known Criminal
Left for dead and Seeking Revenge
Looking for Another Protagonist*
Oath of Revenge
Obsessed by Vengeance
Outcast
Owes Favour
Pariah
Poverty
Prejudiced
Protégé*
Stalked (by who and why)
Vow (which)
You Hunt Someone (who)

Crime Tattoos: Some communities use tattoos as identification card. Without the proper tattoo, people are outsiders and cannot get ration cards or pay extra when trading with the community. Those tattoos can also be accompanied by marks showing all the crimes committed. With this hindrance, the character has a tattoo associating him to a community but also multiple marks for crime from food stealer to molester.

Dark Secret: This dark secret can be anything that will cause drama if revealed. It must be something that the character will try to hide. It can be a crime like the murder of someone important or something about a dark past. Try to find something interesting that will add some nice story elements when it will be revealed.

Debts: The character has a big debts. It can be a value impossible to pay or something like 1000 Slugs to keep it simple. More important is the person to whom the character owe money. He should be included in the campaign as a recurrent character. If someday the character successfully pay his debt, the player is encouraged to find another hindrance to keep his character interesting.

Engaged to steal an item from another protagonist: The character was engaged to steal an item from another protagonist or can be forced to do it. The Game Master can choose the other protagonist and what is the item. The item can be easy to spot or kept hidden by the owner. The Game Master must closely moderate this hindrance since it can end with a player against another.

False Identity: You live with a false identity. If your true identity is revealed, you will be in a lot of troubles. Some people are aware of your true identity but you should be safe until you meet them.

Homeless: You are homeless and you prefer it that way. You will refuse to live in a house for too long.

Looking for another protagonist: The character is searching for another protagonist. They can only have a few information about the protagonist. It can be a location where the protagonist has lived, a very subtile birth mark or a crime committed by the protagonist. It should be hard for the player to guess who is the searched protagonist. The reasons for the search can vary. It can be to repay the protagonist for saving a life in the past, for revenge or any other interesting reason. If it's for revenge, be sure that every players are comfortable with a possible player against player situation.

Protégé: You have to protect a companion travelling with you. The person is not really good at taking care of themselves and prompt to find problems. Find a reason why you have to take care of this person.

Supernatural Hindrances

Suggestions of Supernatural Hindrances
Activation of Powers on Anger
Blackmailed because of Powers
Known by some to have Powers
Physical Effects when using Powers*
Attract More Monsters in the Glare
Supernatural Appearance*
Refuse to use Stained Objects

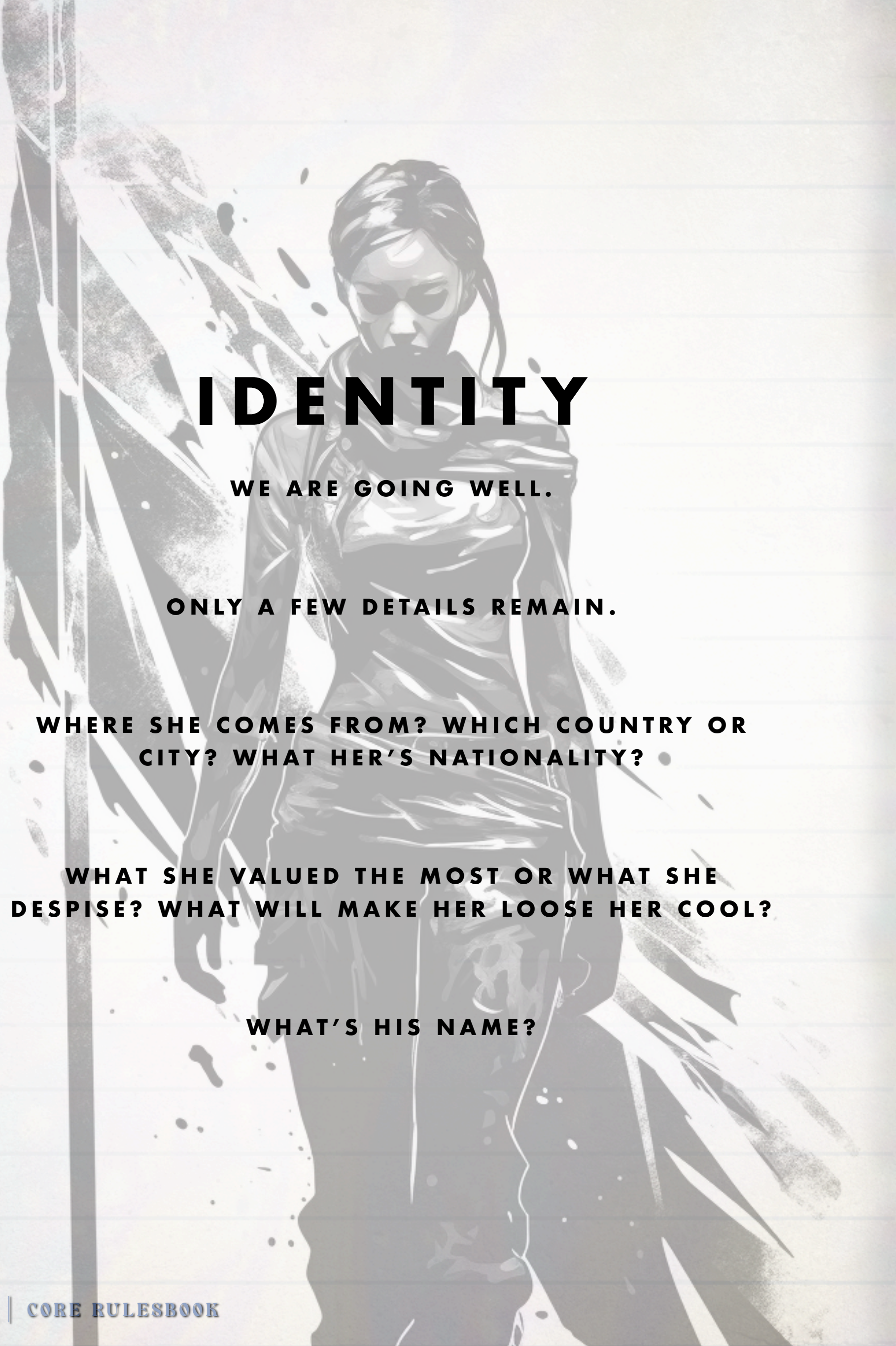
Physical effects when using powers: When the character use a power some physical effects happen. The character can start to glow, bleed from the eyes or anything that people around can see. The player can choose the precise effect with the Game Master. Any ways, using a power is a lot less subtile.

Supernatural Appearance: You have something strange in your appearance. It can be something that

can be hidden in some way but there is always a risk of someone seeing it. If you have something that look like a monster, what differentiate you from the being who are killing us? Discuss with the Game Master about what is this strange mark, scar or wound. It can also be that your skin is colourful like the Glare.

Changing Hindrances

It's possible to change the starting hindrances during the game. People changes and can try to do better. Unfortunately, perfection is not a realistic goal. A character can get rid of a hindrance but another one will prompt. A character should always have at least one hindrance at all time. If a particular scene and the Game Master allows it, a player can changes the hindrance of his character to better reflect the outbreak or the trauma lived by his character. In all cases, the player should be able to explain the shift of hindrance.



IDENTITY

WE ARE GOING WELL.

ONLY A FEW DETAILS REMAIN.

WHERE SHE COMES FROM? WHICH COUNTRY OR CITY? WHAT HER'S NATIONALITY?

WHAT SHE VALUED THE MOST OR WHAT SHE DESPISE? WHAT WILL MAKE HER LOOSE HER COOL?

WHAT'S HIS NAME?



IDENTITY

Names and Surname

Find a first and last name that fit the ethnicity of your character. Maybe choose a nickname for your character and think about a little story about how they get it.

Gender

The gender can define an important part of your character or be unimportant for some. Decide to play a female, a male or any other genders.

Remember that descriptors are used during the game and your gender can play an important role when trying to seduce another character. Protagonists and non-playing characters can have sexual preferences and your gender will influence the encounters.

Age

Since you already have chosen your descriptors you should know if your character is young, old or in between. If you didn't choose any descriptors for the age of your character, we suggest that you choose an age between 25 and 34. Choose a precise age that fit the descriptor you choose. Check the following tables to help you define the age of your protagonist.

Suggestions of Age Descriptors	Age
Child	12 - 15
Young	16 - 24
Adult	25 - 34
Mature	35 - 44
Old	45 - 54
Senior	55 - 64
Venerable	65+

Age does not affect the rules of the game but can influence the narrative.

Ethnicity

Countries and cities have collapsed and nationality as we know it is a thing of the past. It's not about where you come from or the colour of your skin, it's more about for which group you are ready to fight to save what remains.

Ethnicity is a person's identity in relation to multiple groups. It can be based on the language, ancestry, history, society, culture, nation, religion, race, social treatment or simply the location where the person is living. The information can be a mix of many things. Think about it and choose one or many that will help you fill the details about your character.

Your character can have been raise in a community and still have an identification card or tattoos that identify the character in the faction. The player can choose one faction or ask the Game Master where the game will start or which one will fit the game best. Simply add an item in the players inventory or a tattoo. It's also possible to have a character that was not member of an organized community. The character will not have an identification card or tattoo so they cannot be retraced.

Religion

Religion can be an important part of the identity of your character. There is no restriction about that. The more community religions are the following; Christians, Muslims, Hindus, Buddhists or your character can be agnostic.

Sexual Preference

Define your protagonist's sexual preference. All the possibilities are available and you can also change it whenever you want. In some story it can be

unimportant but it can still influence how you play your character.

Faction

Your character can be member of a faction. There are two ways to do it. The first one is by taking a Plot Edge; Member of a Faction. The other way to do it is by choosing the Childhood Life Path; Raided in a Faction. When you are part of a faction, you generally get a way to identify yourself in the faction. It can be a ring, a pendant or simple a logo on your clothing.

Languages

Your character can speak any language as his native language. In some places in the world, it's common to speak two or more language. The Game Master can allow multiple languages from the beginning. If you want your character to speak more languages you should choose the Polyglot edge in the Quirks section.

Value

Now select one value that is the most important for your character. This value can be used as a Descriptor during the game. There is no bonus or penalty related to the value but it will help you to have a better idea of your character. You can keep this value secret from the other players and see if they will be able to guess it when they will know your character better.

Values are relative to each person so we didn't put description in this section to not limit yourself. Choose what you like and play as you want. Values add flavors to your character and it represent what is important for your character and how you play it is up to you. This will help you find a goal for your character.

As always, this mechanic is here to give flavor to your character and should be used moderately to not alienate the Game Master and the other players.

- You start the game with 1 **value** or **1 behaviour or situation that you despise.** Choose many if one is not enough to describe your character.

Value

Suggestion of Values				
Advancement	Determination	Hope	Patriotism	Self-Knowledge
Adventure	Dignity	Humility	Peace	Sexual Identity
Altruism	Discovery	Immortality	People	Sexual Preference
Ambition	Embracing	Incorruptibility	Perfection	Sincerity
Anarchy	Emotion	Independence	Perseverance	Solidarity
Anonymity	Equality	Indifferent	Personal Item	Spectacle
Aspiration	Escape	Infamy	Pleasure	Stability
Beauty	Eternity	Innovation	Plunder	Stoicism
Bravery	Ethics	Inquisitive	Politic	Structure
Camaraderie	Evangelism	Interdependence	Power	Superiority
Careful Lines	Excitement	Invention	Preservation	Supernatural
Change	Expression	Justice	Prestige	Survival
Chaos	Fairness	Kindnesses	Protection	Suspicious
Charity	Faith	Knowledge	Punishment	Teamwork
Code	Fame	Legislation	Rage	Thrill-Seeker
Comfort	Family	Life	Redemption	Tradition
Common Good	Fate	Live and Let Live	Reflection	Training
Community	Fear	Logic	Reliability	Transparency
Competition	Free Thinking	Love	Religion	Triumph
Compliance	Freedom	Loyalty	Reserved	Truth
Comradeship	Friendship	Luck	Respect	Uncertainty
Confusion	Fun	Mastery	Responsibility	Vengeance
Conviction	Generosity	Might	Restoration	Victory
Creativity	Glory	Money	Retribution	Vigilance
Creed	Greater Good	Nation	Revenge	Wealth
Cunning	Growth	Nature	Revolution	Wisdom
Danger	Hard Work	Nihilism	Science	Zeal
Daring	Harmony	No Limits	Secrets	
Death	Hedonism	Noble Obligation	Security	
Death Wish	Honesty	Open	Self-Determination	
Destiny	Honour	Order	Self-Improvement	

Despised Behaviours or Situations

As another option, you can select something that your character despise as a value. Sometime, the more powerful emotion of a person is what they hate. The level of despise can vary greatly at the player's discretion. Your character should react when in presence of what they do not like. The reaction can be extreme or moderate depending on how you want to play your character.

Here are examples of things your character can despise. Just add “Despise" before the descriptor.

Suggestions of Despised Behaviours or Situations

Abuse	Compliance	Dishonesty	Lie	Sexism
Alcoholism	Confusion	Disrespect	Money	Structure
Anarchy	Contempt	Fanaticism	Murder	Supernatural
Arrogance	Corruption	Fear	Order	Thievery
Authority	Cowardice	Filth	Plunder	Unfairness
Betrayal	Criticism	Greed	Politic	Unsavoury
Blasphemy	Cupidity	Homophobia	Racism	Violence
Bullying	Debauchery	Inequality	Rage	
Change	Denunciation	Infamy	Religion	
Chaos	Despair	Injustice	Sadism	
Competition	Dictator	Law / Legislation	Secrets	

Changing the Value

Your character’s core value can change during their life. With the Game Master approbation you can change the value of your character. You can also add one if you prefer and it fit the story.

Size Statistics

Use the following method to calculate the height and Weight of your character. If you do not like the result, you can choose the values that please you.

Height

Your character start with an average height of 20. This value is used to give you a better idea of your character. At a height of 20, your character is about 180cm / 5'11" tall. The descriptors you previously choose can modify this value.

Weight

The value for the weight can be used to compare your character's weight with the weight of an object. Your character start with a weight of 20 or about 80kg / 176lbs. Write the value on your character sheet.

Modify your height and weight values depending of your descriptors and then check the following table.

Value	Height	Weight
1	9cm / 4"	4kg / 9lbs
2	18cm / 7"	8kg / 18lbs
4	36cm / 12'2"	16kg / 35lbs
6	54cm / 1'9"	24kg / 59lbs
8	72cm / 2'4"	32kg / 71lbs
10	90cm / 2'11"	40kg / 88lbs
12	108cm / 3'7"	48kg / 106lbs
14	126cm / 4'2"	56kg / 123lbs
16	144cm / 4'9"	64kg / 141lbs
17	153cm / 5'	68kg / 150lbs
18	162cm / 5'4"	72kg / 159lbs
19	171cm / 5'7"	76kg / 168lbs
20	180cm / 5'11"	80kg / 176lbs
21	189cm / 6'2"	84kg / 185lbs
22	198cm / 6'6"	88kg / 194lbs
23	207cm / 6'11"	92kg / 203lbs

Size Statistics

Height

20 + Descriptors Modifiers

Height

20 + Descriptors Modifiers

Carrying Statistics

Carrying Capacity

Muscular + 10

Weight Lift

(Muscular + 10) x 2

Health Statistics

Health

(Muscular / 2) + 3
Minimum of 3, Maximum of 16

Value	Height	Weight
24	216cm / 7'1"	106kg / 234lbs
26	234cm / 7'8"	112kg / 247lbs
28	252cm / 8'3"	120kg / 265lbs
30	270cm / 8'10"	128kg / 282lbs
32	288cm / 9'5"	136kg / 300lbs
40	*306cm / 10'*	*160kg / 352lbs*

Carrying Statistics

Carrying Capacity

The carrying capacity is the weight your character can carry without penalty or becoming exhausted. The carrying capacity is equal to **Muscular + 10**. A character carrying more than their carrying capacity move at half their speed and become exhausted.

Carrying Capacity: Muscular + 10

Weight Lift

The weight lift is how much weight your character can lift for a short period of time. The weight lift is equal to **(Muscular + 10) x 2**. A character cannot carry or lift more than their weight lift value.

Weight Lift: (Muscular + 10) x 2

Health Statistics

Health

The Health of a character is how many wounds and conditions this character may suffer before suffering from the "Dying" condition. It allows the character to substain more wounds and conditions but not to resist those effects. The health value equal to **(Muscular / 2) + 3** with a minimum value of 3 and maximal value of 16.

Health: (Muscular / 2) + 3 (min 3, max 16)



SOURCE OF POWER

THAT'S IT, WE ARE AT THE IMPORTANT STEP.

WE KNOW SHE HAS POWERS. WE KNOW IT, BUT IT'S OKAY.

HOW SHE GOT HER POWERS? IT'S IMPORTANT TO KNOW SINCE IT WILL DETERMINE WHAT SHE CAN DO.

NOW, WHAT SHE CAN DO? TELEKINESIS? MIND CONTROL?

KEEP IT SECRET! DON'T TELL ANYONE OR THEY WILL TRY TO KILL YOU. IT'S ALWAYS WHAT'S HAPPENING.

5

SOURCE OF POWER

Characters can get powers from many sources and it's up to the player to decide exactly how his character got his powers. Using those powers can induce fear to the common folk so you will have to be subtle when using those. If you prefer not follow this path, you can be Unstained. At this step, you have to choose a source for your power. Depending of your choice, you will have access to different masteries and specializations. You will find more information about every sources available in the Supernatural section. Some sources will require you to make choices about the masteries you want.

Black Widow



Type: Patron

There is another world filled with cobweb where spiders reign. Large queen spiders are sovereign over those strange societies. They are intelligent and require soldiers to fight one other. Sometime, they need unsuspected allies. You will carry a spider nest and use spiders at your advantage. You will be able to spawn legs and fangs to bite your enemies.

*We suggest you choose the power **Cobweb** in the **Arachnophilia** mastery. For the minor mastery in the **Esoteric** category, you can choose **Storm Chaser** and have **Change Weather** as a power.*

Major	Minor and Specialization
	
Arachnophilia	One Esoteric

Child of Gaia



Type: Patron

You use your strange powers to call upon Gaia's powers. The earth or his representing being has given you powers to control the elements of nature. The ground is vibrating when you touch it, plants are whispering, water is tasting wonderful and fire is watching you. You will not be able to create elements but you will have the ability to bend the rules of physics in some strange ways.

*We suggest you choose the power **Control over Light** in the **Elementalism** mastery. For **Storm Chaser**, you will have **Change Weather** as a power.*

Major	Minor and Specialization
	
Elementalism	Storm Chaser

Chupacabra's Spawn



Type: Gift

You have been bitten by a strange dog-like creature that drink blood to survive. The creature has given you the taste for fresh blood but also strange vampiric powers. You will be a vampire, but not the romantic one. Blood will replace food and give you power.

*For Vampirism, we suggest **Venomous Bite** as a starting power. We suggest that you choose **Berserker** as a minor power.*

Major	Minor and Specialization
	
Vampirism	One Mutation

Clairtangent



Type: Gift

You have touched a stained object and the object resonate in your mind. A second later, a strange energy had pass through your body. The object had transfer its power to you. You can now feel objects around you, manipulate them and even create new one. Transmuting objects will allow you to always have right one at your disposition.

*For Psychometry, you will have the power **Object Reading** for free. We suggest that you choose **Telekinesis** with the power **Move Object**.*

Major	Minor and Specialization
	 
Psychometry	One Mutation OR Telekinesis

Creeper



Type: Parasite

You have been infected by strange red vines but you survived. A torn has scratched your skin and the sap has infected an open wound. After a few days of fever, your body has adapted to live with this strange parasite. You are a rare survivor of this creeping plague. Sometime, when you check your arm, you are pretty sure that you see vines moving under your skin. You can now control those vines as powerful tentacles.

*For the mastery **Thorn**, we suggest that you choose the power **Ram**. For **Belligerent**, we suggest **No Pain no Gain**.*

Major	Minor and Specialization
	
Thorn	Belligerent

Flesh Crafter



Type: Knowledge

There is an art from another world that allows to create life; or some kind of abomination. You can create life, craft it like a mundane object. You have learn this strange and maybe disgusting art from mysterious book or runes. You will be able to craft monsters that will serve you.

Flesh Craft *only have one power so you will have the* ***Flesh Crafting*** *power. Choose the* ***Traceur*** *mastery with the power* ***Acrobatic Move****.*

Major	Minor and Specialization
	
Flesh Craft	One Mutation OR One Specialization

Mortician



Type: Knowledge

You have stubbled on mysterious books or markings from outside our World. You have learn forbidden knowledge that allows you to do necromantic-like powers and control dead bodies. You will be able to become a healer in some twisted ways, repairing bodies using forbidden knowledges.

For ***Thanatology****, we suggest you choose the power* ***Move Wounds****.* ***Toxin-Breather*** *can be a great choice for a minor mastery.*

Major	Minor and Specialization
	
Thanatology	One Mutation OR Telekinesis OR Erudite

Primalist



Type: Gift

You were saved by a strange and majestic creature. Your vital life was about to leave your body but this creature has done something that you cannot explain. For unknown reason you can now feel an aura around animals and beasts. It's easy for you to commutate with all of them and even ask them for help.

*We suggest you go with the power **Speak with Creatures** as the power from the **Animalism** mastery. Then we suggest that you choose the **Seer** mastery with the **Piggyback** power.*

Major	Minor and Specialization
	
Animalism	Storm Chaser OR Seer OR One Specialization

Puppeteer



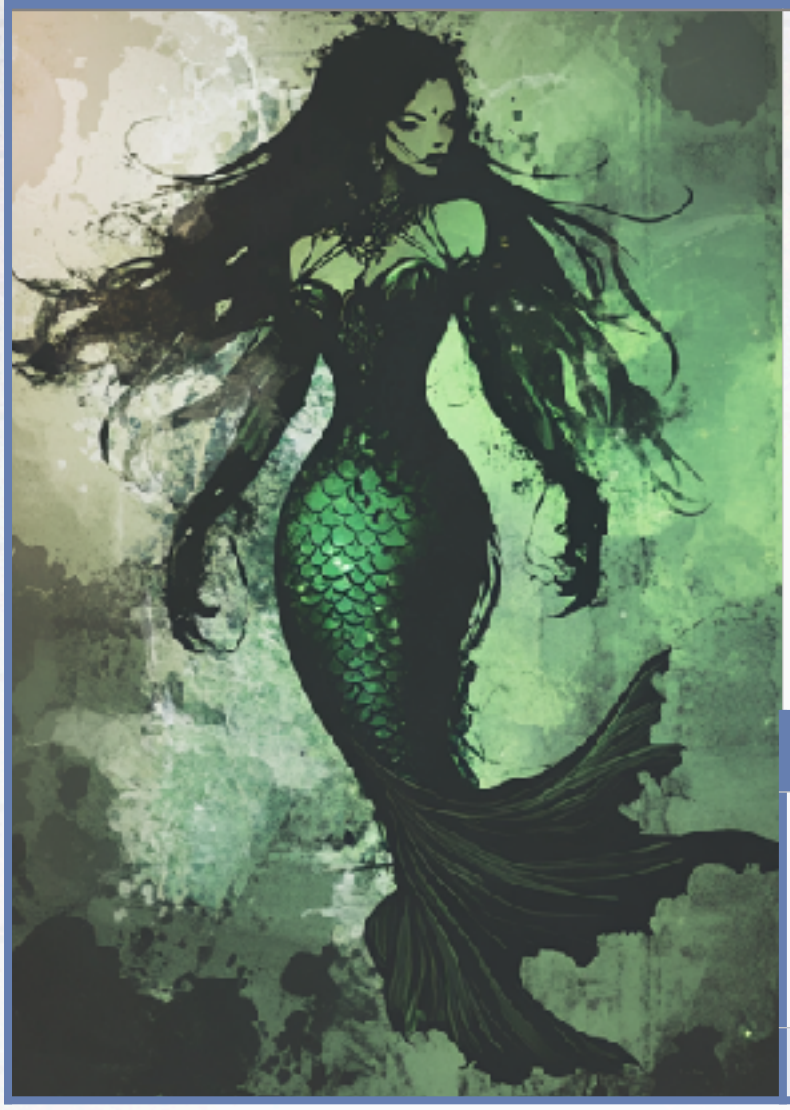
Type: Patron

A powerful creature has granted you the power to control the weak. You have a mark that identify yourself to that creature but no one else can see it. Maybe you will never see that creature again or maybe she will come back to ask you something in return. You will be able to control other people and play tricks on there mind.

*We suggest the power **Break the Weak** from the **Mind Control** mastery. Next we suggest the **Dream Weaver** mastery with the **Enter Dream** power.*

Major	Minor and Specialization
	
Mind Control	Any One Minor Mastery

Siren



Type: Parasite

Remember the old mermaid stories? That's pretty much it, but a little bit darker. It started with an aquatic larva that penetrated a being by the mouth or any other orifice. It then die but not before changing the victim in a dramatic way. It cause the victim to react to water, transforming the legs into a fish tail.

*We suggest the power **Faceless** from the **Lure** mastery. As the minor mastery, you have to choose **Fish Tail** from the **Seafolk** mastery.*

Major	Minor and Specialization
	
Lure	Seafolk

Spiritbound



Type: Gift

You always have been sensitive. Feeling your emotions and some emotions that you cannot describe, coming from a strange place inside of you. You are many persons, one per tattoo, with their strengths but also their weaknesses.

*Select the power **Assume Spirit** from the **Tattooing** mastery. As the minor mastery, we suggest **Seer** and **Detect the Supernatural** power.*

Major	Minor and Specialization
	
Tattooing	One Esoteric OR One Specialization

Succubus



Type: Parasite

Succubus, it's a strange name for this entity. A being out of this world has laid an egg in your body. The new entity is growing and merging in you in a struggle to gain the upper hand on your body and mind. Succubus are able to manipulate the emotions of others; a nice trick to be able to live with normal people until the transformation is over.

*We suggest the power **Repulse** from the **Lure** mastery. As the minor mastery, we suggest **Dream Weaver** and the **Enter Dream** power.*

Major	Minor and Specialization
	
Lure	One Esoteric OR One Specialization

Trickster



Type: Patron

A strange and invisible creature that many called an imp or a gremlin granted you the power to foul and trick people. She's bound to you and you are the only one that can see her. She's strange and weird and her motivations are unclear. Fortunately, you can control it or do you? Maybe it's all in your head. Those powers will allow you to create illusions that will trick and distract people.

*With the **Smoke and Mirrors** mastery you will have the power **Atmospheric Effects**. Then, we suggest the mastery **Telekinesis** with the **Quick Move** power.*

Major	Minor and Specialization
	
Smoke and Mirrors	One Mutation OR Telekinesis OR Dream Weaver

Unstained



Type: Gift

You didn't have been corrupted but you are special. You can resist the stain and fight the corruption brought to our world. In some strange unknown ways, you have been chosen.

*The Unstained have access the **Cleansing** mastery. Write the **Untouchable** power on your character sheet. We suggest you choose **Leader** from the **Magnate** mastery.*

Major	Minor and Specialization
	
Cleansing	One Specialization

Werebeast



Type: Gift

A creature has bit you and you have developed the power to transform your body into man-beast. The more powerful you will become, the more form you will be able to take. This corruption is very obvious and makes this curse very dangerous for you… and for the others.

*You can start by choosing **Werefox** as your first form for the **Metamorphosis** mastery. Then, we suggest to go with the Berserker mastery.*

Major	Minor and Specialization
	
Metamorphosis	Berserker OR One Specialization

Worlds Walker



Type: Patron

Worlds Walkers has been engulfed by the Glare and given the power to hide and travel in this strange parallel world. Even at the surface of our world, you can hear strange scratchings from the Glare. The Glare has given you the power to manipulate it; opening breaches in itself, allowing you trop travel in a strange and dangerous world.

*We suggest choosing **Feel the Glare** from the **Trailblazing** mastery. Then, we suggest choosing the mastery **Toxin-Breather**.*

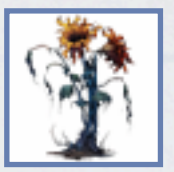
Major	Minor and Specialization
	  
Trailblazing	One Mutation OR Telekinesis OR Traceur

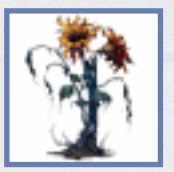
Overview of the Major Masteries

Your source of power will give you access to a Major and Minor mastery. Here are short descriptions for every one of them. There is a cost when using powers, note the cost next to the mastery on your character sheet. The full description of the mastery and the cost are further in the book in the Masteries section. Masteries have a cost, it's paid when using a power from this mastery and not when choosing a mastery in the character creation process.

Major Masteries		Cost
	**Animalism** Animalism is the power to speak with beasts and use them to help you. You will become one of them and maybe their leader.	 Stain
	**Cleansing** Unstained and uncorrupted by any entities, this mastery allows to protect the people around you against the supernatural. You are the last hope for the humanity against that darkness that is invading our world.	 Drain
	**Arachnophilia** This mastery comes from a secluded place where spider-like creatures rules. It merge spider's features with the human body, transforming its practitioner into an horrific spider-man hybrid being.	 Drain
	**Elementalism** You use your strange powers to call upon Gaia's powers. The earth or his representing being has given you powers to control the elements of nature. The ground is vibrating when you touch it, plants are whispering, water is tasting wonderful and fire is watching you.	 Stain

Major Masteries	Cost
	**Flesh Craft** There is an art from another world that allows to create life or some kind of abomination. You can create it, craft it like a mundane object. You have learn this strange and maybe disgusting art from mysterious book or runes.	 Blood
	**Lure** Emotions are powerful feelings and you have learned to control them. You can control your own but also those of others. This mastery can be used to make people love you or fear you. It's the mastery of seduction and revulsion.	 Stain
	**Metamorphosis** This mastery allows transform yourself into a man-beast. You become a monstrosity between a human and a mundane animal. The transformation is painful and when transformed, you cannot return to your normal form before sometime.	 Blood
	**Mind Control** You know the secrets of the human mind. You can read thoughts and even change those. You can control the mind of people and use them at your bidding.	 Struggle

Major Masteries	Cost
	**Psychometry** The psychometry allow to manipulate objects and the aura around it.
 Stain	
	**Smoke and Mirrors** Nothing is real with Smoke and Mirrors. It's just illusions.
 Drain	
	**Tattooing** Tattooing allows to bound spirit to you by using tattoos and gain their strengths and weaknesses.
 Drain	
	**Thanatology** You can use dead body as tools and spare parts. This mastery is not related to necromancy or evil powers at all but related to some science and a good knowledge of biology. Science has been bended a little since the outbreak but it's still science even if it's pretty creepy. Unfortunately, a lot of people see this mastery as an evil practice.
 Stain	

Major Masteries	Cost
	**Thorn** You can control the red vine that creep almost everywhere. Dormant in your body, those vines await the appropriate moment to crawl out.
 Drain	
	**Trailblazing** Worlds Walkers has been engulf by the Glare and given the power to hide and travel in this strange parallel world. Even at the surface of our world, you can hear strange scratchings from the Glare.
 Drain	
	**Vampirism** Powers that can look like the one used in old stories about vampires..
 Drain	

Overview of the Minor Masteries

After choosing your source of power you may have to choose one or many minor masteries. Sometime your Source of power will force you to a precise minor mastery but others will give you a few choices. Be sure to choose all the available masteries when creating your character since you cannot change your mind after the beginning of the game.



Minor Masteries - Esoterics		Cost
	Dream Weaver Dreams, what are dreams if not images, ideas, emotions and sensations that the mind create during sleep? And if it was more, a way to the unconscious. Dream Weaver can shape the dreams of others and even invade them.	Stain
	Seer You can see what others can't see. You can see the past and the future, everything at the same time.	Stain



Minor Masteries - Manipulations		Cost
	Storm Chaser You can transform a gentle breeze into a tornado. Call a lightning strike during an electric storm. Generate a powerful hurricanes. And then, make everything disappear.	Drain
	Telekinesis It's started with bad headaches. Then, it was objects falling from shelves when you were around. Now, you can move objets with your mind.	Drain



Minor Masteries - Mutations	Cost
 **Berserker** It's a curse, not a blessing. You don't have hot temper but sometime, rage takes control of you. When it happens, you lose control of yourself and you do horrible things.	 Stain
 **Seafolk** The sea is your domain. You can breathe under water and swim with ease with a fish tail that appears when you are wet. Even the waves sing songs for you.	 Drain
 **Toxin-Breather** When the world stopped turning as before some survivors started using gas masks to protect themselves against toxin in the air. Unfortunately, some mask were defect and infected the bearer with something more dangerous. You are one of those people or a descendant that carry a mysterious gene that makes you more resistant to toxin and poison.	Free
 **Wendigo** You have eaten sin-flesh, human flesh. It can be by mistake or it was the only way to survive. The meat has changed your genes and transformed you into a Wendigo. You now crave for raw, uncooked meat. Wendigo are known to be immortal; living forever and not dying.	 Stain

Attributing Power Levels

At this point, you should have a total of 3 masteries that can include one or more specialization. Now, go to the Masteries section and choose one level 1 power from every masteries or specializations you have chosen.

Or for the other characters:

- 1 level 1 power in your Major Mastery.
- 1 level 1 power in your Minor Mastery or Specialization.
- 1 level 1 power in a Specialization related to a Life Paths selected.



ASSETS

IS SHE'S ALONE? I HOPE NOT.

TELL ME WHO YOUR FRIENDS ARE, I'LL TELL YOU WHO YOU ARE.

SHE MUST KNOW PEOPLE. THOSE PEOPLE WILL BE ABLE TO HELP... MAYBE. ANYWAYS, SHE WILL NEED FRIENDS TO SURVIVE.

WE USE HIGH CALIBER BULLETS TO TRADE SINCE MONEY WORTH NOTHING. FURTHERMORE, YOU CAN USE IT IF SOMEONE WANTS TO TAKE WHAT'S YOURS.

SO, WHAT'S GEAR SHE OWN? DOES SHE HAVE A PLACE TO STAY?

DON'T OVERLOOK HER ASSETS, SHE WILL NEED IT TO SURVIVE IN THIS HARSH WORLD.



RELATIONSHIP



ASSETS

Money lost almost all his value so bartering items for other items is the best way to do trading. Unfortunately it's not easy to travel with a lot of items to sell so everybody also accept high caliber bullets, called Slugs, as the default money. High caliber bullets like the 12.7 x 99mm worth 1. Low caliber bullets like the 9mm worth one tenth of the

high caliber. The bullets should be working and not be too rusted.

Your character start the game with **35 High Caliber Bullets** that are also know as **Slugs** to spend on contacts, equipment, hideout or to keep. It's an important amount and represent everything your character has saved during the years.

Those Slugs can be used to purchase three types of assets so choose wisely.

- **Relationship**
- **Equipment**
- **Hideout**

Assets

You had saved 35 Slugs to begin your adventure.

We suggest that you use about 5 Slugs for your relationship and the remaining for the equipment and hideout.



Relationship

Using their contacts, your character can call contacts, friends or family members for help or favours. Those contacts represent the persons that your character has met before starting the stories.

Those contacts or even travel companions are managed by the game master. They are not at your character's service and can be in a bad mood and refuse to help your character for some time. They can also require help and attention from time to time.

When creating your protagonist you will have to purchase your contacts with your Slugs. After the beginning of your first story, you will have to gain your contacts through role playing. Note that the other protagonists are not contacts and don't need to be purchased.

In this section, you will be able to create a family for your character. It's optional but your character can have parents, sibling or children.

You can also create a romance between your character and a non-player character or a relation of mentor and apprentice.

Pre-made contacts

We have created multiple characters that can be used as a character or as a contact. You should be able to find them on the Website.

Create your contacts

You can choose to create the contacts as fully fleshed characters following the character's creation process. The only limitation is that the contact must be unstained and with no power. If you are not interested by all that, you can only choose a name, an occupation, some features and what is the relationship between your character and the contact. You and the Game Master will have to fill the missing details during the game. As always, the Game Master will have to review the final result.

There are 3 important characteristics for a contacts.

- Relationship
- Contact's Descriptors
- Contact's Information

Relationship

Suggestion of Occupation

Assassin, Burglar, Conman, Cult Evangelist, Fence, Gangster, Peddler, Pickpocket, Raider, Smuggler, Spy, Thief

Chronicler, Diplomate, Guide, Pilgrim, Runner, Scavenger, Scout, Survivalist, Trader, Wanderer

Bodyguard, Bounty Hunter, Caravan Guard, Guard, Lookout, Mercenary, Militiaman, Monster Hunter, Policeman, Sherif, Soldier

Animal Trainer, Blacksmith, Carpenter, Chemist, Communications Specialist, Computer Engineer, Cook, Council Member, Electrician, Farmer, Fisherman, Gambler, Gardener, Handyman, Herbalist, Historian, Hunter, Investigator, Judge, Labourer, Leader, Mechanic, Medic, Merchant, Pawnbroker, Performer, Plumber, Politician, Preacher, Priest, Prizefighter, Quartermaster, Scientific, Supply Manager, Surgeon, Teacher, Tinkerer, Weaponsmiths

It's time to think about the civil status of your character and if your character has living family members or friends. A contact can be a friend or just a persons encountered a few times and not related at all. In all cases, those persons are friendly toward your character. Here are some options:

Suggestion of Relationship	
Cost	**Type**
1	Contact
2	Apprentice Business Partner Child Colleague Domesticated Animal Faction's Colleague Former Lover (in good terms) Friend Illicit Lover Relative Someone with the same interest Teacher
3	Childhood Friend Family Member* Lover They saved your life Mentor You saved their life

Family Member: Being in the same family is not a guarantee of a good relation. If the relationship is not very good the cost can be lowered to 2 or 1.

Contact's Descriptors

A contact can have multiple descriptors. A contact with a high position in society, powers or experience will cost more. The following table has some examples. It's possible to choose multiple options. All choices can be used as descriptors:

Suggestion of Contact's Descriptors	
Cost	**Type**
+1	Experienced (Minor or Major)*
+1	Leadership (Minor or Major)*
+1	Position of Authority*
+1	Supernatural*
+2	Travel Companion*
0	Without Influence*

Experienced: Your contact has experience and training. As always, you can use those descriptors during the game. You can also use experience points to improve the contact if you create it following the character creation process. As a minor descriptor, add 15 experience point to the contact. As a major one, add 30 experience point. Remember that you need the "Supernatural" descriptor to add powers to the contact.

Leadership: Your contact is a leader. When selecting this descriptor as a minor descriptor, they lead a few persons. When selecting this descriptor as a major descriptor, they can lead an entire faction.

Position of Authority: The contact has influence over others. It can be a religious one or he can be representing the law and order.

Supernatural: Choose a source for the powers and then choose a power of level 1 and one of level 2 or three of level 1.

Travel Companion: A travel companion is someone that follow your character. They is not a slave and does what they wants but will participate in the daily tasks. They generally pay for their own food and equipment but they expect a part of the loot. Since they follow your character, chances are good that their life will be at risk more often and they can die.

Without Influence: Contacts without influence are normal person living their life without any authority on others. They can have important job but they are not a leader.

Contact's Information

You can freely choose a name and an occupation for your contact or ask your Game Master if they already have the information you. You can also add more information about the contact to add more flavor.

- Contact's Name
- Contact's Occupation

Cost of a Contact

The cost of the contact is the sum of the cost of every descriptors chosen and the type of relationship between the protagonists and the contact. Remember that you only have 35 Slugs to create all your contacts but also buy your protagonists' equipment.

Grace's Diary

Sacrifice and hard choices, it's what we have to do to survive. It's not easy but when the time comes we have to ask ourself what are the boundaries that we are ready to cross to protect the ones we love.

Year 6, day 220

About the Contacts

When the game starts, the Game Master will manage all the contacts the way they want. So it's a good idea to speak with the Game Master when creating your contacts to be sure that the contact will play the role you want. Don't hesitate to give more life to your contact so the Game Master will have an easier time playing your relationship. The Game Master should also take into account the number of points distributed in the contacts and give a bigger role to important contacts.

Relationship Kits

Here are some kit suggestions. Choose a name and an occupation for every contacts.

Standard Kit

* Friend (2 Slugs)
* Contact (1 Slugs)
* Contact (1 Slugs)
* Contact (1 Slugs)

Total Slugs: 5

Animal Trainer Kit

* Domesticated Dog (10 Slugs)

Total Slugs: 10

Family Kit

* Relative (2 Slugs)
* Mother (3 Slugs)
* Father (3 Slugs)
* Sibling (3 Slugs)

Total Slugs: 11

Traveler Kit

* Domesticated Dog (10 Slugs)
* Travel Companion (3 Slugs)

Total Slugs: 13

Lover Kit

* Child (2 Slugs)
* Lover (3 Slugs)

Total Slugs: 5



EQUIPMENT

Equipment

Style Descriptors

Clothing's style use descriptor as many things in the game. Those descriptors are generally used in social encounter but can also be use in other situations. You can go to the Trading Post section of this book to have a large selection of choices or simply choose a style below:

Basic Style Descriptors	Slugs
Ragged	0.5
Standard	1
Chic	5
Expensive	10

Feel free to add more details about the exact piece of clothing based on the style descriptor. You an include shirt, pants and shoes.

Starting Equipment

When buying equipment you can focus on outdoor and travel gears or invest in a shelter. As a group, you can shared the cost of everything. Ask your Game Master about what you should prioritize.

To fasten the character's creation we have created many kits. Pick multiple kits or purchase items from the Trading Post section for the full list of items.

Basic Equipment Kits

Minimal Kit

* 4 x Ration (Stack) (4 Slugs)
* 20 x Candle (Stack) (1 Slug)
* Backpack, small (8 slots) (Stack) (1 Slug)
* Sleeping Bag (2 Slugs)
* Lighter, Oil (Stack) (1 Slug)
* Standard Clothing (1 Slug) (Worn)

Weight: 3.6 Total Slugs: 10

Intermediate Kit

* 4 x Ration (Stack) (4 Slugs)
* 20 x Candle (Stack) (1 Slug)
* Backpack, small (8 slots) (Stack) (1 Slug)
* Sleeping Bag (2 Slugs)
* Lighter, Oil (Stack) (1 Slug)
* Standard Clothing (1 Slug) (Worn)
* Tent, 1 person (5 Slugs)

Weight: 4.6 Total Slugs: 15



Advanced Kit

- 10 x Battery (Stack) (1 Slug)
- 3 x Ration (Stack) (3 Slugs)
- Backpack, medium (16 slots) (Stack) (2 Slugs)
- Bedroll (1 Slug)
- First Aid Kit, Small (5 uses) (2 Slugs)
- Flashlight, Plastic (1 Slug)
- Knife (4 Slugs)
- Standard Clothing (1 Slug) (Worn)
- Tent, 1 person (5 Slugs)

Weight: 6.4 Total Slugs: 20

Deluxe Kit

- 10 x Battery (Stack) (1 Slug)
- 4 x Ration (Stack) (4 Slugs)
- Backpack, medium (16 slots) (Stack) (2 Slugs)
- Sleeping Bag (2 Slugs)
- Blanket (1 Slug)
- First Aid Kit (10 uses) (3 Slugs)
- Tent, 1 person (5 Slugs)
- Flashlight, Plastic (1 Slug)
- Knife (4 Slugs)
- Mirror, Small (1 Slug)
- Standard Clothing (1 Slug) (Worn)

Weight: 8 Total Slugs: 25

Extra Equipment Kits

The following kits can be added to one of the Basic Kits.

Criminal's Kit

Thief's Kit for breaking in almost anywhere. It's a great starting kit for all sneaky criminals.

Thief's Kit

- 2 x Throwing Blade (Stack) (4 Slugs)
- Dark Clothing (2 Slugs) (Worn)
- Grappling Hook (2 Slugs)
- Lock-Picking, Tools (3 Slugs)
- Rope, Climbing (50m) (3 Slugs)

Weight: 3.2 Total Slugs: 14

Explorer's Kit

Kits for the traveller and adventurers.

Wanderer's Kit

- Climbing Gear (5 Slugs)
- Compass (1 Slugs)
- Impermeable Clothing (4 Slugs) (Worn)

Weight: 2 Total Slugs: 10

Survivor's Kit

* Blanket, Thermal (2 Slugs)
* Fire Bellow, Telescopic (Stack) (1 Slug)
* Matches, box of 100 (Stack) (1 Slug)
* Match Case, Waterproof (1 Slug)
* Pen, Box (1 Slug)
* Saw, Pocket Wire (Stack) (1 Slug)
* Spork (Stack) (1 Slug)
* Whistle (Stack) (1 Slug)

Weight: 3.5 Total Slugs: 9

Security Enforcer's Kit

Small kit for a guard. Nothing too fancy but it will allow protecting a zone and bash some heads with a baseball bat. It can also be great to hit some balls during a break.

Guard's Kit

* Baseball Bat (10 Slugs)
* Padded Vest (5 Slugs) (Worn)

Weight: 1 Total Slugs: 15

Professional's Kit

Kit for an animal trainer or anyone who wants a loyal companion.

Animal Trainer's Kit

* 20 x Arrow (Stack) (1 Slug)
* Antitoxin (Stack) (1 Slug)
* Bow, Homemade (Large) (4 Slugs)
* Dog (8 Slugs)

Weight: 3.1 Total Slugs: 14

Kit for the mechanics and the gearheads. It allows to repair almost anything. You know, tie wraps and duct tape.

Gearhead's Kit

* 10 x Tie Wraps (Stack) (1 Slug)
* Crowbar (Large) (3 Slugs)
* Duct Tape (1 Slug)
* Tool, Home Kit (5 Slugs)

Weight: 4 Total Slugs: 11

Kit for an investigator with a few bullets.

Investigator's Kit

* 20 x Low Caliber Ammunition FMJ (Lightweight) (2 Slugs)
* Pistol, .22 Short Automatic (3 Slugs)
* Paper, Pad (1 Slug)
* Pen, Box (1 Slug)

Weight: 3 Total Slugs: 7

Kit for a medic with everything to help the members of the group.

Medic's Kit

* 10 x Bandages, Clean (Stack) (1 Slug)
* Adrenaline Shot (Stack) (2 Slugs)
* Antitoxin (Stack) (1 Slug)
* Painkiller (Stack) (3 Slugs)
* Scalpel (Stack) (3 Slugs)
* Surgery Kit, Small (5 uses) (3 Slugs)

Weight: 2.4 Total Slugs: 13



SHELTER

Shelter

When creating your character, it's also possible to buy a shelter in a community or in the wild. In smaller community, the shelter and the beds are generally shared but bigger community have small houses or rooms for its inhabitants. Your Game Master will tell you where your protagonist's shelter will be or maybe he will let you choose the location. If it fit in the game, you can choose something like an old house, a crashed aircraft or a shelter made of old cars. No matter the type and the location of the shelter, putting some Slugs in it will improve the comfort. There is a section in the Trading Post chapter with all the information but here are some basic options.

Shelter Kits

Small Shelter

* One room with one bed (16 Slugs)

Weight: 0 Total Slugs: 16

Big Shelter

* One room with 4 beds (50 Slugs)

Weight: 0 Total Slugs: 50



BACKGROUND STORY

WE ARE ALMOST DONE.

WHAT DO WE MISS? TELL US EVERYTHING.

DO YOU HAVE A PICTURE OR A DRAWING FOR US?

ALRIGHT, WE CAN ALSO IMAGINE HER NOW. WE ARE NOT SURE IF SHE WILL SURVIVE FOR LONG.

BUT WE NEVER KNOW, MAYBE SHE WILL SURVIVE AND BECOME POWERFUL. WE HOPE SO.

GOOD LUCK



BACKGROUND STORY

The last step of the character creation is to write a little story to introduce your character to the Game Master. A few bullet points can work great if you don't like writing stories. This step is optional but if you want to have some secrets related to your character in the game, that's the moment. Before writing a long story, ask your Game Master what they is expecting. You can keep some elements vague to let the Game Master add their own sauce.

Here are some hints for your background:

- You can start with some line about the childhood of your character. Check your character's descriptors for some ideas about what happens during their childhood.

- Write some lines about what your character is doing to gain their Slugs to survive. Describe their occupation. Why do they choose to do this particular occupation?

- You can write about some special events that have lived your character. You can explain how they get their power or how they discovered that they have powers. Check the section about the source of power for some ideas. Do not hesitate to go outside the normal scope.

- Write about how your character has met their contacts, friends, family and maybe the members of the party. If their parents are not among their contacts, explain how they were separated. Do the same for any siblings. Highlight the names in bold or colours to make it easier to find for your Game Master.

- Write some lines about your character's edges, hindrances and value. In life, hindrances and values often come with an interesting story. Add a little bit of information if your character has plot edges and hindrances. Highlight the important parts to make it easier for your Game Master to add elements to the story.

- Add any other information that can be nice. Add a motto for your character and any weird habits or quirks that was not covered with the character creation process.

- Find picture or a photo of your character on the Internet. Even better, you can also draw your character.

Almost Done

We hope the character creation process was smooth and fun. If there is something that you don't like about your character, ask your Game Master if you can fix it. Don't worry about bending the rules together.

Character's Description

It's time to describe your character to the other players. Only use your descriptors and don't talk about the statistics. Add as much details as you want for your character's skin and hair color and style. Use your style descriptor to describe your character's clothing.

You can keep your edges, hindrances or value secret for now if they are not apparent.



Personality Test

The personality test is optional. It can help you have a better idea of your character. Answer the questions as your character.

1. Are you calculative or spontaneous?
2. Are you a loner or you prefer being the centre of attention?
3. Are you a morning person or more of a night owl?
4. Are you more likely to use your fists, your words or flee in case of a conflict?
5. Are you more of a hoarder or a minimalist?
6. Are you susceptible to peer pressure?
7. Can you keep a secret or are you a snitch? Do you use secrets at your advantage?
8. Do you admit to mistakes when you make them?
9. Do you believe in destiny? Are you superstitious? Are you religious?
10. Do you consider yourself as honest?
11. Do you follow through on your promises?
12. Do you give people second chances?
13. Do you prefer to be loved or feared?
14. Do you prefer to lead or follow? How do you feel about authority?
15. Do you think money can buy happiness?
16. Do you want kids someday?
17. Have you ever had your heart broken?
18. Is it hard for you to trust someone?
19. Are you a cat or a dog person?
20. How do you think you will die?
21. What do you desire the most?
22. What do you do to feel better when you're sad?
23. What do you do to relax?
24. What do you fear the most?
25. What do you hate the most?
26. What do you like least about yourself?
27. What do you like most about yourself?
28. What do you love the most?
29. What is your biggest achievement?
30. What's your biggest pet peeve?
31. When wounded, are you stoic or whiny?

CHARACTER'S PROGRESSION

Your character will be able to become better and improve during the game. Your Game Master will award you experience points or XP that you will be able to use to improve attributes, skills and gaining new edges and powers. Generally, your Game Master will award you a few experience points at the end of every game session or just before a downtime.

How to get Experience Points

The Game Master has a list of things that can award you experience points but we prefer not to give you, the player, the exact list. But here are some hints for you.

- Have fun!
- Play the role of your character and help the other players to do the same.
- Have your character progress in his own story arc. Don't forget that you are not alone and you should also help the other players to do the same.
- Play your part in the story and make it progress.
- Stay positive and follow the rules even if something bad happens to your character. Talk to the other players and the Game Master if there is something that you don't like.
- Killing monsters or people DO NOT award you any experience point for your character. You can do it but only to survive or make the story progress.

Remember that earning experience points should not be the goal of your character. The goal of your character is to live a great story.

Expending Experience Points

You can improve your character during a downtime between chapters. Simply reduce your XP by the cost of what you want to improve.

Here is a summary of how it works but more information follows.

Advancements	Cost
Attribute	(Desired Total Attributes) x 5
New Edge	2
New Power	Power Level x 5
New Specialization	Power Level x 3
New Specialization outside Source	Power Level x 4
Skill	Next Level

Improving Attributes

It's possible to improve an attribute descriptor, remove a negative one or gain a new one. The cost for improving an attribute descriptor, removing a negative one or adding a new one depends on the number of attributes points already distributed. Add together all the attribute levels of your character. You will have positive and negative values. A starting character start with a total of 0. Raising the number of total points to 1 costs 5 experience points. If you have enough experience points you can improve an attribute descriptor with a new one that gives more bonus to your attributes and with a more powerful meaning. You can also simply remove a negative one or add a new descriptor with their bonus. You can use the prefix "Very" before a descriptor you have or add the descriptor "Experienced" if you don't know what to use.

If an attribute descriptor is avoided by some way during the game, remove that descriptor completely. In other words, a descriptor that do not have an effect during the games should not be calculated anymore.

Check the following chart for the cost to improve your attributes. The new point can be added to any attribute. You can raise multiple attributes during the same downtime but you must add pay for every point.

Improve Attribute

Desired Total Points	Cost to raise	Total Cost
1	5	5
2	10	15
3	15	30
4	20	50

Improve Attribute		
5	25	75
6	30	105
7	35	140
8	40	180
9	45	225
10	50	275

Gaining Edge

Adding new edges is possible using experience points. The cost of a new edge depends on how many edges a character has over the number of hindrances. Check the following chart to know the price of the edges. A starting character start the game with 0 edge over the number of hindrances.

It's also possible to add a hindrance. It's often based on the story or a major event. Either ways, the Game Master should first approve the new hindrance before adding it. This new hindrance will reduce the price of the next edge but will not provide Experience Points. Remember that Major edges or hindrances worth double.

New Edge		
Desired number of edges over the number of hindrances	Cost to raise	Total Cost
1	2	2
2	2	4
3	2	6
4	2	8
5	2	10
6	2	12
7	2	14
8	2	16
9	2	18
10	2	20

Improving Skills



Remember that you raise the skill level and not directly the skill rating. You cannot skip a level to save experience points but you can raise multiple levels in the same downtime period. Uncheck the box next to the skill after improving it. You will have to use it again to be able to raising it again on another downtime.

There are two ways to check the box next to a skill and make it available for improvement. The first one is to face a challenge that requires a skill test. The second one is to ask someone with a higher skill level to teach you some new tricks.

Improve Skill

Skill Level	Cost to Raise	Total Cost
1	1	1
2	2	3
3	3	6
4	4	10
5	5	15
6	6	21
7	7	28
8	8	36
9	9	45
10	10	55

The previous table end at level 10 but you can go farther using the same logic.

Improving Powers

Powers can be upgraded using the following table. The power must be in one of the 3 masteries available from your source of power. To buy a power, you must have at least one of the previous level.

Improve Power

Power or Specialization Level	Cost	Total Cost
1	5	5
2	10	15
3	15	30
4	20	50
5	25	75

Improving Specializations

Specializations can be upgraded using the following table. The specialization must be in one of the 3 masteries chosen when the protagonist was created. To buy a specialization, you must have at least one of the previous level.

Improve Specialization

Specialization Level	Cost	Total Cost
1	3	3
2	6	9
3	9	18
4	12	30
5	15	45

Other Specializations

It's possible to choose a power in a specialization that was not chosen at character's creation. As always, you must have at least one power of the previous level in that specialization. The cost of those specializations are 4 experience points per level.

Specialization outside Source

Specialization Level	Cost	Total Cost
1	4	4
2	8	12
3	12	24

Character Improvement Summary

Step 1: Update your attributes

You can add, modify or remove an attribute descriptor using your experience points to add one point to an attribute or to reduce a penalty. See the chart below for the cost. If an attribute has been modified, also modify the skills related to that attribute on your character's sheet. You can only add one point at the time.

Step 3: Add edge

You can buy a new edge using your experience points. The cost of additional edges is on the chart below.

Step 4: Update a skill level

You can update the skill level of a skill by using experience points and referring to the chart below. You can only raise one level at the time.

Step 5: Add a power from a Mastery

You can buy a new power in one of your masteries. You must have a power of the previous level to choose a power of a higher level. Set your Mastery Level equal to your highest power level in that mastery. For specializations, it's possible to buy a power from another specialization buy paying a little bit more. As always, it requires to have a power of the previous level.

Update Derived Statistics

If you raise some skills you also have to modify your derived statistics.

Muscular

- **Carrying Capacity:** 10 + Muscular
- **Health:** (Muscular / 2) + 3 (min 3, max 16)
- **Weight Lift:** 20 + (2 x Muscular)

Advancement Cost Summary

Level	1	2	3	4	5	6	7	8	9	10
Desired total attributes points	5	10	15	20	25	30	35	40	45	50
Desired Power Level	5	10	15	20	25	-	-	-	-	-
Desired Specialization Level outside Source	4	8	12	-	-	-	-	-	-	-
Desired Specialization Level	3	6	9	-	-	-	-	-	-	-
Desired number of Edges over the number of Hindrances	2	2	2	2	2	2	2	2	2	2
Desired Skill Level	1	2	3	4	5	6	7	8	9	10

PROTAGONIST

CREW

CREATE YOUR GROUP

In this section of the book we will guide you on how to create a group of characters. With the Game Master and the other players you will learn what kind of group you want to play.

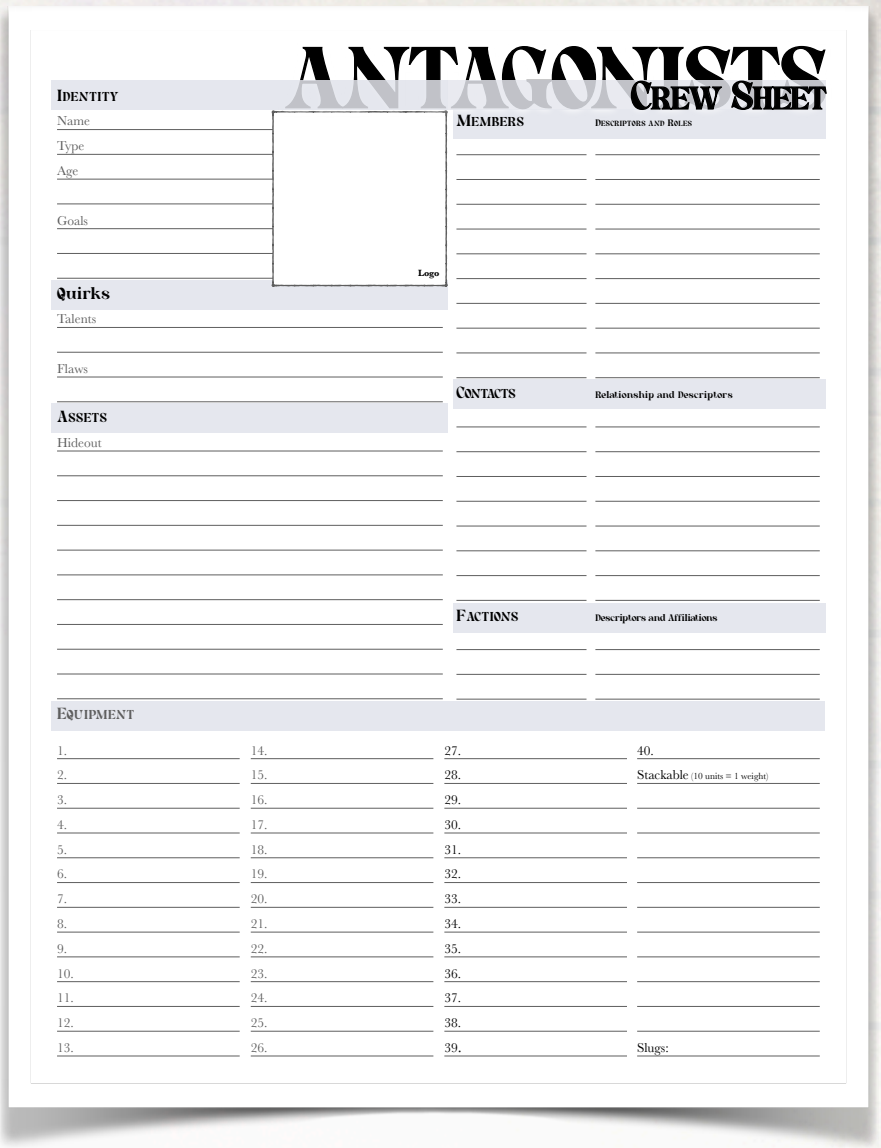
YOUR GROUP

Your character will be part of a group. At least, he will be part of the players' group. This group is called a Crew. It can be a great way to add more flavors to your group and your character that will be part of that group. It will allow to give a direction to the crew and group goals.

This section is optional and you should decide with the other players how important the crew is and for how long you want to talk about it. You can completely skip this section if you plan to play a short story. At the opposite, if you plan to play a long campaign, this section can be important and fun.

It can also be a good idea to create the crew after a few game sessions to start playing earlier. Wait for the first downtime when all the characters are around a campfire or a table and they can talk about the group and how they want to manage it.

See this creation process as a meeting between the members of the group. It's a chance to role play your character. On the next page, you will find a possible agenda for that meeting. Feel free to add or remove some entries from that agenda.


ANTAGONISTS
CREW SHEET
IDENTITY
Name
Type
Age
Goals
Logo
QUIRKS
Talents
Flaws
ASSETS
Hideout
MEMBERS
Descriptors and Roles
CONTACTS
Relationship and Descriptors
FACTIONS
Descriptors and Affiliations
EQUIPMENT
1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13.
14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26.
27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39.
40.
Stackable (10 units = 1 weight)
Slugs:

THE COUNCIL OF PLAYERS

Creating the crew is a team effort where every players should contribute by suggesting ideas and taking decisions. Only one crew is created for the entire group of players. One player can manage the crew sheet and take note but everyone should contribute. We included many questions that you can answer to have a better understanding of your group and what everyone want.

CREW IDENTITY

Crew Goals

Decide with the other players and the Game Master for how long the group exists. It's also important to know why your crew has been formed and what type of crew you are in. Like your character, your crew will evolves and changes during the game. All those informations are here to give you a direction when starting a new campaign and in no way should restrict how you want to play your game. The Game Master can suggest or restrict some type of crew to avoid having something that don't fit with is story.

Your crew can have goals at the beginning of the game and it can be in addition to the story's premise. It's something that can be added on the side of the main story. Often, it's related to the type of crew. If you have no idea, ask your Game Master for some suggestions or skip this topic since goals will appear and change during the game.

If you have a hard time finding goals for your group, you can try to find some past events that have influenced your group.

Crew's Creation Agenda

- ☐ For how long the group exit? Is it a freshly created group or the team is working together for some time?
- ☐ Why the group was created? What was the first goal of the group? Was the group created for the current assignment or was created before?
- ☐ What type of crew do you want to create? Is it a criminal group, a group of explorers, a group of ideologists, a security group or something else?
- ☐ What's the crew's name?
- ☐ Do you want a logo or a sigil for the crew?
- ☐ Who's the leader and do some members have special roles? How the decisions are taken? Is it a democracy or the leader takes all the decisions?
- ☐ What each member of the crew can bring to the group?
- ☐ Why the members join together? How the members of the group have meet? Are some members related?
- ☐ What the crew's members know about the other members?
- ☐ Do the members of the group know that other members have supernatural powers?
- ☐ Do the contacts of the characters are part of the group? If yes, are they paid or get a share of the loot?
- ☐ Is the crew part of a bigger faction and have some enemy faction?
- ☐ Is the crew have some edges or hindrances?
- ☐ Is the members share some assets? Do they have to participate to a provident fund?
- ☐ Is the members share an hideout?
- ☐ Is someone have something else to add? Something to say before the other members find out about it? Any crime to confess?

Crew Type

The crew type is just an easy way to have a direction and have a philosophy for the crew. Choose one that you like and remember that it can change during the game. For some campaign, your Game Master will give you some suggestions or restrictions.

Type of Crew	
Criminals	Assassins
	Criminal Gang
	Raiding Party
	Smugglers
	Thieves and Robbers
Explorers	Chroniclers
	Diplomates
	Nomads
	Runners*
	Scavengers
	Scientific
	Survivalists
	Traders
	Wanderers
Ideological	Humanists
	Humanitarians
	Ideologists
	Political Movements
	Powermongers
	Racial Groups
	Religious Orders
Security	Bodyguards
	Caravan or Shelter Guards
	Hunting Party
	Investigators
	Law Enforcement
	Mercenaries
	Military Faction
	Militia
	Police Organization
	Security Officers
	Soldiers Squad
	Spies
	Watchmen

Runners: Runners are some kind of postmen and carriers. They can generally be hired to move light items like medicine or messages from settlement to dangerous locations. Runners move light and fast to avoid danger. They are not cheap but often, it's the only way to send news or small commodities.

Name and Logo

Crew name and logo are popular among factions. Your group can have both if you want to and they can proudly wear an emblem. Some group are flamboyant but other are more secretive.

MEMBERS

Leaders and other Roles

The role of each player's character in the crew is optional. There is no limitation about what a character can do in the crew and often a player's character will have to wear many hats. Multiple characters can have the same role if it's what the group wants. Don't forget that the role of each characters can change during the game. Those roles can also be used for non-player characters joining the crew.

Here are some examples:

Suggestions of Roles
Face or Diplomate or Negotiator
Human Resources Manager or Recruiter
Inventory Manager
Labourer or Worker
Leader
Mechanic
Medic
Operation Manager or Strategist
Rules Enforcer or Soldier
Scout
Shelter Manager (if any)
Treasury Manager

Relationship Between Members

You can create relationship between player's character. Two members can be cousins when two other members can came from the same faction. It's up to the player to decide. There is no restriction to those relationship between player's characters. If you don't worry about that, all the members can be strangers or friends.

You can also invent some back story about how the members met.

Suggestions of relationship
Competing
Faced the same danger
Family Members
Forced to Work Together
Friend from Childhood
Friends
From the same Faction
From the same Settlement or Hideout
Have Saved
Have the same Goal or Secrets
Hired by the same person
Illicit Lovers
Joined because they both have powers
Lived in the same Shelter
Lovers
Married
Mentor and Mentee
Owe Something To
Rivalry
Saved by
Shared the same Cell
Strangers
Trapped together

Members that know each other for some time can present themselves to the other members. Players can decide what they tell to the other depending of the relation they have. Character's can keep their powers secret to some other member if they want.

Contacts

Character's contacts and friends can also be member of the crew. When doing so, the contacts is part of the group as a normal member. He can ask to be paid or for a share of the loot if he becomes more than just a contact. He can stay at a hideout or follow the characters. As always, the Game Master has his saying.

Alliances and Enemies

Your crew can be part of a larger faction. Ask your Game Master to know which factions are available in their game and if you can join one. Faction can have alliances and enemies and being part of a larger group bring those to the crew. Note your crew's alliances and enemies on the crew sheet. Those information are only informative and can change during the game. Further more, not everyone in a faction will react the same way and some can ignore an alliance.



CREW QUIRKS

Your group can have edges and hindrances. For each edge taken the same amount of hindrances must also be chosen. There is no limit but the Game Master should approve any of them.

Crew Edges

A crew can have edges. Choose none, one or multiple edges from the following list or create a new one. Be sure to choose the same amount of hindrances. As for characters, edges can have major version.

Suggestions of Edges

Black Market Knowledge
Blackmail Documents (who)
Faction Knowledge (faction)
Follower*
Hidden Stash
Know the Location of a Mysterious Place
Safe Location*
Saw Something Strange (what)
Stained Object (object)
Work for a Faction*

Follower: A person gravitate around your group. He is not very useful but he is a fan of your group or ideology and will talk about it to everyone. You can choose this edge as a major version to have 3 persons.

Safe Location: The safe location is a location known by everyone in the group. It's safe but not necessary cozy or well protected. It can be used as a rendezvous point in case of emergency.

Work for a Faction: A faction give

Crew Hindrances

The crew should also have a hindrance for every edge chosen previously to counterweights the edges. The Game Master can choose it for the group if he wants to and keep it secret from the players. Hindrances can be chosen with normal or major version.

Suggestions of Hindrances

At least one member is known to have powers (who)
Blackmailed (by who and why)
Dark Fate (which fate)
Dark Secret (secret)
Debts (to whom)
Enemy (who)
Exiled (from where)
Friend or Family Kidnapped
Group of Impostor
Haunted (why)
Hunted (who)
Known Criminals
Oath of Revenge
Prejudiced
Rival Group
Stalked (by who and why)
Vengeance (who)
Vow (which)
You hunt another group (which)
You hunt someone (who)
You search a location

CREW ASSETS

TREASURY

Each member of the crew can share his assets with the group. Decide as a group how each characters should contribute. It can be a percentage or a fixed value or whatever you want.

When creating your character you can give none, some or all your assets to your crew.

HIDEOUT

Your group can have a hideout or use a member's shelter as a home base. Characters can share their shelters and help to build a hideout. At this point your group should discuss about what they want for the crew's Shelter and if it should be a priority when creating characters. Some crew can be nomads so maybe you want to invest more in outdoor equipments and vehicles.

Survival's Rule #9

Hide in tall grass, it's almost everywhere. Remember, if you can hide somewhere, they also can.







CORE TRAITS

ATTRIBUTES AND SKILLS

Your character have attributes that describe is main traits and many skills that they can master. In this section we will give you as much information as possible on how to use it in the game.

ATTRIBUTES

AGI	CHA	CON	INT	PER	REF	STR
Agility	Charisma	Constitution	Intelligence	Perception	Reflex	Strength

Attributes are what define your character. Each attributes has many related skills and each skills are affected by 2 attributes. Some attributes influence more skills than others but it does not make those attributes better.

The average attribute for human is 0 so if you have an attribute of 1 or more you are over the average person and if you have an attribute of -1 or bellow you are under the average.

Attributes represent a large part of what a person his and the border of each attribute can be blurry at time but to have a simpler system we only use seven different attributes.

To raise an attribute after character creation requires 7 points of experience.

The follow table can give you a better idea of the attributes in a whole:

STR	Strength	Athletics, Brutal Fighting, Intimidate, Muscular, Technicals
	Vigor	
CON	Constitution	Acrobatics, Athletics, Charm, Long Arms, Muscular, Survival
	Stamina	
AGI	Agility	Acrobatics, Brutal Fighting, Finesse Fighting, Medicine, Sleight of Hands, Stealth
	Dexterity	
REF	Reflex	Drive, Finesse Fighting, Knowledge, Persuade, Sleight of Hands, Small Arms
	Wits	
INT	Intuition	Deception, Investigate, Knowledge, Medicine, Stealth, Technicals
	Intelligence	
PER	Perception	Drive, Insight, Investigate, Long Arms, Small Arms, Survival
	Senses	
CHA	Charisma	Charm, Deception, Insight, Intimidate, Persuade
	Appearance	

Agility (AGI)

Agility or nimbleness is an ability to change the body's position efficiently and requires the integration of isolated movement skills using a combination of balance, coordination, speed, reflexes, strength and endurance. It's also the ability to perform tasks, especially with the hands.

Includes: Dexterity, flexibility, nimbleness, balance

- Acrobatics
- Brutal Fighting
- Finesse Fighting
- Medicine
- Stealth
- Sleight of Hands

Intelligence (INT)

Intelligence has been defined in many ways: the capacity for abstraction, logic, understanding, self-awareness, learning, emotional knowledge, reasoning, planning, creativity, critical thinking, and problem-solving. It's also the ability to understand something immediately, without the need for conscious reasoning

Includes: Intuition, logic

- Deception
- Investigate
- Knowledge
- Medicine
- Stealth
- Technicals

Charisma (CHA)

Charisma is compelling attractiveness or charm that can inspire devotion in others. It includes the way that someone looks.

Includes: Appearance, interpersonal skills, personality

- Charm
- Deception
- Insight
- Intimidate
- Persuade

Perception (PER)

Perception is the organization, identification, and interpretation of sensory information in order to represent and understand the presented information or environment. All perception involves signals that go through the nervous system, which in turn result from physical or chemical stimulation of the sensory system.

Includes: Fives senses, moving in a 3 dimensions world, hand-eye coordination

- Drive
- Insight
- Investigate
- Small Arms
- Long Arms
- Survival

Constitution (CON)

Constitution is the ability to exert itself and remain active for a long period of time, as well as its ability to resist, withstand, recover from, and have immunity to trauma, wounds, or fatigue. It's also the capacity to recover rapidly.

Includes: Stamina, resiliency, physical health

- Acrobatics
- Athletics
- Charm
- Long Arms
- Muscular
- Survival

Reflex (REF)

A reflex is an involuntary and nearly instantaneous movement in response to a stimulus. The reflex is an automatic response to a stimulus that does not receive or need conscious thought as it occurs through a reflex arc. Reflex arcs act on an impulse before that impulse reaches the brain.

Main Skill: Reaction, awareness

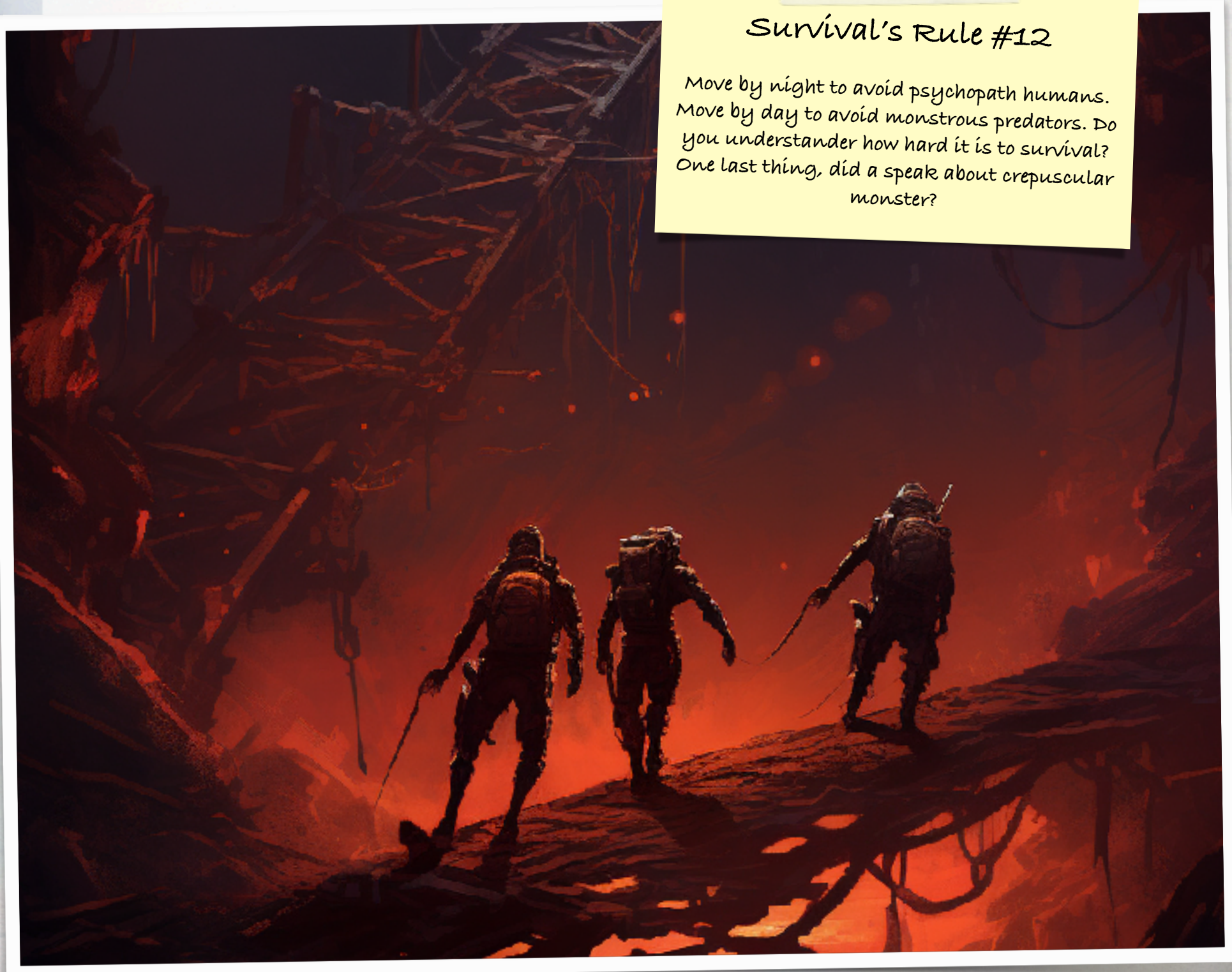
- Drive
- Finesse Fighting
- Knowledge
- Persuade
- Sleight of Hands
- Small Arms

Strength (STR)

Strength is the quality or state of being physically strong.

Includes: Brute force, weight lifting

- Athletics
- Brutal Fighting
- Intimidate
- Muscular
- Technicals



Survival's Rule #12

Move by night to avoid psychopath humans. Move by day to avoid monstrous predators. Do you understander how hard it is to survival? One last thing, did a speak about crepuscular monster?

SKILLS

There are 4 categories of skills; Action, Mental, Physical and Social. Categories are mostly use to help you classify the skills. It will also help you know which skills a wound will prohibit or affect.

Actions Skills

Drive | Long Arms | Sleight of Hands | Small Arms | Stealth

Mental Skills

Investigate | Knowledge | Medicine | Survival | Technicals

Physical Skills

Acrobatics | Athletics | Brutal Fighting | Finesse Fighting | Muscular

Social Skills

Charm | Deception | Insight | Intimidate | Persuade

Skills do not have any maximum level. You can also raise a skill a little further. Unfortunately, the cost to raise a skill will be more expensive at each level so it will be harder to raise. The next table show the first ten levels but you can raise your level over this limit. Follow the same logic for the next levels.

Level	Raising	Total Cost	Description
0	0	0	Untrained
1	1	1	Novice
2	2	3	Competent
3	3	6	Proficient
4	4	10	Professional
5	5	15	Veteran
6	6	21	Expert
7	7	28	Exceptional
8	8	36	Elite
9	9	45	Legendary
10	10	55	Apex

***Raising** refer to the Lifepath Points cost to raise a skill from the previous level to the desired level.*

Which skills are better?

There is no skill better than the other. All skills are useful in some situations. Choose what you like and have a character that you will like.

Alright, you want to find the best skills and min-max your character. Here is the best way to do it. Try to have varied skills in all categories. Don't choose too much skill in the same category. Unfortunately, your character cannot be good in everything but it's not big a problem. Since you have skills in the four categories, you will be able to manage almost all situations. Try to avoid situations where the test will involve skills that are low and try direct the situation to skills you are good at.

Skills Chart

All skills get bonuses from 2 attributes. The rating of a skill is equal to the sum of his two related attributes and is skill level. The following table shows the skills and their related attributes.

Categories	Skills	AGI	CHA	CON	INT	PER	REF	STR
Action	Drive					■	■	
	Long Arms			■		■		
	Sleight of Hands	■					■	
	Small Arms					■	■	
	Stealth	■			■			
Mental	Knowledge				■		■	
	Investigate				■	■		
	Medicine	■			■			
	Survival			■		■		
	Technicals				■			■
Physical	Acrobatics	■		■				
	Athletics			■				■
	Brutal Fighting	■						■
	Finesse Fighting	■					■	
	Muscular			■				■
Social	Charm		■	■				
	Deception		■		■			
	Insight		■			■		
	Intimidate		■					■
	Persuade		■				■	

Acrobatics

Acrobatics - Skill Physical

The acrobatics skill defines how well and gracefully a character can move. It combine finesse and balance.

Attributes: Agility + Constitution

Includes: Acrobatic Jumping, Dodge, Tight-Rope, Balance, Dance, Leaping, Parkour, Rolling

Opposed By: Acrobatics, Game Master Difficulty

Great at this skill: Acrobats, Traceurs

Athletics

Athletics - Skill Physical

The athletics skill defines how in shape is the character. A character with a high athletics skill will be better at runner, climbing and swimming and will be able to do it for a long period of time.

Attributes: Constitution + Strength

Includes: Climbing, Runners, Swimming, Long and High Jumping, Sprinting, Rappelling, Stamina

Opposed By: Athletics, Game Master Difficulty

Great at this skill: Athletes, Joggers, Bodyguards, Trainers, Climbers, Explorers, Swimmers



Brutal Fighting

Brutal Fighting - Skill Physical

Brutal fighting is a type of combat. When fighting the character use their brute force to hit the opponent as hard as possible. No finesse is use, only strength and body weight. This style of combat works great with heavy weapon.

Attributes: Constitution + Strength

Includes: Armed combat, Blades, Axes, Knives, Swords, Batons, Hammers, Saps, Staves, Parrying, Unarmed Combat

Notes: Use the Muscular skill to determine if a wound is caused when fighting with the brutal fighting skill.

Opposed By: Brutal Fighting, Muscular

Great at this skill: Fighter, Gangster, Soldier

Charm

Charm - Social Skill

Charm is one of the social skills. It allows to make friends or lovers. It use seduction as the main way to obtain privileged. It's generally less instantaneous than the other social skills but can works for a longer period of time. Charm can works as a seductive and sexual method but it can also simply works for friendly and asexual relationship.

Attributes: Charisms + Constitution

Includes: Seduction, Sex

Opposed By: Charm

Great at this skill: Cougars, Don Juans, Salesmen, Seducers, Traders

Deception

Deception - Social Skill

Deception is the art of misleading and hiding the truth. It can be a great way to gain advantage on others but it's often a double-edge blade and a risky practice.

Attributes: Intelligence + Charisma

Includes: Lies, Fast Talking, Con, Bluffing, Acting, Disguise

Opposed By: Deception, Insight

Great at this skill: Lawyers, Salesmen, Thieves, Actors, Infiltrator

Drive

Drive - Action Skill

The drive skill measure how well a character can drive or pilot a vehicle. Making an ordinary maneuver at normal speed does not require any roll but doing it at high speed or on a difficult terrain is a different story.

Type: Action

Attributes: Agility + Reflex

Includes: Bikes, Cars, Horseback Riding, Boats, Chases, Off-Road, Trucks

With specific mastery powers it can also include: Piloting Planes, Helicopters and Drones

Opposed By: Game Master Difficulty

Great at this skill: Chauffeurs, Drivers, Stuntmen

Finesse Fighting

Finesse Fighting - Physical Skill

The finesse fighting skill replace the brute force to hit an opponent with finesse. The hit is not as strong as with brutal fighting but allows to avoid an armor to hit a lethal location. Weapons used for finesse fighting are generally lighter.

Attributes: Agility + Reflex

Includes: Combat maneuvers, Unarmed Combats, Grapples, Subduing Combat, Throw objects, Archery, Grenade, Slingshot, Throwing Knifes

Opposed By: Acrobatics, Finesse Fighting

Great at this skill: Martial Artists, Archer, Soldier

Insight

Insight - Social Skill

The insight skill allows to perceive the emotion of someone. It can be used to calm or comfort someone. In some cases, it can also be use to detect if someone is hiding something but it's not as precise as a lie detector.

Type: Social

Attributes: Perception + Charisma

Includes: Read Emotions, Comfort, Calm, Detect Lies, Bribery, Animal Handling, Animal Training, Empathy, Detect social behaviour, Gambling

Opposed By: Deception, Insight

Great at this skill: Friends, Psychologists, Leaders, Politicians, Poker Players

Intimidate

Intimidation - Social Skill

This skill allows to frighten someone. It's a great skill to obtain something rapidly but the relationship with the person can decrease after the intimidation.

Attributes: Charisma + Strength

Includes: Frighten, Interrogate, Torture, Taunt

Opposed By: Insight, Intimidate

Great at this skill: Bouncer, Bodyguard, Gangster

Investigate

Investigate - Mental Skill

The investigate skill regroup general perception and the action of investigating. It can be useful to just spot something hidden but also to do research to find more information about a topic.

It's highly suggested that the Game Master roll the test with the difficulty against the investigate rating of the player's character. This way the player will not know for sure if the test was successful or not.

Attributes: Intelligence + Perception

Includes: Spot Hidden, Searching, Listening, Perception, Scent, Spying, Taste, Touch, Vision

Opposed By: Game Master Difficulty, Sleight of Hands, Stealth

Great at this skill: Detectives, Policemen, Thieves

Knowledge

Knowledge - Mental Skill

The knowledge skill is a general skill that regroup a lot of knowledge that a character can learn from multiple source. This skill can be use to answer the following question: Do my character know this information? A success means that the character knows it. The difficulty will be based on how uncommon the information is.

Attributes: Intelligence + Reflex

Includes: Biology, Law, Language, Religion, Library Use, Accounting, Sociology, Chemistry, Politics, Geology, Engineering, Psychology, Philosophy, Metallurgy, Physics, Occult

With a specific specialization powers it can also include: Demolition, Create Bomb, Disarm Bomb, Nuclear

Usage:

- Allow to get more information about almost anything.

Opposed By: Game Master Difficulty, Knowledge

Great at this skill: Scientists, Students, Teachers

Long Arms

Long Arms - Action Skill

This skill manage the use of riffle and weapon held by both hands and braced against the shoulder. Riffles are very powerful firearm but are generally very loud and hard to hide.

Attributes: Constitution + Perception

Includes: Assault Rifles, Carbines, Long Firearms, Shotguns, Sniper Rifles, Crossbow

With a specific specialization powers it can also include: Assault Rifles, Assault Cannons, Grenade Launcher, Guided Missiles, Machine Guns, Rocket Launchers

Opposed By: Muscular, Game Master Difficulty

Great at this skill: Hunters, Soldiers

Medicine

Medicine - Mental Skill

The medicine skill is a very important skill that allow to do diagnostics and threat injury. Higher level also allows to do surgery.

Attributes: Agility + Intelligence

Includes: Diagnostic, First Aid, Surgery, Poison, Pharmacology, Autopsy, Drugs

Opposed By: Game Master Difficulty, Wounds

Great at this skill: Doctor of Medicine, Nurse, Medic

Persuade

Persuade - Social Skill

Persuade is the skill for negotiation. It can be used when buying or selling items from merchants if they accept to negotiating prices. It can also be to obtain information or favour from someone.

Attributes: Charisma + Reflex

Includes: Negotiate, Bargaining, Contracts, Diplomacy, Impersonate, Performance, Command, Inspire, Rally

Opposed By: Persuade

Great at this skill: Politician, Trader, Leaders

Muscular

Muscular - Physical Skill

The muscular skill measure the brute strength of the character. It can be used to lift heavy objects but also to do damage or wounds to something or someone.

Attributes: Constitution + Strength

Includes: Weight Lift, Health

Derived Statistics:

- **Carrying Capacity:** Muscular + 10
- **Health:** (Muscular / 2) + 3 (min 3, max 16)
- **Weight Lift:** (Muscular + 10) x 2

Opposed By: Game Master Difficulty

Great at this skill: Athletes, Weight Lifters, Bodyguards, Brutes, Doormen, Trainers, Explorers

Derived Statistics

Statistics	-3	-2	-1	0	1	2	3	4
Carrying	7	8	9	10	11	12	13	14
Health	3	3	3	3	4	4	5	5
Weight Lift	14	16	18	20	22	24	26	28



Sleight of Hands

Sleight of Hands - Action Skill

The sleight of hands skill allows to manipulate objects with precision and also speed. It can be used to juggle, pick locks or pockets.

Attributes: Agility + Reflex

Includes: Escape Artist, Locksmith, Pickpocket, Catch, Forgery, Magic Tricks, Hide small objects, Pilfering, Escape from handcuff, Counterfeit, Initiative, Unsheathe

Opposed By: Game Master Difficulty, Investigate

Great at this skill: Magician, Pickpocket, Thief

Stealth

Stealth - Action Skill

This skill allows to hide from people and monsters. It can be used to hide behind an object or in the shadow if it's dark enough. It can also be used to walk silently.

The stealth roll should not be rolled when a character try to hide but only when someone have a chance to detect the character or is actively investigating the location.

Attributes: Agility + Intelligence

Includes: Hide in shadow, Hide in crowd, Shadowing, Silent movement, Vehicle Tailing, Infiltration

Opposed By: Game Master Difficulty, Investigate

Great at this skill: Robber, Spy

Small Arms

Small Arms - Action Skill

Small Arms is the skill to manipulate pistols, revolvers and firearms hold with the arms extended. Those weapons are generally less powerful than riffles but they are easier to hide and carry. They can generally be hold with only one hand.

Attributes: Perception + Reflex

Includes: Pistols, Holdouts, Revolvers, Semi-Automatics, SMG, Tasers

Opposed By: Acrobatics, Game Master Difficulty

Great at this skill: Cop, Detective, Soldier

Survival

Survival - Mental Skill

Survival is the skill to survive in a difficult environment. It can allow to light a fire and find food and fire. It can also be use to track prey.

Type: Physical

Attributes: Constitution + Perception

Includes: Navigate, Find Food and Water, Create Shelter, Tracking, Cartography, Predict Weather, Scavenging, Use traps

With specific mastery powers it can also include: Set Elaborate Traps

Opposed By: Game Master Difficulty

Great at this skill: Camper, Survivalist

Technicals

Technicals - Mental Skill

Technicals is a general skill that regroup a lot of manual tasks. It's more about doing than thinking about how it must be done.

Attributes: Intelligence + Strength

Includes: Hardware, Repair, Craft, Build, Electricity, Computer, Programming, Network, Hot-wiring, Security System

With specific mastery powers it can also include: Hacking, Cryptography

Opposed By: Game Master Difficulty

Great at this skill: Driver, Mechanics, Hacker, Programmer

Survival's Rule #3

As tempting it can be, use your powers with moderation. Using powers will attract monsters and you will endanger the one you love.

Lakshmi, Year 30





PLAY YOUR SKILLS

Every skills are important in some situation. You will find in this section some examples on when a skill can be useful and how to use it.

Note that it's possible to play a character with a skill that you don't have in the real life. Just explain at a high level what your character wants to do. No need to be very precise if it's about a subject you are not good at. After your explanation, make a test with the rating of your character's skill. If it's a success, your character succeed. It's the same thing with skills you are very good at but not your character. No matter how you explain how your character does it, you will have to make a test with your character's skill rating. If you fail the test, your character has failed no matter how you explain it.

Social Options (7 skills)

Charm | Deception | Insight | Intimidate | Persuade

There are 4 ways to approach a conversation. You can try to use **Charm**, **Intimidate**, **Deception** or **Persuade** to influence someone. **Charm** will help you make a new friend or seduce someone. Charming someone is generally a longer process and asking too much can void the result. Fortunately, the effect can last longer than the other methods. Use **Intimidate** to get what you want quickly and don't forget that you can get a situational advantage if you hold a weapon. Unfortunately, the character will not love you after your little discussion and can ask other person for help. **Deception** is used when you try to foul someone to get information or lie to a bouncer to let you in. In all cases, it should imply lies. It's a double-edge sword since the relation can deteriorate rapidly if the truth is found. The last way is to use **Persuade** but you should have some good arguments and possibly some Slugs to trade. You can also use **Persuade** to disguise yourself and impersonate someone. The best approach will vary in function of the person or the situation so there is no perfect way to handle social interactions. Trying to charm a bouncer or intimidate a guard can be bad ideas so you need to adjust your approach depending of the situation. A good social character will need to be good in many skills.

You can use **Insight** to detect the emotion of a living being or if a character is lying to you. It can give you some hints about how your social interaction is going.

Mental Options (5 skills)

Investigate | Knowledge | Medicine | Survival | Technicals

Mental skills are skills that will help your character survive and make the story moving forward. **Investigate** is the skill that you will use to search a room and notice the hidden object or the clue you were looking for. You can also use it to spot the monster waiting for you behind a rock. It's a very useful skill. **Knowledge** is the skills that regroup almost every knowledge your character can have. It's often very theoretical but since it includes a lot of knowledge you will be able to find a clever way to use this skill. The skill is for imaginative person. **Medicine** will help your character to stay alive and maybe the entire group. It's almost required in this harsh world. Don't count on someone else to save you. **Technicals** regroup practical sciences, mechanics, electrical and computers. It's the skills to have things done. It can be use to keep your stuff in good shape and ready to use. Lastly, the **Survival** skill will help you survive in this dangerous world and find food and water. Never leave your house without having a little bit of knowledge in this skill.

Physical Options (8 skills)

Acrobatics | Athletics | Brutal Fighting | Finesse Fighting | Muscular

Physical skills are govern by 2 skills for physical combats and 3 for physical prowess. Running, swimming, jumping and climbing are governed by the **Athletics** skill. When monsters will be running behind you, it will be too late to think about your cardio. **Acrobatics** is your balance that will allow you to move on rooftop without falling and doing moves to evade an opponent. It's also the skill to avoid being hit in some situation. **Muscular** is the skill to bash open a door and lift heavy weights. It also allows to resist when being hit. If you want to survive, you need to be in shape.

In combat there are two ways to fight. You can hit the enemy as hard as you can with the **Brutal Fighting** skill. It will lack finesse but should hit like a truck. It's generally associate with heavy weapons. **Finesse Fighting** is more subtile and will allow to hit the target in a vulnerable location to maximize the chance of causing a wound. Weapon that can be used with **Finesse Fighting** are generally shorter and lighter. When surviving, you cannot always choose your weapon so a great fighter must be good in both ways to fight.

Action Options (8 skills)

Drive | Long Arms | Sleight of Hands | Small Arms | Stealth

Action skills are the skills you will use the more often. **Drive** allows you to do dangerous maneuvers with a vehicle or ride an animal at full speed. **Stealth** will allow you to hide in dark places to escape a monster or ambush your opponents. Remember that avoiding a confrontation is a very good way to stay alive. **Sleight of Hands** is very versatile and allows you to pick pocket someone to get valuable stuffs. It can also be use to open a lock. It's also the skill to rapidly draw your weapons.

Firearms are very powerful and valuable. They cause massive damage and allow to stay far from harm. There are two ways to use firearms. It can be with the arms extended for a **Small Arms** or with the weapon on the shoulder for the **Long Arms**. Both types of weapons have advantages and disadvantages depending of the situation and the range. Small arms are easier to get and to hide. Long arms can be more power and precise but cost more.

Survival's Rule #13

Shut up about your power until you're able to defend yourself or people will blame you for everything. I saw many of us killed on sight because they have tried to help someone.

Also, don't be an ~~ass~~ with your power or that's me who will kill you.

Lakshmi, Year 28

SUPERNATURAL

FEAR IT

This section is dedicated to the supernatural. It's a big part of the world of Antagonists and it's pretty cool.

SUPERNATURAL IN THE WORLD

Monsters Everywhere

Monsters have invaded our world. We don't really know how they come but it's surely related to the Glare. Some monsters are aggressive and others just try to survive in our world. They greatly vary in size; some are the size of insects and others the size of a skyscraper. No matter the size, it's very dangerous to go outside the safety of a shelter.

People generally live in community to resist to monsters' attacks.

Some monsters are intelligent and they are the most dangerous one. They think and scheme against each other and the humanity. In some cases, they are so powerful that they can grant powers to other beings and use them as pawns.

Normal People and the One with Powers

After of few years, we have discovered that some people got strange and supernatural powers. It's still rare and unclear how they got it. It's maybe one individual per one hundred. Often, the person only has one strange ability but others grow in powers.

Generally, people fear what they don't understand and all those strange powers fit this definition. Everybody knows that those powers come from something strange related to the monsters that have cause the end of the world as we know it. Don't be surprise if many are on the fence about it. People with powers are known to be stained.

Some factions will attack and kill everything unnatural and this includes people with some strange and weird powers. On the other side, some people will praise the "gifted" in the hope to gain some powers. Nothing is black or white but don't underestimate the fear of the unknown and how people can react.

Fortunately, people with strange powers are very rare. The player's character is lucky or maybe unlucky to have some. So, if it's rare, why all the members of the group have powers? We will not answer this question here. You will have to find out.

Reactions Against the One with Powers

People will react differently when they will know that you have powers. The reaction will be deferent for everyone and will vary depending of the faction they are in and their beliefs. Generally, using powers of lower levels are more acceptable if it helps the common good.

A good reputation is generally priceless so hiding powers is often recommended.

They are Right to Fear You

Some powers allow a person to shift shape or to control the mind of another being. They are deceptive or it's what everyone think about those weird beings. How can you trust someone that can change his face at will or command you against your will? They must all be liars and cheaters? Kill them all and we will live in a safer place?

It's true, power attract the supernatural. Using too much powers in the same place attracts monsters. It's not something that happens in a day or two but it always happens. Monsters will gather toward where supernatural happens. It's always the case. It's why exiling or killing the one with powers is not a terrible idea. It's a way of survival in the long run.

More powerful powers attract monsters faster than lesser one but it's hard to explain to people the differences.

Items of Corruption

Items and equipment from the Glare are stained objects from other worlds. Some have strange powers but others are simply alien counterpart to objects that we use daily. They all generally look weird to us and are recognizable. They also emanate coldness when touched.

Normal objects from our world are also subject to the stain when affected by supernatural powers. Their appearance stay the same but they get cold when touched.

Like people with powers, those objects are feared by the common folk. They are known to corrupt the wearer and attract monsters and supernatural beings. Those rare items can be bought from travelling merchants or from the black market but it's always

risky to fall in a trap from a faction that have swear to destroy the supernatural.

When living in a community, those items are rapidly confiscate and destroyed. The owner of the items is generally arrested and persecuted for making the community at risk.

Items of corruption

This is how the corruption has come to our world. It was a gift from a demon that has spread corruption and fear to our world. Those stained items must be destroyed and the owner executed for the greater good!

Irene Carmody, Church of Truth, Year 22

A Theory about Powers

I was investigating on people with strange powers to find a source or a pattern for those powers. Why some people gain powers and others die in pain? Why some are chosen or cursed and not the others? Is it only luck… or bad luck?

I found something interesting when I started to hear strange noise that was not there. Red vines also started to infest my office at approximately the same time. Let me remind you that I work in a secure underground bunker so vine that deep is unusual. Suddenly, the supernatural invaded my work place. I don't know why but something was triggered a few days back.

Let me put a question in your mind. What if some people become a beacon for all the supernatural out there and everything from the other side of the Glare try to get those people on his side? When someone becomes a beacon, a race begin to recruit that person. Some supernatural being or whatever they are try to find the person and corrupt him. We saw groups of people living or travelling together all gaining powers at approximately the same time. It can also explain why a group of people gain powers at a few days of each others but not the same type of powers. It can be a question of which supernatural being reach the subject first. Maybe some subjects are privileged by some being?

A question that remain is what trigger the hunt for the beacon? Can it be an events that occupy a place and can affect multiple people and change them into beacons?

Many questions remain and I'm starting to rambling.

One last question, if the supernatural being are racing to "recruit" people that are beacon and give them powers, is it because they are in competition with each other and they want to have more people on their side?

Dr. Hredhaan Singh

THE GLARE

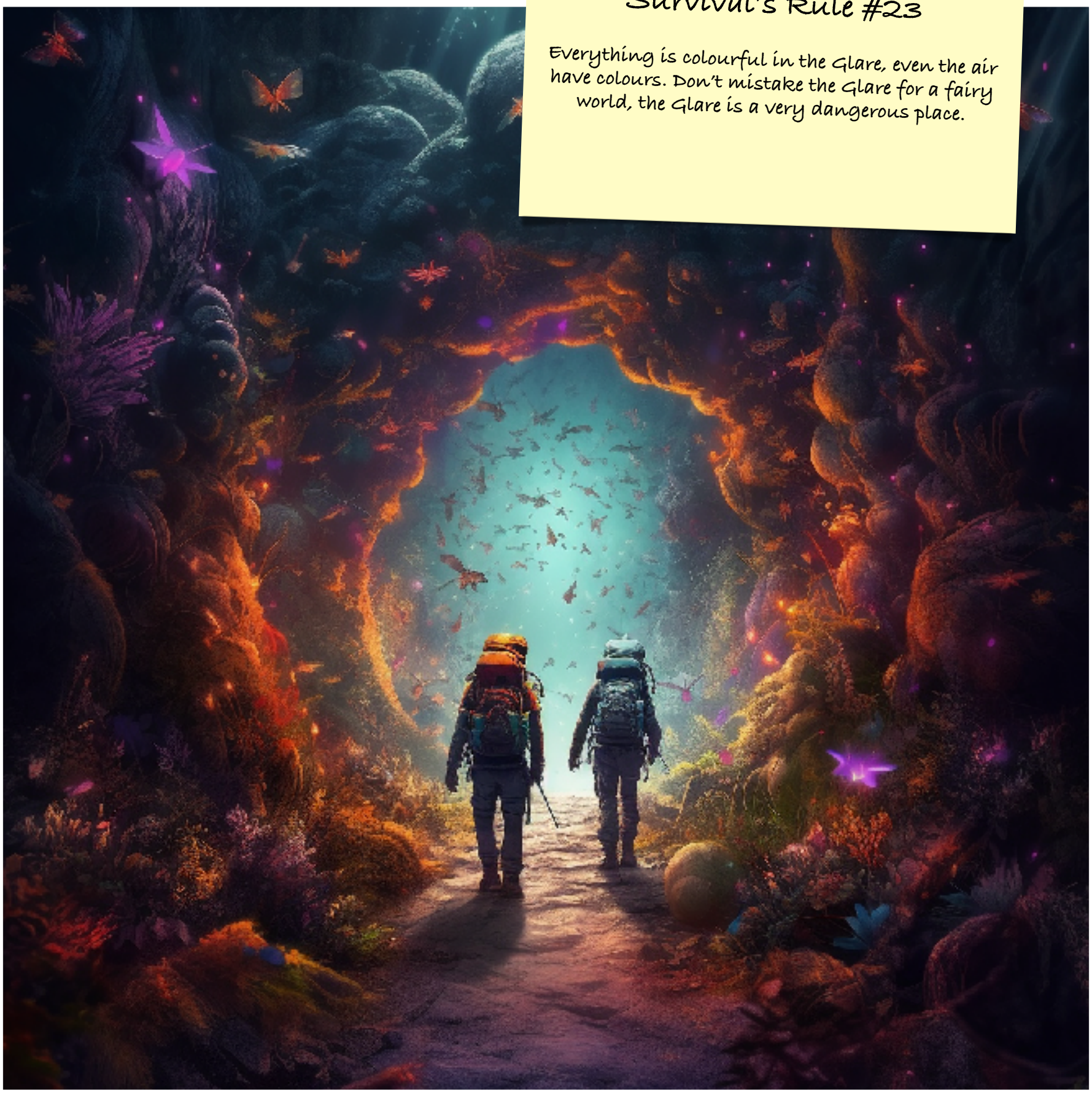
What is the Glare?

The Glare is a living multi-level parallel world stick to ours. It's not in another universe, it's over ours. It's generally not apparent except for places where the Glare fuse with our world. The Glare is formed of a complex network of tunnels. Some say that it's what has allowed the monsters to come to our world.

The Glare is a beautiful yet terrifying place with colourful vegetation from outside our world and alien insects and animals. There are colours everywhere in the Glare, even the air is tainted with strange colours.

Survival's Rule #23

Everything is colourful in the Glare, even the air have colours. Don't mistake the Glare for a fairy world, the Glare is a very dangerous place.



The Glare has his own odour and this odour changes every time someone takes a breath. The light in the Glare greatly vary from place to place. Sometime a light is radiating from the Glare itself and sometime it's pitch black.

The Glare generally takes the form of the place it cover so a house covered by the Glare will allow to navigate the multiples rooms it holds. The Glare can also replicate some elements of what is in the real world. It can look like a strange image of what is at the surface with strange doors and windows. Sometime, a specific door will be covered by a Glare's wall or obstacle but it generally follow the same layout as the world that we know. Some obstacles also exist in the Glare, it can be some kind of rubbles or colourful vegetation like plants and flowers. In some rare occurrences, it can allow to reach place hard to reach in our world. The Glare is living and a moving thing. An entry or path that exists a day can be blocked the other. Entrances and exits also move so entering the Glare is always a risky adventure.

Monsters and creatures are also traveling in the Glare. Some are lost but some are searching for an exit or a prey to eat.

Entering the Glare

Entering the Glare is a strange process. It's like walking on the side. It makes no sound or light and a person watching you will only see the other side for a brief second. When entering the Glare, speed and velocity are kept.

Wildlife of the Glare

Many creatures roam and live in the Glare. Many are inoffensive but most are dangerous. They greatly vary in species and size. Some are trapped and are looking for an exit but many are living in this strange place. Those inhabitants of the Glare are generally colourful and can hide among the vegetation.

Surviving in the Glare

It's a new world but everything is there to survive with a little experience and luck. It's possible to hunt and even fish for food in the Glare. You must be willing to eat strange stuff and need a little luck to avoid the poisonous one. The temperature is generally mild but can vary depending of the outside world.

An Unwelcome Place

Guide to the Glare

- Don't be fooled by the cheerful colours of the Glare, it's a dangerous place.
- Monsters living in the Glare will get your scent. Be careful and avoid making noises.
- The Glare is living and moving, an entrance can suddenly close and new tunnels can be formed. What out to not get lost.
- Objects taken from the Glare will attract monsters even when outside. Furthermore, it will make people freak out when they see them.
- Don't stay in the Glare for too long or the Glare will devour you alive. You will start feeling the presence of the Glare after a day and staying longer will probably kill you.

The Glare is an hostile world for strangers. It drains life of those who stay too long in this strange location. Beings originating from the Glare are just fine but strangers can be devoured alive.

Furthermore, beings not originating from the Glare become some kind of beacon for the predators lurking in the Glare. The predators will scent anything that is not belonging to this world.

Don't Go Too Deep

When travailing in the Glare it's possible to find ways that go deeper in the Glare and exit to another world. The tentacles of the Glare cross our world but also create bridges to other ones. It's almost impossible to

know the ways to other worlds but it's possible the reach one accidentally. It's probably how monsters came to our world so it's possible to go to theirs.

Never Wake a Sleeping Dog

The Glare is made of a strange material. It's a mix of solid clay and organic stuff that bleed some transparent and viscous sap. It's possible to hit and destroy some part with heavy tools and create new paths. Unfortunately, doing it attract monsters. It seems that many are attracted by the odour of the sap. It look like a defence mechanics used by the Glare to repel intruders who are harming its core.

Don't Go There

- **End of Encounter 1:** Creatures will get your scent, regroup and start hunting you. Attack will happen during the next scenes. Monsters will be relentless and will not stop attacking until the intruders are dead.
- **End of Scene 1:** Privation condition
- **End of Scene 2:** Dying condition and expulsion from the Glare.

The Man in the Walls

It started with a strange sound. Then it was a soft whisper.

He was hearing sounds that no one was able to hear so I give him pills to help him sleep. Days and nights, he was hearing scratching sounds from the walls, the floor and the ceiling. Not the sound of a mouse in the wall, it was something a lot bigger.

The sounds become whispers and then a clear loud voice. He became horrified and catatonic. The voice was asking for help, begging for help.

Someone was in his walls and in his head. At night, he was dreaming of a tall silhouette asking for his way.

I was able to get him hospitalized because he was not sleeping anymore and barely eating. The voice and the dreams followed him and became something more terrifying.

I was there and I saw everything that happened the day everything started.

Dr. David Pelletier

THE RED VINE

Those strange and out of this world vines grow under ground and creep out almost everywhere. It grows slowly but can invade a large building in a few weeks. It lives with other plants and threes with a tendency to steal the nutriments and sun. The red vines seem to have some kind of intelligence or instinct. As for the other plants, it requires nutriments, sun and water. When the conditions are good, the vines will grow thorns and fruits. It will also entangle living beings and try to kill them with its thorns and poisonous sap. The trapped creature will die and decay to nourish the vines.

The vines can be destroyed but it's not an easy task. An axe is a great tool to cut it down but fire is the most effective way to destroy everything.

Poisonous Sap

A living being infected by the sap of the vines has a high chance of dying after a few days of fever. Fortunately, antidotes against the parasite exist.

It's known that some individuals have survive and gain strange powers over those vines.

Don't get Infected

When untreated, the infected person will suffers from the following symptoms:

- **1 Hour after infection:** Headache and the Exhausted condition.
- **2 Hours after infection:** Fever and the Infected condition.
- **12 Hours after infection:** High Fever and the Unconscious condition.
- **24 Hours after infection:** Dying condition.



THE FOG

The Fog is some kind of eery and thick fog that comes from other worlds. It travel in the Glare and reach our world. It's a thick fog that obscures vision. It's nothing natural and it's very distinctive from a normal fog. Some places in our world are now permanently covered by this fog but at other places, the fog comes and goes. Monsters follow The Fog to stay hidden in it. Furthermore, a lot of being fall unconscious in the fog so they became easy prey.

The Fog is dangerous and people can fall unconscious when staying too long in the fog. Breathing The Fog cause nausea, vomiting and the Exhaustion condition. After being in The Fog for about an hour or the duration of an encounter, the fog cause the Privation condition if this condition is not already applied. If it's already applied, the Unconscious condition happens. Anyways, if the character is not unconscious, it will fall on the ground one hour after.

Some people, named Toxin-Breather are immune to the effects of The Fog and even gain bonuses when breathing it. They often put fog in their gas mask or even grenade canister to use it as offensive weapon.

Don't Go in That

- **Entering:** Breathing The Fog cause nausea, vomiting and the Exhaustion condition.
- **End of Encounter 1:** Privation condition.
- **End of Encounter 2:** Unconscious condition.



SOURCE OF POWER

Creatures and beings from the Glare has bring strange powers with them. Some call those powers “Gifts” but the majority of people call those powers “Corruption” or “Stain”.

Often a strange event makes a person or a group of persons become beacons to the beings from the Glare. It can be an extraordinary event or something as mundane as touching a large obelisk.

In the following days, multiple beings will race to try to corrupt or stain the beacons first. Some beings will do to gain new minions and others simply to prevent other beings from having new allies. No one really knows how and why the beings give some powers and what they want in return but remember that nothing is free. When a beacon has been stain, it cannot be corrupted again by another entity.

The following list of beings or entities are the one that can procure powers. The corruption can come from many sources and some are very alien to our world and comprehension. In the game lore, the protagonists are chosen by the beings or the entities but when creating a protagonist, the player can choose.

Patrons

The source of power allows the protagonists to use powers. As many elements in Antagonists, it comes with lore and nuance. In some cases, powers are awarded by a patron. It imply responsibilities for the protagonist and game elements that can play a role during a campaign. It’s up to the Game Master and the players to decide the reach of those components. Some Game Master can decide that the patron is not available for the duration of their games or campaign and ignore the concept. It’s also possible to have a patron at the centre of the campaign so it’s all about choices.

If power can be awarded, it can also be removed if the protagonist doesn't follow the orders of the patron. The goals of the patron are often obscure and unclear so the protagonist has to do their best.





Black Widow

Type: Patron

There is another world filled with cobweb where spiders reign. Large queen spiders are sovereign over those strange societies. They are intelligent and require soldiers to fight one other. Sometime, they need unsuspected allies.

The spider's bite gives you the power to control spiders and even create spiders web. It also allows you to control dreams or see the future.

Major	Minor and Specialization
	
Arachnophilia	One Esoteric

Source

She's the queen and she has her army. Her servants are in almost all the worlds in different forms and sizes. She's the fearful Black Widow, the queen of all spiders.

This description of the Black Widow is not perfectly accurate. There are multiple spider queens. They mostly lived in the same world, a desolated world covered with cobweb. The species of spiders are at war with each other.

They are intelligent, searching to recruit new kinds of allies to help them fight each other and outside threats. They send emissaries as representative and to give orders to the soldiers.

When a queen gives powers to one of her soldiers, she cannot take it back. If for some reason a soldier disobey her orders, she will send some elite troops to kill the deserter.



I love my daughter more than everything. She was acting weird since a few weeks but no one can blame her. A few days ago, I surprised her playing with spiders. It was disgusting but she had no friends of her age so I didn't stoped her. The basement was full of spiderweb but it was unsafe to move to another building. Yesterday, I surprised her in the basement playing with large spiders. It was too much for me so I took her by the arm and drag her upstairs. Her bedroom was full of small spiders so I squashed them all with her crying in the background.

A loud noise coming from her room waked me up that night. When I opened the door, her bed was empty. A rope made of silk was hanging from the window. Without thinking, I jumped and landed on the cold ground behind the house. The pain was unbearable but I didn't made a sound. The moon's light was reflecting on a blue path made of silk. I followed the path to the entrance of a school nearby. Everything was covered with web. I walked in the deserted corridors to find my girl. And then I saw her, in front of the largest spider I never seen. My girl was playful, happy, laughing. It was at this moment that I felt two fangs in my shoulder. Everything became blurry and my legs wasn't strong enough to hold me.

I waked up a few hours ago, unable to move, hanging on the ceiling, trapped in web. I know what's coming. I'm just sad that I will not see her again.

Adela Pawłowski, July 12, Year 19



Child of Gaia

Type: Patron

The earth or her representing being has given you powers to control the elements of nature. The ground is vibrating when you touch it, plants are whispering, fire is watching you and water is tasting wonderful.

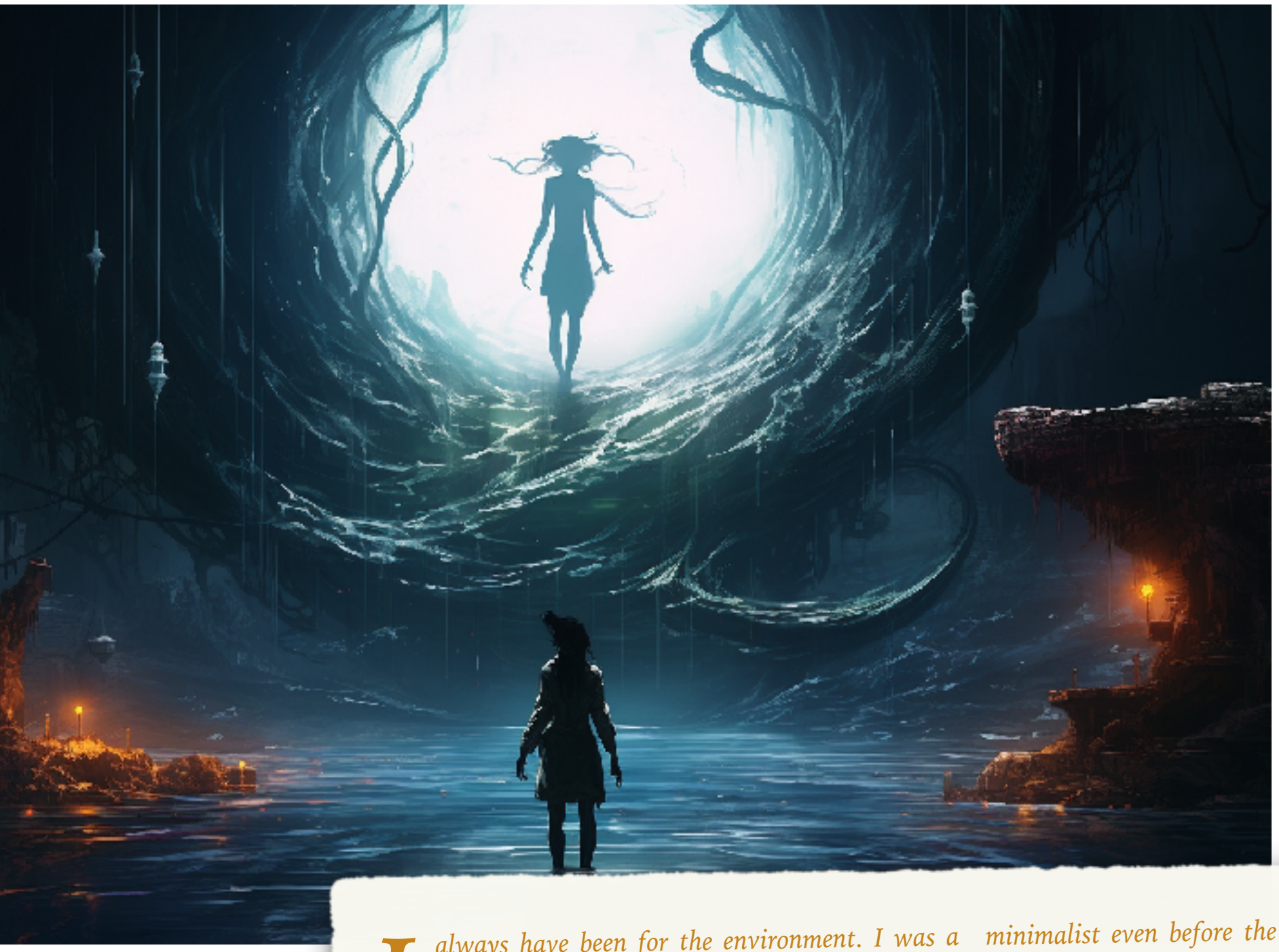
Gaia gives you powers to control the elements with the Elementalism mastery. You can also control the weather as a Storm Chaser.

Major	Minor and Specialization
	
Elementalism	Storm Chaser

Source

You get powers to control nature so it should be Gaia herself giving you her powers? No, it's not Gaia has we think about it. It's something else and she comes from outside of our world. This creature is named Gaia by us but no one really knows her real name. She's generally drawn as a woman surrounded by trees. She seems to be a very powerful creature that can control the elements.

Rare are the one who have met her. She prefer sending images of nature to inspire her pawns when they are touching earth, plants or trees. Her images are always cryptic and her goals event more. It's generally related nature. She can retake her gift but she rarely does.



I always have been for the environment. I was a minimalist even before the outbreak. When monsters started to attack everyone, I flee at the chalet in the mountains. I lost many friends but I manage to survive in this isolated location. Someday, a large chasm opened near the chalet and engulfed my husband. I had to go down and find him, or at least is corpse. It was a large cave like nothing I have seen. Vegetation was all around the cave with plants that was unknown to me. It was beautiful and scary at the same time. In the middle of a large crevasse, I found a large tree with mice running around. Mist was floating in the air and water falling from the ceiling. The room was not dark, everything was emanating an eerie light. I heard a voice in my head. It was in a language I didn't know but it was so soft, comforting and refreshing. It was like a beautiful song.

That day, I didn't found my husband but I found something else. Something that changes my life.

Emilia, July 30, Year 18



Chupacabra's Spawn

Type: Gift

You have been bitten by a strange dog-like creature that drink blood to survive. The creature have give you the taste for fresh blood but also strange vampiric powers.

The bite from the Chupacabra has given you the Vampirism mastery. You can also choose between Berserker or Toxin-Breather for your minor mastery.

Major	Minor and Specialization
	
Vampirism	One Mutation

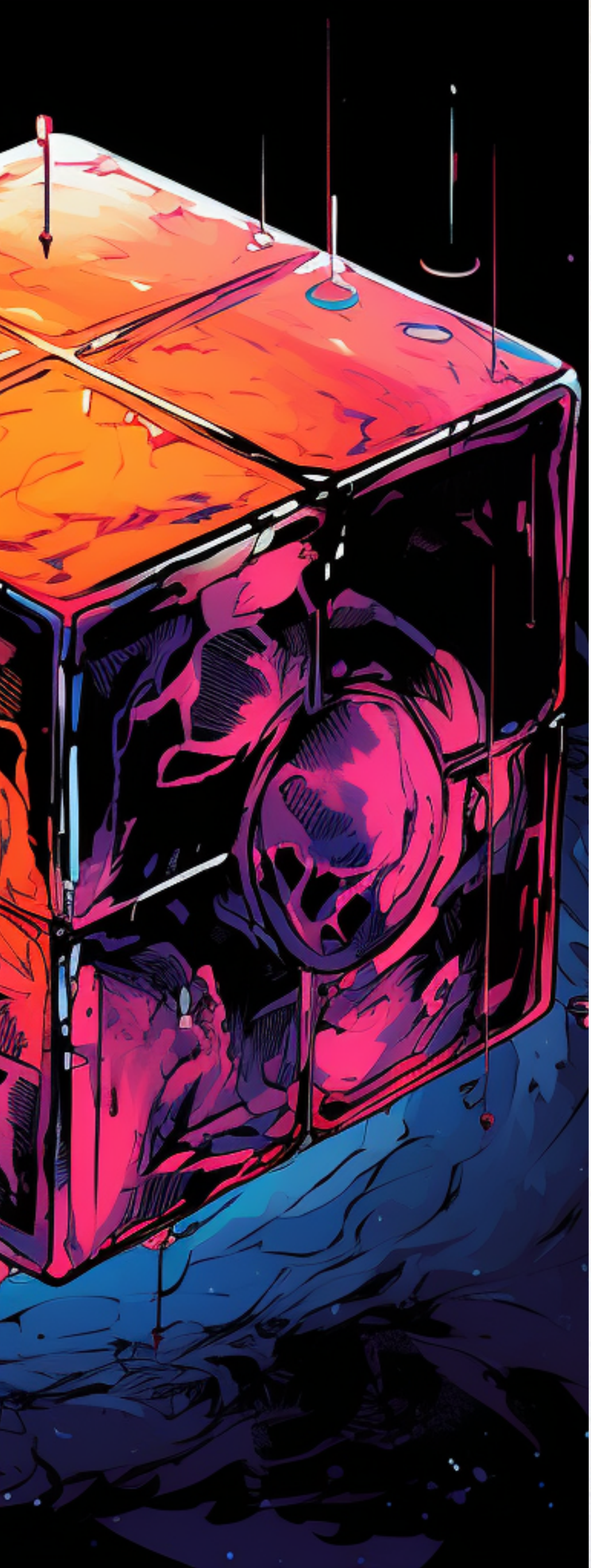
Source

Chupacabra are dog-like creature that drink blood and eat the organs of their preys. They are generally malicious and without pity. When they taste the blood of a beacon, they generally sense it and avoid to drink too much blood to allow it to survive and let the transformation to begin. They don't seem to have goal and will continue to be hostile to their spawn for a long time.



I was walking on the border of a highway. It was almost dawn and particularly cold for the season. I was running and fleeing for about an hour. No one was following me but it was impossible to go back. Suddenly, I heard laughing or maybe it was a baby crying. It was terrifying, it was more terrifying than most monster's scream. Something was hunting me and it was not the raiders this time. I tried to hide under an overpass and a saw it at this moment. It was large like a dog but with evilness in its eyes. I was scare but I tried to not show my fear to this sick-looking dog. Suddenly, the dog jumped at my jugular, making me fall prone. I was sensing my life drained until I fade out. I waked up with nausea and scratches on my face. I was hungry, very hungry, but not for food.

Santiago, January 11, Year 16



Clairtangent

Type: Gift

You have touched a stained object and the object resonate in your mind. A second later, a strange energy had pass through your body. The object had transfer its power to you. You can now feel objects around you, manipulate them and even create new one.

You have access to the Psychometry mastery that can be used to manipulate objects. You also choose one of the following three powers: the power to move objects with your mind, Telekinesis or Berserker, or you can be a Toxin-Breather.

Major	Minor and Specialization
	 
Psychometry	One Mutation OR Telekinesis

Source

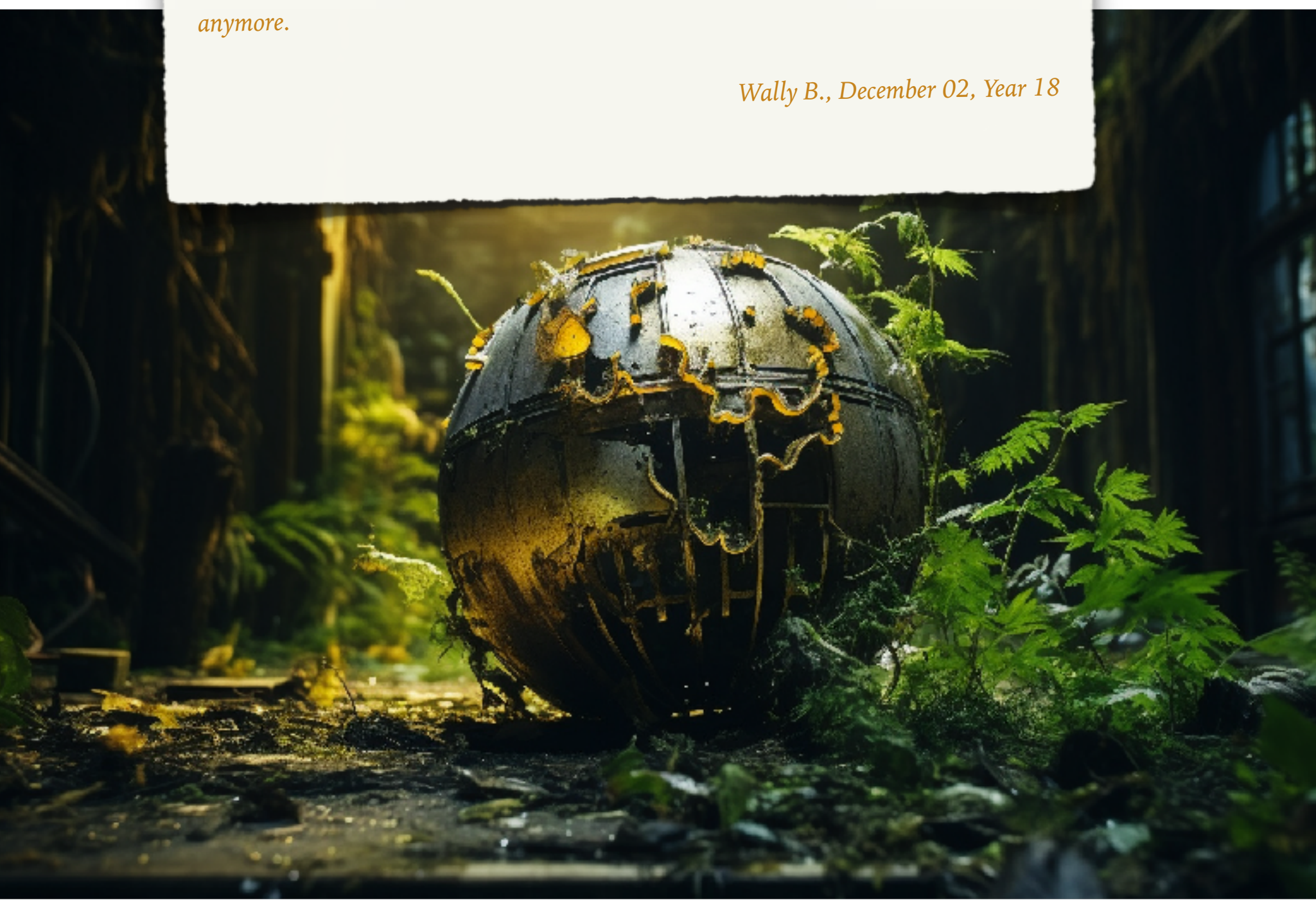
We cannot understand everything and how a mysterious unanimated object can transfer power to a being is one of the remaining mystery. Furthermore, it seems to choose its target so it can indicate some kind of intelligence or at least an instinct?

The objects vary in size and shape. It's generally an object from outside of our world but it can happen that this object is something that we know well. The object will attract the attention of its target. In a large pile of junks, the object will be the one shining over the other. At least, shining for the chosen one. When its prey touch it, the object will release its power and transfer it, becoming inert.

We don't know if there is a relation between the objects or the chosen one. Is there a master mind or multiple one, we don't know.

I was scavenging in an abandoned metro tunnel. I had the impression that the place was deserted for a long time but bloody corpses were all over the place. Nothing to become rich on the bodies but all those persons were wearing strange but valuable masks. Something was weird about that, I should have left sooner. I roar freeze me to death during my looting. Oh yeah, that's how they probably all died. I was about the run when a saw that strange and surely valuable metal ball. I grabbed the object and started to run for my life. The item was cold and vibrating. I reached the end of the tunnel with something chasing me. I was still holding the metal ball with all my strength when it happens. A flash of light, a loud noise, a scream, it was my own scream. Then, the creature was gone and I was alone with the relic in my hands. It was not cold anymore and the vibrations were over but I was not the same anymore.

Wally B., December 02, Year 18





Creeper

Type: Parasite

You have been infected by strange red vines but you survived. A torn has scratched your skin and the sap has infected an open wound. After a few days of fever, your body has adapted to live with this strange parasite. You are a rare survivor of this creeping plague. Sometime, when you check your arm, you are pretty sure that you see vines moving under your skin. You can now control those vines as powerful tentacles.

You have access to the Thorn mastery that can be used to control the red vines. Furthermore, those infected by the vines develop aptitude for combat with the Belligerent mastery.

Major	Minor and Specialization
	
Thorn	Belligerent

Source

The Vines are powerful entity that spread everywhere. Some say they all come from one root but they are clearly divided into multiple one. Some have tried to poison one root but it was never enough. Others was rapidly replacing the dying one. Even if they are some kind of plant, they show intelligence or at least organization.

The Vines are living entities that want to expend. Parasitizing hosts is one clever way to do it. Vines can sense each other but cannot communicate using language.

Something has opened a way from the Glare to our world but it was the Vines that was keeping the path open.

We stopped for the night. We found an old abandoned warehouse to protect ourself from the rain. It was very dark and we didn't notice the vines in the corner of the room. I wake up with the screams by John who find himself entangled in the vines. We jump to help him and free him as fast as we can. Mike slept just beside him but strangely, the vines had just move around him. We burn all the vines as a retribution. Three days after, John died from a painful fever. Mike is well but I don't trust him anymore. Something is strange with him, something has changed.

Lakshmi, Mars 13, Year 15





Flesh Crafter

Type: Knowledge

There is an art from another world that allows to create life or some kind of abomination. You can create it, craft it like a mundane object. You have learn this strange and maybe disgusting art from mysterious book or runes.

You can create monsters with the Flesh Craft mastery. You can also be a Berserker or a Toxin-Breather or choose 1 specialization.

Major	Minor and Specialization
	 
Flesh Craft	One Mutation OR One Specialization

Source

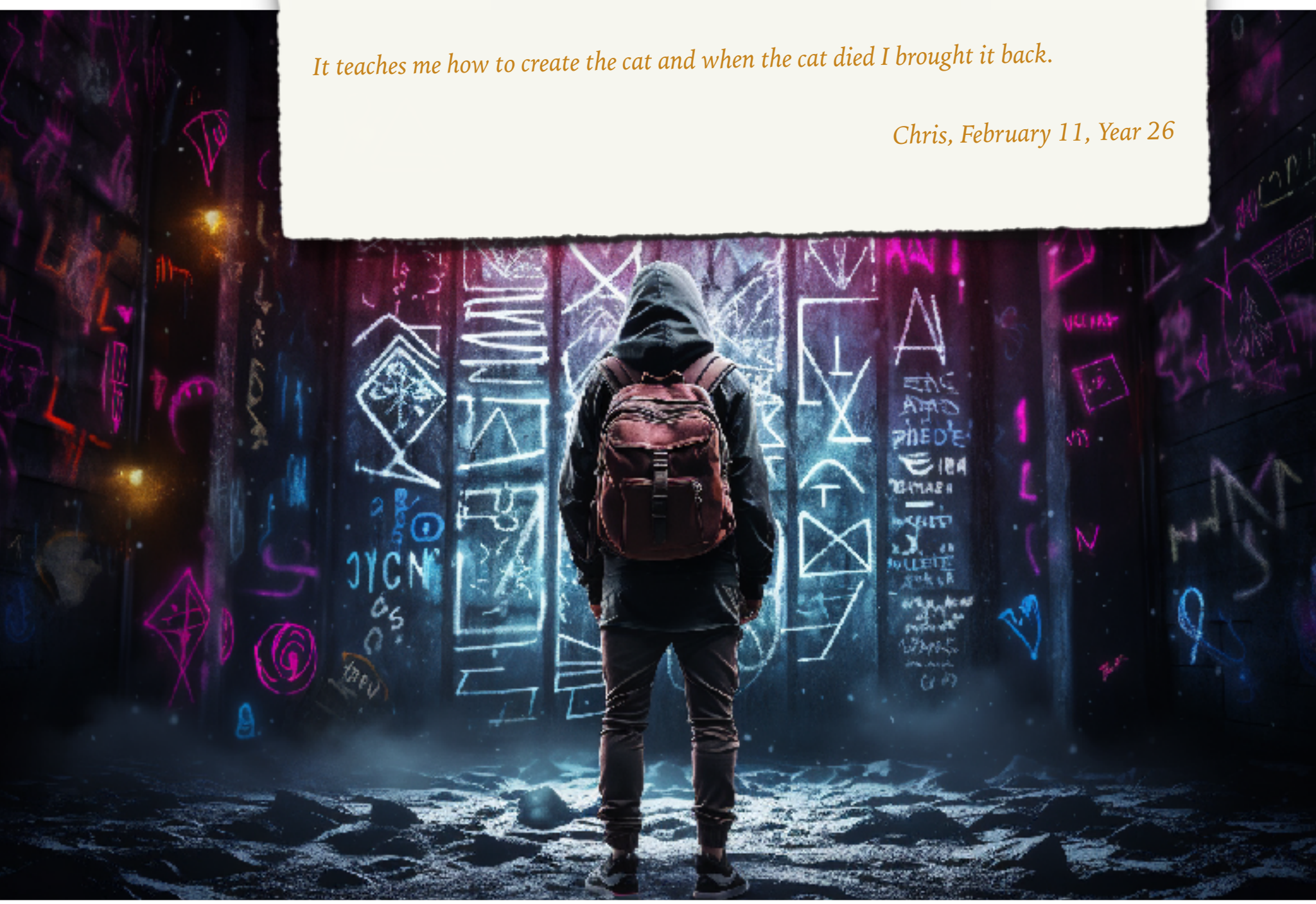
Flesh Craft is both a science and an art and it takes some time to master. Not anyone can learn it even by studying the strange glyphs and runes. It's unclear who has left those symbol behind. Maybe it's simply another flesher crafter who wants to share his knowledge. Every monster with their uniq features and personality correspond to a combination of symbols that the flesh crafter can try to learn. There are an infinity of symbols and combinations that can describe any monsters and creatures.

I've always been curious. Did the curiosity really kill the cat? Did the satisfaction brought it back? Curiosity brought me to strange places. Risking my life just to roll back the stone to see what I have missed.

It was agains, my curious that make me open this strange book. It was not written in our language, it was a series of glyphs and bizarre drawings. It was not from our word but my curiosity was stronger than my self-preservation. I was feeling like the cat, knowing that I was walking on the edge, risking my life and my sanity. It was like an addiction, a had to go through, read every graphs, understand everything.

It teaches me how to create the cat and when the cat died I brought it back.

Chris, February 11, Year 26





Mortician

Type: Knowledge

You have stubbled on mysterious books or markings and learn forbidden knowledge that allows you to do necromantic-like powers and control dead bodies.

You can manipulate dead or living bodies with the Thanatology powers. You also have access to the powers of Telekinesis or you can be a Toxin-Breather or choose the Erudite specialization.

Major	Minor and Specialization
	
Thanatology	One Mutation OR Telekinesis OR Erudite

Source

It's the forbidden science, the one that deal with the deceased but also study life. The knowledge is generally written in books or tablets. The language is alien to the majority of us but the chosen one can understand it. Some say that this science comes from a vanished species but no one knows for sure. Their concepts and writing are not that far from our science so many interesting question remain unanswered.



I'm a chronicler, I travel the world to get information about what existed before the outbreak. People have forgotten how marvellous was the old world with the technology and what they called the Internet that was up in the clouds. I'm collecting books and try to keep them in good shapes. My travels are dangerous but I find and see unexpected things. We are not the only intelligent species and those creatures also have their "technology". I was searching an old library when a saw a tunnel that should not have been there. Everything was greyish and scary. Curiosity got the best of me. I emerged into a large room that was not part of the library. The room was carved into stone. It was not natural but surely not human made. Papers and books made of unknown substance were all around the room. This was also a kind of library but not one of ours. I filled my backpack with everything I was able to carry and returned to the real world. The next morning, the entrance was gone.

Thomas, September 22, Year 27



Primalist

Type: Gift

You were saved by a strange and majestic creature. Your vital life was about to leave your body but this creature has done something that you cannot explain. For unknown reason you can now feel an aura around animals and beasts. It's easy for you to commutate with all of them and even ask them for help.

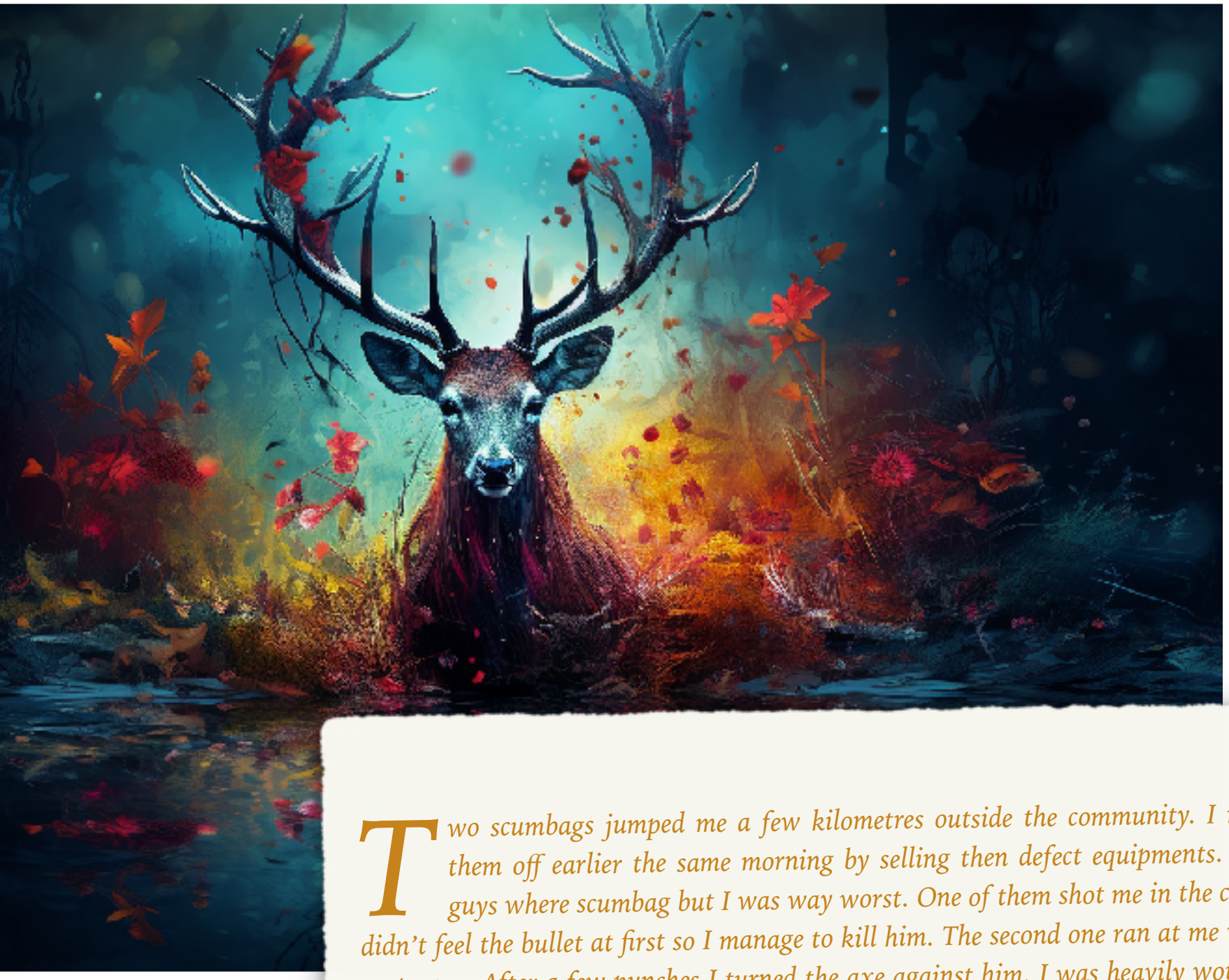
You can now talk and control beasts with the Animalism mastery. You can choose between the Storm Chaser or the Seer mastery or any one specialization.

Major	Minor and Specialization
	
Animalism	Storm Chaser OR Seer OR One Specialization

Source

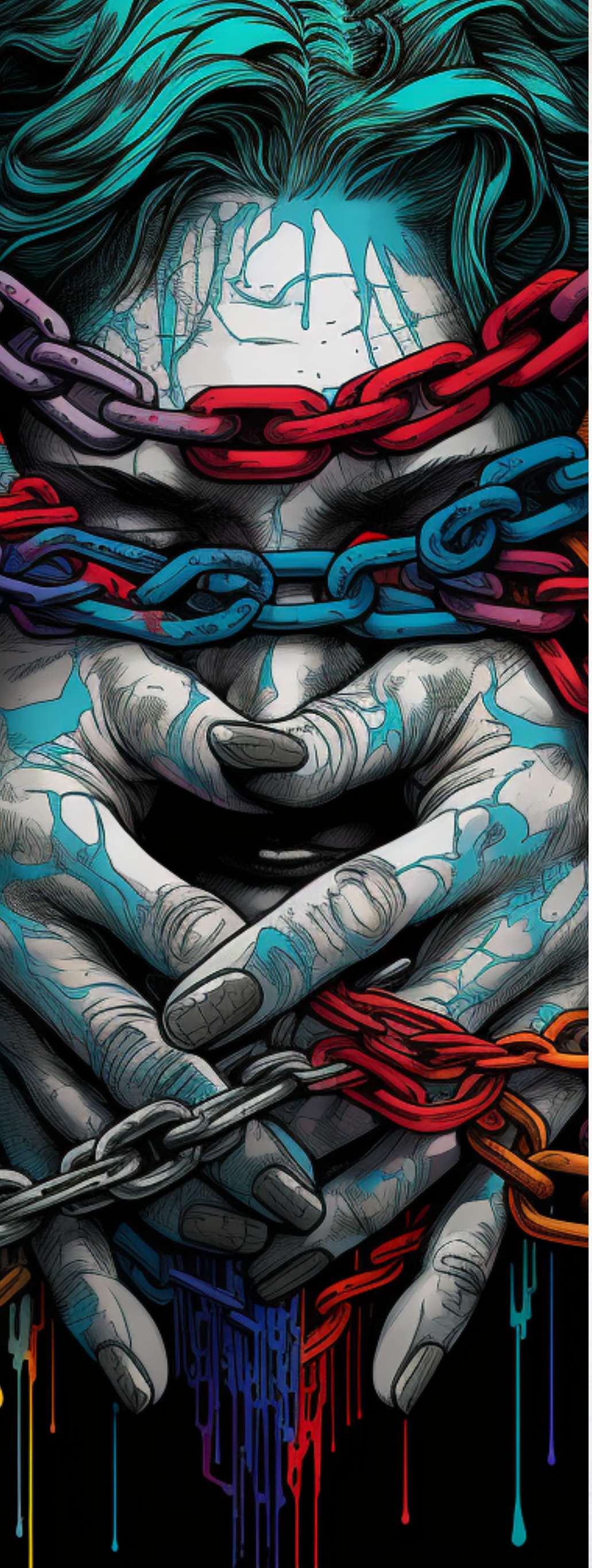
The entity generally takes the form of a majestic deer but it can vary depending of the location or the season. Some have seen a fox or a mouse. In all cases, the animal look majestic and peaceful. This being is from another world but always look like as an earthly animal. It gives powers without condition but choose wisely to whom.

The being is known to be very power but at the same time, peaceful. Encounter with the creature is very rare occurrence. It will avoid conflict and flee if attacked. Some people tell that the being as been killed a few time but still reappear somewhere else.



Two scumbags jumped me a few kilometres outside the community. I ripped them off earlier the same morning by selling then defect equipments. Those guys where scumbag but I was way worst. One of them shot me in the chest. I didn't feel the bullet at first so I manage to kill him. The second one ran at me with a rusty axe. After a few punches I turned the axe against him. I was heavily wounded, my guts were hanging out of my abdomen. I crawled on a few meters but I was pretty sure that death was watching me. I felt unconscious under an unbearable pain. When I walked up, I was in an eerie place. A majestic and strange animal was standing in front for me. It was the more beautiful thing a never saw and I'll never forget that day. I saw my wounds closing in front of my eyes. The animal left like it came, in a blink of the eye. Why me? Is it my redemption?

Robert Martin, June 07, Year 25



Puppeteer

Type: Patron

A powerful creature has granted you the power to control the weak. You have a mark that identify you to that creature but no one else can see it. Maybe you will never see that creature again or maybe she will come back to ask you something in return.

You can control people with the Mind Control powers. You can then choose any minor mastery.

Major	Minor and Specialization
	
Mind Control	One Minor Mastery

Source

It’s the devil you know. They lurk in the darkness waiting for someone desperate. They are generally tall and thin dark silhouette hidden in black robe. They can give powers but the price is always high. They made deals, promising powers in exchange for services. They always keep their pupil in tight leach. Often the exchange of an object will seal the deal but it can also be a mark on the skin.

It’s not known of a puppeteer that has not keep his part of the bargain but some have died leaving his puppets wandering without power. Puppeteers enforce his deal when needed and can also remove whatever he as given. They like minions and servants but also making traitors suffer.



It was cold, in the middle of the night. I was traveling alone, exiled. I came across an old crossroad with fallen street signs. My mind started wandering about where I should go. I had nothing left behind me and nothing in front of me. Everything was strangely silent. A tall but thin silhouette brought me back from my thoughts. Even with my flashlight pointed at the man, the silhouette was still black as night. He had a calming and melancholic voice. We talked for a fews hours, until the day started to shine in the distance. It's when he asked me if I wanted to have all my problems resolved. I had nowhere to go so I said yes. He gave me a strange object and when the first light of the day touched my face, he was gone. I'm not really sure on what we really agreed but I'm sure he will keep his part of the bargain. I'll have to keep mine, no matter what it is.

Lucy, June 07, Year 10



Siren

Type: Parasite

Remember the old mermaid stories? That's pretty much it, but a little bit darker. It started with an aquatic larva that penetrated a being by the mouth or any other orifice. It then die but not before changing the victim in a dramatic way. It cause the victim to react to water, transforming the legs into a fish tail.

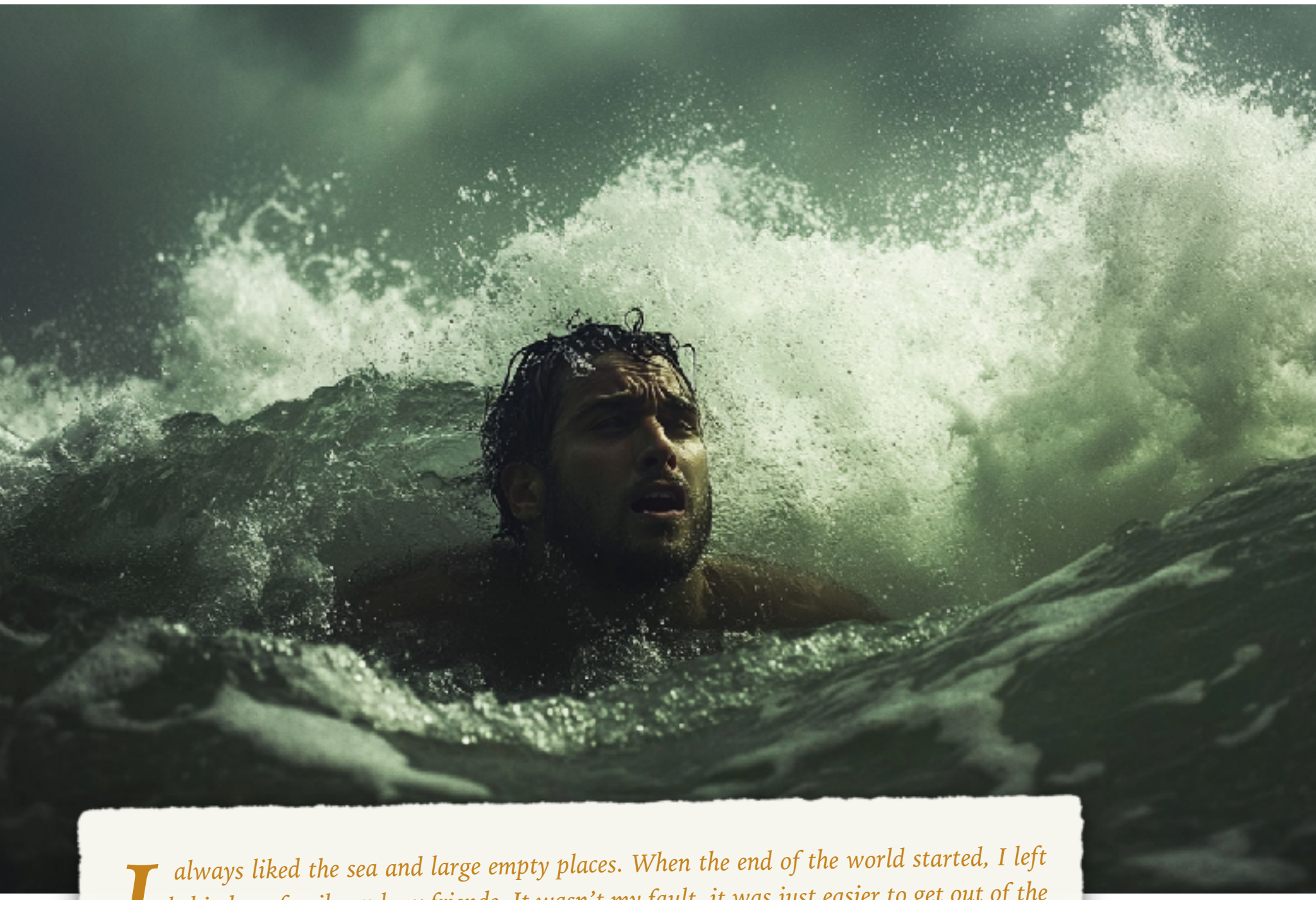
You have access to the Lure mastery that will help you to defend yourself against others and to manipulation then. As a minor mastery, you have Seafolk that allows or probably cause a transform a painful transformation into a fish-person adapted to live underwater.

Major	Minor and Specialization
	
Lure	Seafolk

Source

Siren are creature adapted to live under water but can still appear like a normal human when not submerged under water. The transformation of a normal human to a Siren comes from an aquatic larva that try to infect other beings. Generally one time per year, a female Siren will give birth to about one hundred eggs. If those eggs are fertilized in water, they will become larva and then try to find a suitable host to infect.

It's rumoured that Siren exit in another world and live in communities. They a leaders and a complex hierarchy.



I always liked the sea and large empty places. When the end of the world started, I left behind my family and my friends. It wasn't my fault, it was just easier to get out of the city and climb on a sailboat but they didn't wanted to follow me. Getting fishes was easy and it was raining enough to get fresh water. I think I have avoided the worst years but at some point, I started to feel alone.

One day, I was fishing with many dark ideas in my mind. The sea was calm and it was beautiful. But maybe it was too calm or I maybe it was because I was lost in my mind. I few seconds later, a storm was there, out of nowhere. The wind was blowing strong and my sail was up. I tried to get it down but it was too late. An enormous wave clash on the side and unbalanced me. I saw the mast break just before falling in the water. I was suddenly calm and hopeless. Alone, in the middle of no where, with my sailboat broken. I let myself drown but I didn't die. I started swimming underwater like I never did.

John J, April 2, Year 18



Spiritbound

Type: Gift

You always have been sensitive. Feeling your emotions and some emotions that you cannot describe, coming from a strange place inside of you. You are many persons with their strengths but also their weaknesses.

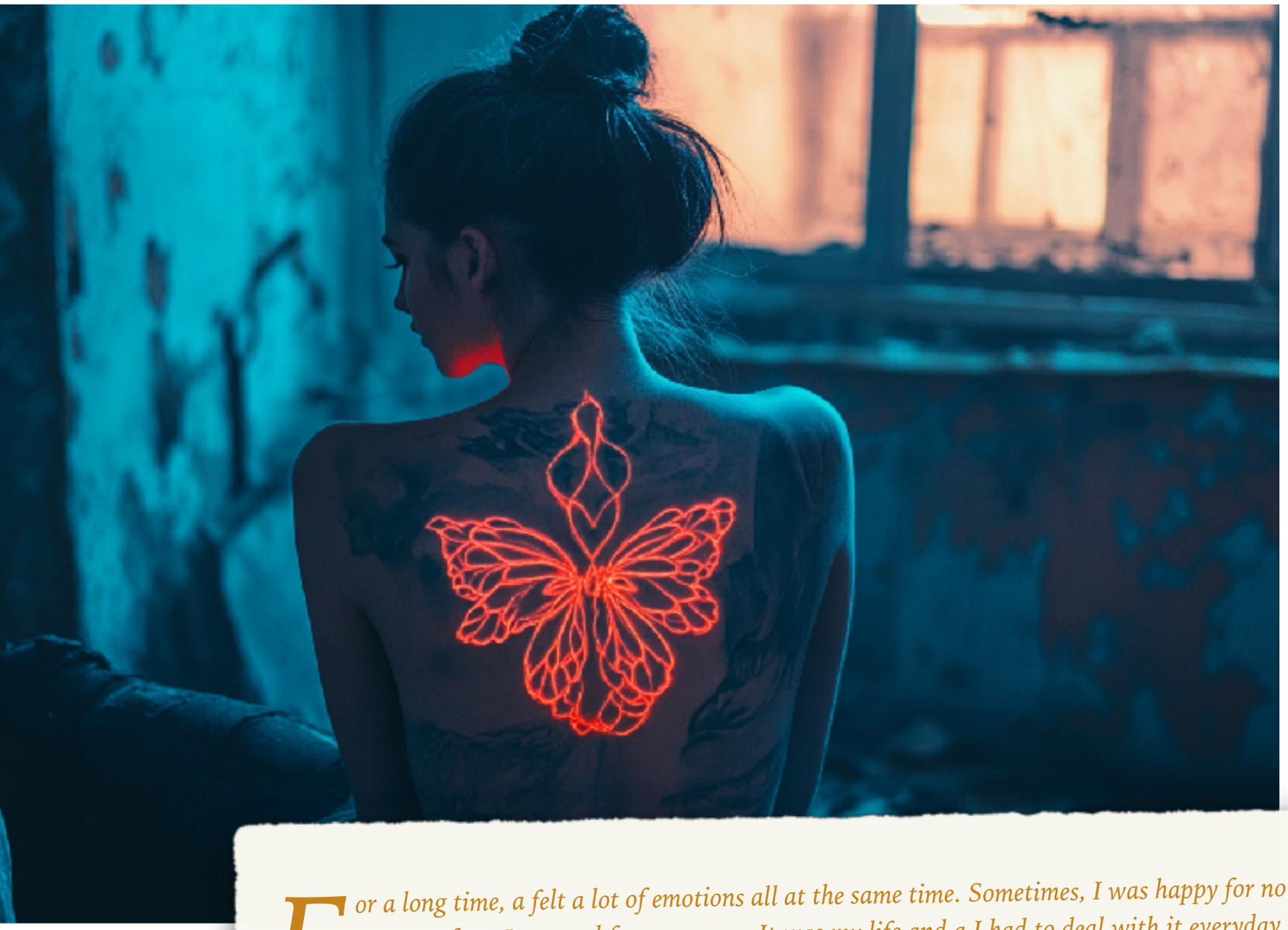
Major	Minor and Specialization
	
Tattooing	One Esoteric OR One Specialization

Source

You are a receptacle for spirits, you are many. You generally don't know who are those people, they can be dead people or maybe your previous life. Anyways, they are bound to you. Every spirits is a tattoo on your skin. The tattoo represents the spirit of the person, it can be a flower, an animal, a symbol, anything with a signification. Those tattoos

Every spirits grant you their attributes and skills but also their Edges and Hindrances.

Spiritbound are individuals and not part of a group or a specific community.



For a long time, a felt a lot of emotions all at the same time. Sometimes, I was happy for no reason, often, I was sad for no reason. It was my life and a I had to deal with it everyday. It started years ago. The community was attacked by monsters and we fled. It was tough, a lot of good people died that night. People said it traumatized me. Yes, it was horrible.

We moved to a new community and there was this guy. He was funny and a talented artist. I asked him for a tattoo. He was surprised that I exactly known what I wanted. It took him 8 hours without a break, he was unable to stop before finishing.

I still feel a lot of emotions but now I know those are not mine. I'm able to do things I never learned. You should have seen me kicking this guy butt even I don't know I to fight. It's not easy but I'm more in peace now and I want a new tattoo.

Kim, December 24, Year 16



Succubus

Type: Parasite

Succubus, it's a strange name for this entity. A being out of this world has laid an entity in your body. The new entity is growing and merging in you in a struggle to gain the upper hand on your body. Succubus are able to manipulate the emotions of others, a nice trick to be able to live with normal people.

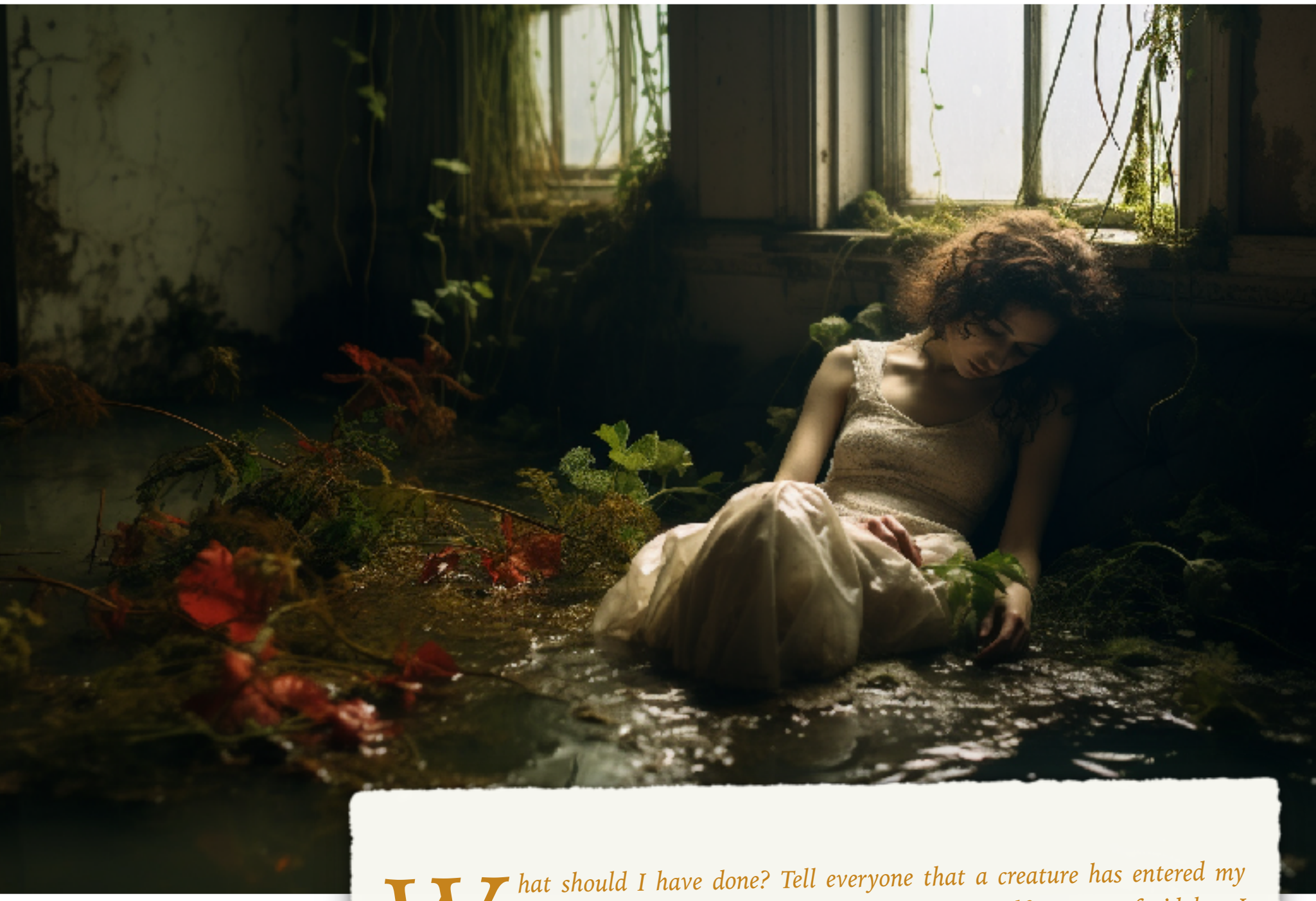
You have access to the Lure mastery that will help you to defend yourself against others and to manipulation then. You can choose the Dream Weaver mastery or the Seer powers or choose a specialization.

Major	Minor and Specialization
	
Lure	One Esoteric OR One Specialization

Source

The succubus is an alien species that grow and merge into a living being. They generally inhabit human body but animal succubus also exist. At a certain time, the creature is ready to lay an egg into another body. The host will know it and will be drawn to a compatible host. The egg is transferred by the mouth and it's generally a bad time for both, the victim and the host. When in the stomach, the creature will leave the egg and try to connect to as much organs as possible to rapidly take control of the body. The creature is still young and it's control, minimal. With time, the creature will fusion with all the body's system and merge it psychic.

Succubus are a species of multiple individuals. There is no leader or mastermind for a much as we know. The species just want to survive by reproducing itself.



What should I have done? Tell everyone that a creature has entered my body? Maybe I should have simply killed myself? I was afraid but I didn't wanted to die. I was hoping it was just a bad dream.

I now know I was naive, I shouldn't have spend the night with this stranger but I was lonely and this person was so radiant.

Sometime, I can feel it moving inside me. It's a little bit like when I was pregnant but this time, I'm pretty sure that the thing inside me is an horrific being. The creature want to survive, has much has I want. We will make it together of the better or the worst.

Marlene, Mars 22, Year 26



Trickster

Type: Patron

A strange and invisible creature that many called an imp or a gremlin grant you the power to foul and trick people. She's bound to you and you are the only one that can see her. She's strange and weird and her motivations are unclear. Fortunately, you can control it or do you? Maybe it's all in your head.

You have the power of Smoke and Mirrors to trick people. You can also one of the following three mastery; Berserker, Telekinesis or Dream Weaver. If you choose the Telekinesis mastery, objects are not moved by your mind but directly by your imp. You can choose the Dreamer Weaver mastery and your imp will follow you in the dreams and can be visible to others.

Major	Minor and Specialization
	
Smoke and Mirrors	One Mutation OR Telekinesis OR Dream Weaver

Source

A imp, a gremlin or whatever you want to name her live with you. Her appearance vary if we trust the people saying that they live with one. Some have named her and some have been told a name from her. At first, it look like a mental case but how can we explain that the person know what's behind they without looking? It look like the imp can tell her "master" what she can see. The imp cannot go far but since it's invisible, it can often go where no one can.

The imp is a malevolent creature that will often trick her master and encourage they to do dirty or even evil deeds. No matter, the imp talk a lot and do stupid and obscene things.

Imps don't generally like other imp and often start a fight with other imp in the same location. They don't seem to have elaborate plan or goal. They just want to have fun and bring chaos. They cannot become visible except for her own master so it can be funny when an imp start a fight with an invisible imp.

It don't seam to have a logical reason for the imp when choosing her new master, she just appear in the mind of it's new master



I was feeling alone and depressed when I heard someone laughing near me. I was not sure if the voice was coming from my head or from behind me. For days, I heard a voice making strange and obscene jokes. Suddenly, something jumped on my bed. It was a small devil-like creature. She didn't look that dangerous so I sit in front of her. She was funny and I was not alone anymore. She asked me if she can live with me and I accepted. It doesn't feel a big decision at that time but I'm not sure if I didn't curse myself. Is she really here or if I'm going crazy? The important thing, I'm not alone anymore. I'm with Daisy now and she will be with me forever.

Ashley Richer, February 11, Year 26



Unstained

Type: Gift

You didn't have been corrupted but you are special. You can resist the stain and fight the corruption brought to our world. In some strange unknown ways, you have been chosen.

Major	Minor and Specialization
	
Cleansing	One Specialization

Source

You are not corrupted or stained. Not because no entity has tried to but because you resisted. It can be because your will or body was stronger. You are special, one of the few that has said no and was strong enough to survive. Don't let anyone tell you that you are weaker without the Stain, you are not, you are their predator.



Our community was attacked two times last month. At least half of the people were eaten alive. Monsters are not just hunting us for food, they are hunting us for pleasure. My wife and my two young children were among those who died this month. We are at disadvantage against those creatures but we are not harmless. A group of armed peoples was not far when they heard gunshots from our settlement and they came to save those that was remaining.

I had nothing left except my will for revenge. I joined those who saved me. I'm now a Crusader and I'm trained to fight monsters and destroy the supernatural.

Paladin James Dawson, Mars 10, Year 30 Ashley Richer, February 11, Year 26



Werebeast

Type: Gift

A creature has bit you and you have developed the power to transform your body into man-beast. The more powerful you will become, the more form you will be able to take. This corruption is very obvious and makes this curse very dangerous for you… and for the others.

You can transform your body with the Metamorphosis mastery and you can choose between Berserker or one specialization.

Major	Minor and Specialization
	 
Metamorphosis	Berserker OR One Specialization

Source

Some creatures have a gene that can be transferred to other living beings and cause mutations. The mutation gene is in the blood so the gene is generally transferred to bleeding wounds. The gene transfer is not automatic, only those who are beacons will contract the gene and get powers. Infected people, will generally have an enhanced sense of smell that allows to smell the beacons.

Werebeasts generally don’t live with other specimen of his kind. They generally tend to infect someone and then leave to not attract attention to themself or the newly created werebeast. There are of course some exception with clan of werebeast or small groups that stay together to survive.

The Truth was always something important for me. Discovering the truth was always something important for me. That day, I was investigating a gruesome murder. The victim had claw marks all over the corpse. I inspected the fence but found no hole. Something was strange from the start. Two disappearances in the last six months and now a body within the community walls. Our quartermaster was acting strange since a few days so I decided to check his store during the night. I found bloodied cloths but no explanation on how he managed to let a monster enter the settlement to kill someone and then have it leave without anyone noticing it. I continued my search in his basement. I was scared and alone but I wanted the truth. I heard foot step noise front the upper level, I was starting to regret my choices. I started running into stairs when, in front of me, a large human shape. He was in the darkness but I recognize him. it was the quartermaster. I raise my hands in the air to surrender and let him approached me. I saw is claws, large fangs and fur just before he jumped at me and taken a bit on my shoulder. He then leaved me there for dead. I was happy to survive and asked to myself why he did't finished the job.

Now I know why and I don't know if a will reveal the truth about the quartermaster… and my condition.

Ea Ping, April 1, Year 20





Worlds Walker

Type: Patron

You have been engulfed by the Glare and given the power to hide and travel in this strange parallel world. Even at the surface of our world, you can hear strange scratchings from the Glare.

You have access to the Trailblazing mastery that can be used to travel in the Glare. You can be a Toxin-Breather or choose a specialization. Finally, you also get a specialization.

Major	Minor and Specialization
	
Trailblazing	One Mutation OR Telekinesis OR Traceur

Source

The Glare is one of the most powerful entity. It exists and expend between worlds. It's often simply seen as tunnels but it move, expend and some say it even breath. When harms, it will use other creatures to defend itself. The liquid that spill from it walls when hit have a very distinctive smell that attract many monsters that come to safe there's patron. It remains a very passive and cryptic entity that can't communicate. It still able to choose the people to serve it incomprehensible goals and who will guide it to new worlds. As a patron, it can retake its gift but it rarely happens.

The Glare is the responsible for the link between the worlds and all the creatures that have come to ours.



I was traveling to a community that was supposed to be at a few days of walk. In reality, I was totally lost for more than a week but I was refusing to acknowledge it. The sun was going down but I was still walking with all my stuff to sell but no more food nor water. Suddenly, some lights started to shine in the distance. The settlement was just a few hours away, just on the other side of a large lake. I was tired and getting around the lake infuriate me. At this moment, I noticed a strange entrance for a tunnel going under the lake. Something was wrong but I was so tired and hungry. I started walking in the lightless tunnel. The tunnel was endless, cold and drained of any happiness. I walked until my bag became too heavy. I dropped it and walked even more. After an eternity, I felt in the ground without any more energy to continue. I was ready to die and I passed out. When I waked up, I still was in the tunnel but I was feeling like being at home. The exit was just a few meters away and my bag was on my side.

Hector, Mars 10, Year 14



MASTERIES

YOUR CHARACTER'S SPECIALIZATIONS

Everything on what your character can specialize on. It range from mundane powers to supernatural one

MASTERIES AND POWERS

Masteries are consisted of multiple powers. Some are supernatural and others are mundane. Masteries are divided in three categories; major, minor and specializations.

Here is a description of the icons used.



Breakpoint features unlocked at level 4.

Action Description	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Skill or Power Level to use for tests	
Range	Duration
Obviousness Level	Work in Glare?

Gaining powers

When “buying” new powers with your experience points you are required to have access to the mastery the power is in. It’s generally included with the source of power you have. You must also have at least one power of the previous level for power higher than the first level. Your Mastery Level in a mastery is equal to the highest power level you have bought in that mastery. It cost 5XP multiplied by the level of powers for major and minor masteries. Specialization cost 3XP multiplied by the specialization level.

Cost to Pay

Masteries require a cost to be paid when activating a power. The cost differ from one mastery to the other but there is always one to be paid.

When a power is sustained from round to round by concentrating on it, the cost is not required to be paid again every round. When maintaining a power for a long time, the cost must be paid at the end of every encounter.



Here are the different costs:

- Blood
- Drain
- Stain
- Struggle

Breakpoint

When gaining powers, the corruption or the being giving powers become more powerful. At level 4, a breakpoint happens and the influence of the power on the character raise. The effect is describe in this section and vary from one mastery to the other. Roleplaying the stain on the character can be a nice touch to play.

Power Alteration

When used, a power can be modified on the fly to alter the duration, the zone or the effect. Powers have rules and limitations but it should not limit you and your imagination. Before using the power, you should ask the game master if it's possible to alter something about the power and also suggest a drawback because nothing is free. Generally, the drawback can be a longer time to use (more than a round) or the sacrificing of something. Alteration should be an exception and not a way to have a more powerful power.

Power Obviousness

The obviousness level associated with every powers will give you an idea of if the power is subtile or not. As always the Game Master will decide if someone is looking or not but a power with "High Obviousness" is a lot more obvious than a power with a lower level of risk. Some people despise strange powers so they will react negatively even if the use of the power is for the greater good. The more powerful the power is, the more reaction the people around will have.



MAJOR MASTERIES



Animalism

Major Mastery

Animalism is the power to speak with beasts and use them to help you. You will become one of them and maybe their leader.

Animalism	
Level	**Power**
1	Speak With Beats
1	Beast Affinity
2	Call Beasts
3	Companion for Life
3	Companion Guide
3	True Companion
4	Merge with a Beast
5	Alpha

Animalism Limitation

Animalism works on animals and beasts. Animals and beasts includes all the “natural” beings like mammals, birds, fishes, reptiles but also some



Stain Powers

There is always a price to pay. Using powers stain the character and his surrounding.

A Mastery Level test is required after the use of any non-permanent power and at the end of any encounter if a power is maintained. The difficulty is equal to the level of the power used. A success prevent the stain but a failure raise the stain level by one in a 10 to 20 meters radius. Stain lost a level at the end of a scene.

Stain Level 1: The stain is minor and doesn't really have any effect.

Stain level 2: The Glare is attracted to the source of the stain and will crawl to the source location. Some minor supernatural events can happen. Small monsters in the Glare will also be attracted but will generally stay in the Glare. They will arrive at the end of the scene.

Stain level 3: As for level 2 but monsters outside the Glare will approach as well. They will arrive at the end of the scene. Medium supernatural events can happen.

Stain level 4: As for level 3 but monsters in the Glare will be able to come to the surface, traversing the Glare. They will arrive at the end of the scene. Major supernatural can happen.

Stain level 5: As for level 4 but at this level, the monsters are bigger or more intelligent. At this level, catastrophic events can happen.

unnatural one. The only exception with mammals are the human kind. No one really knows why it's not working on human as well. You can look at the Antagonists chapter, in the Beasts section, to get the statistics of some of the beasts.

Since you can speak to beasts at the first level of this mastery you can have better relations with strange creatures that don't want to eat you on sight.

Animal Totem

When gaining access to this mastery, you can choose an animal specie to become your totem. This specie is generally an animal that represent you and can guide you in your life in some way. Animals of this species will be drawn to you and will have friendlier behaviour toward you. Animals that don't generally live in your region will still try to come near you but can have some difficulty to survive. Those animals will try to survive near you but will stay out of danger. They will generally be close if you are in danger. When chosen, the totemic animal cannot be changed.

Here are some examples of animals that can live in America:

- Alligator
- Antelope
- Armadillo
- Badger
- Bat
- Bear
- Beaver
- Bird
- Bobcat
- Buffalo
- Cat
- Cougar
- Coyote
- Crane
- Crow
- Deer
- Dog
- Dolphin
- Donkey
- Duck
- Eagle
- Elk
- Falcon
- Fox
- Frog
- Hawk
- Horse
- Hummingbird
- Lizard
- Loon
- Mole
- Moose
- Mountain Lion
- Mouse
- Otter
- Owl
- Parrot
- Pheasant
- Polar Bear
- Porcupine
- Possum
- Puma
- Quail
- Rabbit
- Raccoon
- Raven
- Robin
- Salmon
- Seahorse
- Shark
- Skunk
- Snake
- Sparrow
- Starling
- Swan
- Tadpole
- Turkey
- Turtle
- Weasel
- Wolf
- Wren

Surnatural beast can also be chosen. Here are some of them:

- Chamelerat
- Electric Snake
- Ermibat
- Quillfox
- Slimy Gecko

Note that the animalism powers work on all animal and not just the totemic one.

Animalism's Breakpoint

When buying a power of the fourth level, you start becoming more comfortable with beasts than humans. Animals around you will always try to stay near you and become friend with you. You also unlock all the breakpoint features of this mastery.

1 Speak with Beasts

It's one of the hardest power to handle even if it's an entry power. You can speak to any animals or beast. It's a mix of sounds, movements or even odour depending of the animal. The languages are very limited but you can communicate in some way with any animals. Relations with creatures should be handled like relations with human. Some beasts will like you and some will not. Some social tests can be required to interact with animals and beats.

Voice and/or the other animal sight or smell	Permanent
High	Yes

1 Beast Affinity

Animals and beasts are not your enemy anymore and will not want to hurt you if they can avoid it. An Insight test can be required at the Game Master discretion if the animal or the beast is very aggressive. The difficulty should be decided by the Game Master depending of the situation. The change of comportment of the beast is only for the character with this power and not their allies. It still be possible to for Primalist to put themself between the is allies and the beast to keep them out of harm's way.

Totemic animals generally don't need the use of this power to be friendly.

Breakpoint (level 4): When interacting with a beast, you can automatically detect their emotion and in some cases, their motivations without any test.

Insight (if required by the Game Master)	
Mutual line of sight	Permanent
Low	Yes

2 Call Beasts

You can call animals or beasts of any types that you know. In some cases you will have to howl or do strange sounds. The call must be loud enough to reach the desired beasts. Generally, it's about 100 meters but can go to a few kilometres in the case of a howl. The call can be a mix of multiple beasts languages and you can specify some conditions for each type of beasts. You can, for example, speak the horse language but only ask for your own horse to come. The beasts will feel an urge to come to you. The quantity of beasts will vary depending on how many beasts are in the vicinity. Beasts will not endanger themselves to come to you and will not automatically become your friend. When the beast arrive, it's possible to talk to them or use Beast Affinity to gain a favor. In some cases, the Primalist will have to do something in return. Generally, beasts are afraid of danger and will flee if their life is threatened.

Groups of totemic animals gather not far from the Primalist so it's generally faster to call those animals than any others.

You know which beasts are near you when you concentrate for an action.

It takes one action to call beasts but it can take up to an encounter or an hour for the beasts to arrive. The Game Master should decide depending on how far the beasts are and their speed.	
Voice	1 Scene
Medium to high depending of the type of call.	This power works in the Glare and will call monsters currently in the Glare. It can be mundane animals brought in the Glare or inhabitant of this strange place.

3 Companion for Life

Require the power True Companion.

Your link with your True Companion has improved. When touching your companion, you can transfer your wounds. As an action, you can transfer one of your wounds to your companion or take one from your companion. The transferred wound should be applied to the most logical location. Critical wounds should be transferred to a critical location. A wound cannot be transferred to a location with a wound.

Natural healing can be used to heal a wound on you or your companion. It works on both directions so your resting companion can heal one of your wounds

or you can heal your companion with your natural healing.

It takes one action to transfer a wound.	
Touch	Permanent
Medium	Yes

3 Companion Guide

Require the power True Companion.

Your companion can enter and leave the Glare. Furthermore, it can bring you into the Glare. It takes a Quick Action to order your companion to bring you in or out of the Glare. To use this ability, your companion must spend an action. The companion can only use this ability one time per encounter and only you and your companion can transfer from or to the Glare.

It takes one Quick Action to order your companion but it takes one action to your companion to move you in or out of the Glare.	
Touch	Permanent
Medium	Yes

3 True Companion

You can bind with an animal or a beast of your choosing. You will develop a special bound between the beast and you.

The beast will try to help you whenever it can. You can also use a Quick Action to order the beast but often, the beast will already know what to do.

You can access all the senses of the beast. You can see through the eyes of this beast or smell what's around it. The beast can also do it the other way around but often the motivations are unknown.

You always know where the beast is or at least a way to find it. When thinking about the beast, you can have the beast come to you.

Being near your beast when resting apply an Advantage to your test for natural healing. Furthermore, the cold, the heat or even the rain don't bother you when sleeping.

You can only bind with a beast at a time and changing the beast can look like a betrayal. It will be impossible to bind agains with the previous beast. You will feel their pain every time it's hurt and suffer a great pain if it die.

Breakpoint (level 4): You can share your Health value with a beast linked to you, adding the two values together. However, your wounds and the wounds of the beast count toward the dying condition. If you break the bound, your Health value will return to the normal value and can cause your death.

It takes one action to bind with a beast. It takes one Quick Action to shift to the vision and the senses of that beast.	
Mutual line of sight	Permanent
Low	Yes

4 Merge with a Beast

This is a strange process that allow you to merge into a beast that you touch. Your body will disappear and your mind will join the one of the beast. You will be able to share toughs with that beast and control it. It's also possible to jump from one beast to another one if the two touch each other. If the beast die, your body will reappear where the beast was.

It takes one action to merge into a beast.	
Touch	1 Scene
High when merging	Yes

5 Alpha

This power allows to become the leader of a pack of beasts. You will become one of the group if you are able to gain the respect of the pack. The group will try to help you whenever they can. You don't have the position of a team member but the leader. They generally travel with you but can stay away if needed, waiting for your call. This power affects the whole group of animals and not only one individual. You can only become leader of one pack at a time. The number of the beasts can vary greatly depending of the species.

If you put the pack in danger, some of the pack members can die or be wounded. They will be more reluctant to fight when after violent altercations.

This power can be used on the totemic animals or other species.

	Mutual line of sight		Permanent
	Low		Yes

Arachnophilia



Major Mastery

This mastery comes from a secluded place where spider-like creatures rules. It merge spider's features with the human body, transforming its practitioner into an horrific spider-man hybrid being.

Arachnophilia	
Level	**Power**
1	Cobweb
1	Lay Eggs
2	Cluster of Spiders
2	Paralyzing Bite
2	Spider Form
3	Crawling Death
3	Climbing Spider Form
3	Spiderweb
4	Jumping Spider Form
4	Poisonous Bite
4	Razor-Sharp Web
4	Spider Worker
5	Fatal Bite
5	Vorpal Spider



Drain Powers

There is always a price to pay. The price, is your own life.

Your powers drain your life. A Mastery Level test is required after using any non-permanent power. The difficulty is equal to the power level used. A success have no effect but a fail cause the Exhausted effect. If the character is already Exhausted, the Privation condition must be checked. A character with the Privation condition must check the Unconscious condition if another failure happens.

Spider Affinity

The Arachnophile have affinity with spiders and can speak to them and ask for small services. The spiders voice is very low so they can only be heard when very close. Spiders will be drawn to the Arachnophile and will generally be harmless to them no matter their size. The Arachnophile can transport a nest where a colony of spiders can live. The nest can stay hidden in the arachnophile's clothing.

Arachnophilia's Breakpoint

When buying a power of the fourth level, the hive that you can carry becomes larger and can hold thousands of small spiders. You also unlock all the breakpoint features of this mastery.

1 Cobweb

The Arachnophile can create web from a new orifice on the abdomen. The orifice can almost become invisible when not actively using it. The web is sticky and can be attach to structures using a weak projection, the wind, gravity or simply by moving around. The web is very susceptible to fire and will burn completely in a round. If the Arachnophile is touching a part of the web, they will feel vibration when something else touch the connected parts.

The web is not solid enough to block a passage but will slow movement and cause a disadvantage to any athletics tests while moving through it and thus destroying the web in the process. The Arachnophile can move through web as if the zone was unobstructed but the web is not strong enough to hold the weight of a human. A Quick Action can be used to destroy a one meter zone filled with web.

It takes one action to fill a one meter zone.	
Touch	Permanent
High	Yes

1 Lay Eggs

The Arachnophile can vomit a mix of small spiders and eggs. At the end of the encounter, no less of 100 spiders are spawned.

It takes one action to vomit spiders and eggs.	
Self	Permanent
High	Yes

2 Cluster of Spiders

You can control a small swarm of spiders and give them a location to go. Spiders must be nearby for this power to work correctly. They are pretty much inoffensive but can distract or inflict fear to a human or a creature of the same size or smaller. If the Arachnophile is present and wants, they can use their Intimidation rating with an Advantage to intimidate the opponent. A success means that the target is afraid of the spiders and the Arachnophile. If the Arachnophile is not in sight or stay discreet, a rating of 4 can be used for the spider's Intimidation test.

It takes one action to order the spider to move to a location.	
Line of Sight	Permanent
Medium	Yes

2 Paralyzing Bite

The Arachnophile have retractable mandibles in the mouth that can be use to bite. The mandibles are almost invisible when not biting. To bite an adversary, the arachnophile must have them grabbled or immobilized before or attacks by surprise.

The bite paralyze a human-size victim; making the opponent not able to attack or even move. The paralysis activate 3 rounds after the bite and last for the duration of an encounter. The venom comes from small venom sacs that have enough venous for one bite. The venom is restored at the end of the encounter.

It takes one action to bite an opponent.	
Touch	1 Encounter
High	Yes

2 Spider Form

Eight spider legs can grow out of your back. Those legs can also be retracted and become almost invisible. Only eight strange scars can be visible on the back when restricted.

The legs can be use for movement instead of the normal, human legs. The legs have tiny claws at their ends. Those are too clumsy to grab something and too short to cause harm. The legs can still be used to hit something or someone. Using the legs to attack are considered as unarmed attacks that can use the Finesse or Brutal Fighting skills. The legs can be wounded as any other location.

It takes one action to grow the legs or retract them.	
Self	Permanent
High	Yes

3 Crawling Death

Require the power Cluster of Spider.

The power works as the Cluster of Spiders but the spiders are venomous. Instead of intimidating a target, the spiders can be ordered to engulfed a victim and infect it with poison. It cause the Infected condition. This condition cannot be applied multiple times.

It takes one action to order the spiders to attack a victim. The spiders require an action to attack the victim.	
Line of Sight	Permanent
Medium	Yes

3 Climbing Spider Form

Require the power Spider Form.

The legs are longer and stronger. Those legs procure an Advantage to tests for climbing. It also allows to climb walls without any hold and even walk on ceiling. When not moving, it's possible to stay on a wall or ceiling for a long time.

It takes one action to grow the legs or retract them.	
Self	Permanent
High	Yes

3 Spiderweb

Require the power Cobweb.

The web is more solid and can block a passage or can be used as a bridge. The Arachnophile can move through web as if the zone was unobstructed and the web is strong enough to hold the weight of a human. The web can be used as protection against the weather. An action should be taken to destroy a one meter zone filled with web.

It takes one action to fill a one meter zone.	
Touch	Permanent
High	Yes

4 Jumping Spider Form

Require the power Climbing Spider Form.

The legs are even longer and stronger. They allow to do long and high jumps. Triple the distance of a normal jump. The legs also allow to reduce the normal fall damage by dividing the difficulty by 3.

It takes one action to grow the legs or retract them.	
Self	Permanent
High	Yes

4 Poisonous Bite

Require the power Paralyzing Bite.

The poisonous bite works as the poisonous bite but also add the infected condition to a human-size victim. Antitoxin must be used to heal the condition.

The poison also activate 3 rounds after the bite. The venom is restored at the end of the encounter.

It takes one action to bite an opponent.	
Touch	Permanent
High	Yes

4 Razor-Sharp Web

Require the power Spiderweb.

This web has all the same features as the Spiderweb but more deadly. The web is razor-sharp and can cut anything that touch it with the exception of an Arachnophile or spiders. The Arachnophile can walk on the web or go through without being harmed or slowed down. Being in contact with this sticky web cut the victim and can cause a wound. Resisting the damage is done with a muscular test and armor with a difficulty of 5. An Exceptional Effect cause the bleed effect.

The web is now resistant to fire.

Web Resistance: 3
Web Structure: 1 (per 1 meter cube)

It takes one action to fill a one meter zone.

Touch	Permanent
High	Yes

4 Spider Worker

Require the power Vorpal Spiders.

Spider Workers are a very large spider from another world. With this power, it's possible to open a portal in the Glare to allow a Spider Worker to enter our world. The Spider Worker will do their best to help the Arachnophile. See the Spider Worker statistics for more information. This power can only be used one time per encounter.

It takes one action to summon the Spider Worker.	
Touch	1 Encounter
High	Yes

5 Fatal Bite

Require the power Poisonous Bite.

This fatal bite cause all the previous effect but when the infected condition is already checked, the bite cause the Dying condition instead.

It takes one action to bite an opponent.	
Touch	Permanent
High	Yes

5 Vorpal Spiders

Require the power Crawling Death.

The Vorpal Spiders are cat-size spiders from another world. They can rapidly travel between worlds using the Glare. When using this power, a spider jump out of the Glare and go to a location designated by the Arachnophile. The Arachnophile can order the spider to use their powers with a Quick Action. The Vorpal Spider can use their Glare Shift and bring the Arachnophile with it. See the Vorpal Spider statistics for more information. This power can only be used one time per encounter.

It takes one action to call the Vorpal Spiders and have then go to a location.	
Line of Sight	1 Encounter
Medium	Yes

Cleansing



Major Mastery

Unstained and uncorrupted by any entities, this mastery allows to protect the people around you against the supernatural. You are the last hope for the humanity against that darkness that is invading our world.

Cleansing	
Level	**Power**
1	Untouchable
2	Supernatural Hunter
3	Purification
4	Cleaning
5	Negate

Cleansing's Breakpoint

When buying a power of the fourth level, a disdain for the supernatural start to grow. Also, any Cleansing powers that can be used at Short Range can be used at Long Range instead. You also unlock all the breakpoint features of this mastery.



Drain Powers

There is always a price to pay. The price, is your own life.

Your powers drain your life. A Mastery Level test is required after using any non-permanent power. The difficulty is equal to the power level used. A success have no effect but a fail cause the Exhausted effect. If the character is already Exhausted, the Privation condition must be checked. A character with the Privation condition must check the Unconscious condition if another failure happens.

1 Untouchable

This power allows to protect the Unstained against the supernatural. It add the Cleansing's Level to the difficulty of anyone paying the cost of a power at Short Range. The exception is for Staining Masteries that remove the Cleansing's Level from the difficulty instead. This power affects everyone around except any Unstained.

It takes one action to active or deactivate the power.	
Short	1 Encounter
Low	Yes

2 Supernatural Hunter

This power allows to feel the supernatural. It can be a monster, someone using a power, an entrance to the Glare or a stained object. The power will show the direction of the nearest supernatural and can give some hints about what it can be.

Breakpoint (level 4): At this level, it's possible to concentrate on one kind of supernatural to know its direction.

It takes one action to activate the power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Long	1 Round
Low	Yes

3 Purification

This power allows to temporary remove the stain from all the stained objects at Short Range or on one touched object. It can also be used to repulse supernatural vegetation or fog from an area. The stain, vegetation or fog are removed for the duration of a scene.

It takes one action to remove the stain from all the object at Short Range or one object touched.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Short or Object Touched	1 Scene
Low	Yes

4 Cleaning

This power produce a cleaning energy that repel everything that is supernatural in the zone. It allows to reduce the Stained in a zone around the Unstained. It also repulse supernatural objects and beings 10 meters away. Human with supernatural powers are not affected by this power, only beings from other worlds. If the objects or beings hit a wall or a solid object during the expulsion, calculate the damage as a fall of the number of meters traveled. Every time the power is used, it reduce the Stain level in zone by 1.

When using this power inside the Glare, the Glare will expels the Unstained.

It takes one action to activate this power.	
Short	Permanent
Low	Yes

5 Negate

This power allows to negate and block any permanent power used at Short Range of the Unstained. It generally only works with powers from a mastery and monster's ability related to the Glare. It's possible to keep the power working round after round by using a Quick Action every round.

It takes one action to activate the power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Short	1 Round
Low	Yes

Elementalism



Major Mastery

You use your strange powers to call upon Gaia's powers. The earth or his representing being has given you powers to control the elements of nature. The ground is vibrating when you touch it, plants are whispering, water is tasting wonderful and fire is watching you.

Elementalism	
Level	**Power**
1	Control Over Light
1	Control Over Earth
2	Control Over Electricity
2	Control Over Plants
2	Control Over Wood
3	Control Over Air
3	Control Over Water
4	Control Over Fire
5	Control Over Tectonic Plates

Elementalism's Breakpoint

When buying a power of the fourth level you become sensitive to the nature around you. When your feeling



Stain Powers

There is always a price to pay. Using powers stain the character and his surrounding.

A Mastery Level test is required after the use of any non-permanent power. The difficulty is equal to the power level used. A success prevent the stain but a failure raise the stain level by one in a 10 meters radius. Stain lost a level at the end of a scene.

Stain Level 1: The stain is minor and doesn't really have any effect.

Stain level 2: The Glare is attracted to the source of the stain and will crawl to the source if not already present. Some small monsters in the Glare will also be attracted but will generally stay in the Glare. They will arrive at the end of the scene.

Stain level 3: As for level 2 but monsters outside the Glare will approach as well. They will arrive at the end of the scene.

Stain level 4: As for level 3 but monsters in the Glare will be able to come to the surface, traversing the Glare. They will arrive at the end of the scene.

Stain level 5: As for level 4 but at this level, the monsters are bigger or more intelligent.

change drastically, the light around you will bend, earth will shake, plants will grow, trees will break, air will become thinner, electricity will spark from outlet and fire will dance in front of you. When living extreme emotions, the elements around you will become unstable, intimidating everyone around you if you are in the wild.

Additionally, you can trigger 2 powers with the same action but the cost still needs to be paid in double. Only one test for the cost is required.

You also unlock all the breakpoint features of this mastery.

1 Control Over Light

This power allows to manipulate the light in your surrounding. It can be a way to reduce or eliminate the surrounding lights. When in daylight, the light can be reduced enough to cause a situational Disadvantage caused by darkness in a radius of about 10 meters around the Elementalist. When there is less light, it's possible to eliminate them completely by maintaining the power. It's also possible to concentrate all the lights in the surrounding to have a brighter light. When the light is already bright, concentrating the light does not have a real effect.

Breakpoint (level 4): When concentrating enough light at the same place, it's possible to create a light so powerful that it will blind everything around. The light is so powerful that you can light a fire if you have a magnifying glass. Unfortunately, this powerful light only last a round and cannot be used again on the next round. In the night, it can be seen at many kilometres away.

It takes one action to activate the power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Short and Line of Sight	1 Round
Very High	Yes

1 Control Over Earth

This power will rapidly dig into soft ground by simply touching the ground. The ground will fly into the air making a cloud of dust that can block line of sight for a round or block a passageway after a few rounds. The direction of the dirt can be chosen. It's possible to build a tunnel but some way to remove the earth from the tunnel can be required and the tunnel can collapse if not supported by solid components. It's also possible to rapidly move earth to create a trench.

The earth can be thrown in someone eyes with a Mastery Level test against Acrobatics. It will blind the target for a round. This trick can generally be done only one time per combat since the target and everyone around will be on their guard the second time.

Breakpoint (level 4): When surrounded by earth, it's possible to rapidly create a wall to block a passageway. It takes one action to create a small wall of earth. The wall will collapse at the end of the encounter. Check the section "Destroying Structure" for more information.

It takes one action to remove 1 meter cube of earth	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Touch	1 Round
High	No

2 Control Over Electricity

This power allows to control electricity from a power source. You can create electric arcs in a way to move electricity from one point to another without any cable. This power requires a power source. When not using electricity in a proper ways, it can trigger a breaker or cause the electric device to explode. You can also know the location of the nearest power source no matter the range.

Creating an electric arc from a power source often deplete all the energy it content.

Breakpoint (level 4): At this level, the Elementalist can catch lightning passing nearby and redirect it to another location nearby. It's possible to do it outside if its round if a Quick Action is available and used in the next round.

It takes one action to create an electric arc from a power source.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Short and Line of Sight	1 Round
High	Yes

2 Control Over Plants

This power allows to grow plants faster. You can boost a small garden that can give enough food to sustain a person every day. You can also know the direction of the nearest plant or the direction of a precise type of plant. When used on a garden, this power can only be activated one time per day.

It takes one action to activate the power on a plant or garden.	
Touch	1 Scene
Medium	Yes, this power works on normal plants or plants from the Glare.

2 Control Over Wood

This power allows to carve wood just by touching wood. It possible to create large, solid but crude pieces of wood that can be used for construction. It's possible to cut tree faster by touching it with a hand.

Furthermore, this power allows to make wood rot faster. A round is required to make a plank rot and a few to break a tree.

It takes one action to activate this power. In one action it possible to make a tree fall but it takes many rounds to cut an entire tree in small pieces.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Touch	1 Round
Medium	Yes, trees are rare in the Glare but some exist.

3 Control Over Air

This power allows to move air around. It's possible to move air to push aways smoke or push the smoke in a precise direction. This power can reduce the strength of the wind in the surrounding near the Elementalist. It's also possible to move air in water, forming a bubble that can then be moved to allow breathing air. The air bubble can be large enough to allow a small group of person to breathe. This power only works if there is air nearby so it doesn't work underwater.

Breakpoint (level 4): This power can now allow to remove the air from a small area. It create a small zone of unbreathable air. It can be very handy to extinguish fire or make someone choke. See the Asphyxia section for more information. The zone is small, about a radius of 1 metre.

It takes one action to activate the power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Short and Line of Sight	1 Round
Medium	Yes, the air in the Glare is colourful but its still air.

3 Control Over Water

This power allows to control water. You can change the flow of a small river for a small segment. You can also move a stream of water in the air and create shape as you want. You are also able to separate bacterias from water making the water drinkable. You can block water from making you and your equipment wet. Making waves allows to move a boat without wind or paddles. It can be used to move objects in the water. When the water is lower, it's possible to push an object a few meter aways. You can also know the direction of the nearest source of water. Lastly, you can transform water into mist or vice versa.

When the water level is high enough, it's possible to create a small whirlpool that will drown a target for a round. If the water level is lower, it's still possible to make a target fall in the water. An acrobatic test can be required to resist against the Mastery Level.

You can also know the location of the nearest source of water no matter the range.

This power control water and not derived liquid. It cannot control blood, gasoline or other liquid of those kind.

At this point you can control steam, snow or ice as if it's water.

It takes one action to activate the power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Short and Line of Sight	1 Round
Medium	Yes, there is liquid in the Glare that can be controlled by this power.
High	Yes

5 Control Over Tectonic Plates

This power makes the ground shake. It will destroy fragile buildings at long range in every direction. Everybody in the zone becomes prone and can be buried in rubbles.

It takes one action to activate the power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Radius of 1 km	1 Round
High	No

4 Control Over Fire

This power allows to have control over fire. You can move fire in the air and change its shape. You have no direct control on the size of the fire but the fire will become bigger if you allow it to burn combustible. You can create an envelope around you that protect you from fire. You are protected against fire but not the smoke so you can still die from asphyxia in a close location. You can also know the direction of the nearest fire.

Breakpoint (level 4): You can rapidly create a wall of fire from an existing source of fire. It takes one action to create a wall from a campfire or a bigger fire. Crossing the wall will cause burn damage.

It takes one action to activate the power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Short	1 Round

Flesh Craft



Major Mastery

Flesh Craft allows to create creatures from basic elements.

There is only one power for this mastery and it allows to create monsters. The levels of this mastery makes the creature more powerful and can be raised using the following table. As always, buying a level requires the previous one.

Flesh Craft Level Progression

Level	Cost (XP)	Total XP
1	5	5
2	10	15
3	15	30
4	20	50
5	25	75

Flesh Crafting Requirements

To craft a creature, the Flesh Crafter need a creature recipe that fit their level and some basic ingredients. A few bones and a pound of any monster's flesh is enough but essential. Furthermore, the process requires some fresh flesh from the crafter itself. When the creature die, it's possible to get back the bones and the pound of flesh. Creature recipe can be found or invented.



Blood Powers

There is always a price to pay. Using powers needs to be paid in blood.

Self harm is required to use a power. It can generally be done with a bladed weapons. A Mastery Level test is then required after the use of any non-permanent power. The difficulty is equal to the power level used. A success mean that the harm as not cause a wound. On a fail, the character suffer a wound of their choice.

Connection Link

The Flesh Crafter and the creature share a link and this link is essential to keep the creature alive. If the link is broken, the creature die. The Flesh Crafter must expense a Quick Action every round to keep the link. A link between the creature and the Flesh Crafter can exits as long as an entrance to Glare is nearby.

Dying Creature

If the creature die because of wounds or if the crafter do not pay the upkeep of one Quick Action per round,

the creature return to a mix of bones, flesh and goo. Some creatures can be harvested for useful component but it's impossible for crafted creature.

Piece of Art

For the Flesh Crafter, creating a monster is a piece of art like a sculpture or paint. All of their monsters have their special touch. For a normal person, a monster is a monster and it's hard to differentiate them. A Flesh Crafter can identify the uniq way of this art and recognize the work of one of their colleagues.

Flesh Craft's Breakpoint

When buying a power of the fourth level, the flesh crafter can have up to two links connecting them to two different monsters with a combined level equal to what the Flesh Crafter's can create at their level. The cost of one action to create one creature remain but the upkeep stay one Quick Action to keep both creature alive.

1 Flesh Crafting

This power allows to create a creature from a recipe, some bone and some monster flesh. No matter how hard the flesh crafter try, the creature will always look uncanny and cannot look like a normal human or animal. The size and powers of the creature depend of the recipe and is limited by the Flesh Craft's level. If the creature is crafted rapidly, in one round, the creature will have some hindrances and look weird or wounded. Some skin or fur will be missing but the main attributes will still be there. To have a perfect looking creature, the flesh crafter must take about 10 minutes to create their creature. If the crafted creature is wounded to death or the flesh crafter do not pay the required upkeep of one Quick Action per round, the creature die and the flesh crafter cannot create another creature for the remaining of the encounter.

It takes one action to mold a creature from a recipe, some bones and flesh. When the creature is created, one Quick Action must be expended every round to keep the creature alive. If the Quick Action is not paid, the creature die in a painful way. It takes one action to deconstruct the monster and return it to bones, flesh and goo.

	Short Range and Line of Sight when creating the creature.		1 Scene
	High		Yes but creatures crafted cannot be separated from their creator. It works a path between the two worlds is open.

Creating a Creature Recipe

Creating a recipe for a creature is a complex but important process. The Flesh Crafter must take time to think about it and visualize the creature they want to create. Writing a recipe takes about one hour and requires one page of paper on both sides.

The Flesh Crafter start the game with one recipe. Other creatures can be invented and written on other pages by working on it for a full hour. Flesh Crafters are generally collector of recipes.

The player have multiple possibilities when their character wants to create a recipe. They can choose a monster already existing in this book or they can choose to create a new one. The process is similar as creating a character.

If the Flesh Crafter want to create a recipe based on an existing monster, they can choose an existing Monstrosity of a level relative to the Flash Crafter's level. At level 1, the Flesh Crafter can create the recipe for any monster of level -4.

Monsters

Crafter's Level	Monstrosity's Level
1	-5
2	-4
3	-3
4	-2
5	-1

As an example the Flesh Crafter can create the following monsters depending of their level:

1. Spifrog
2. Bulker

3. Boggit
4. Spikecupine
5. Abomination

Creating a Creature

When writing the recipe of a new monster, the flesh crafter must start with a basic template for the monster. The general information can be decided but the Flesh Crafter. There is no restriction for the habitat and the active time of the monster. The monster can be terrestrial or aquatic but not both without choosing the right Edge.

The basic attributes start at an average of -2. They can then be modified following a few rules.

STR	CON	AGI	REF	INT	PER	CHA
-2	-2	-2	-2	-2	-2	-2

Level 1 (Level -5 Monster)

18 Bonus Experience Points

- Attributes must be between -3 and 2.
- Creature's Size must be Tiny (1 to 4).
- A maximum of 1 hindrance points.

Level 2 (Level -4 Monster)

28 Bonus Experience Points

- Attributes must be between -3 and 3.
- Creature's Size must be up to Small (5 to 9).
- A maximum of 2 hindrance points.

Level 3 (Level -3 Monster)

38 Bonus Experience Points

- Attributes must be between -3 and 3.
- Creature's Size must be up to Medium-Small (10 to 19).
- A maximum of 2 hindrance points.

Level 4 (Level -2 Monster)

48 Bonus Experience Points

- Attributes must be between -3 and 3.
- Creature's Size must be up to Medium (20 to 39).
- A maximum of 3 hindrance points.

Level 5 (Level -1 Monster)

58 Bonus Experience Points

- Attributes must be between -4 and 4.
- Creature's Size must be up to Medium-Large (40 to 79).
- A maximum of 3 hindrance points.

Attributes

Before using Experience Points the total of the Attributes must equal -14 but it's possible to lower one to raise another one.

The creature can be customized with the available Experience Points depending of the Flesh Crafter's level.

- When the total number of Attributes is under zero, it cost 2XP to gain one point. So it cost 28 XP to have a monster with all their attributes at 0.
- Above zero, it works as a normal protagonists but the cost must be multiplied by 2 instead of 5. So, the cost in XP is equal to the next total of Attribute points multiplied by 2. As an example, it cost 4 XP to add an attribute point when the total of Attribute points is at 1 and it will cost 6 XP to then add another point of Attribute.

Improve Attribute

Desired Total Points	Cost to raise	Total Cost
-13	2	2
-12	2	4
-11	2	6
-10	2	8
-9	2	10
-8	2	12
-7	2	14
-6	2	16
-5	2	18
-4	2	20
-3	2	22
-2	2	24
-1	2	26
0	2	28

Improve Attribute		
1	2	30
2	4	34
3	6	40
4	8	48
5	10	58
6	12	70
7	14	84
8	16	100

New Edge		
Desired number of edges over the number of hindrances	Cost to raise	Total Cost
1	2	2
2	4	6
3	6	12
4	8	20
5	10	30

Skills

The level of the skills can also be raised using experience points.

Improve Skill		
Skill Level	Cost to Raise	Total Cost
1	2	2
2	4	6
3	6	12
4	8	20
5	10	30
6	12	42
7	14	56
8	16	72
9	18	90
10	20	110

Quirks

Creatures can have Edges and Hindrances like the protagonists. The list of Edges and Hindrances for monsters can be found in the Antagonists section of this book.

An hindrance allow to have a free Edge but the number of hindrance is limited depending of the Flesh Crafter's level. A major edge or hindrance worth 2 normal one.

Lure



Major Mastery

Emotions are powerful feelings and you have learned to control them. You can control your own but also those of others. This mastery can be used to make people love you or fear you. It's the mastery of seduction and revulsion.

Lure	
Level	**Power**
1	Emotion Catalyst
1	Faceless
1	Laugh of Madness
1	Repulse
1	Sadness
1	Silence
2	Awe
2	Curse
2	Emotion Reading
2	Witch's Curse
3	Hysteria
3	Object of Desire
3	Sleep



Stain Powers

There is always a price to pay. Using powers stain the character and his surrounding.

A Mastery Level test is required after the use of any non-permanent power. The difficulty is equal to the power level used. A success prevent the stain but a failure raise the stain level by one in a 10 meters radius. Stain lost a level at the end of a scene.

Stain Level 1: The stain is minor and doesn't really have any effect.

Stain level 2: The Glare is attracted to the source of the stain and will crawl to the source if not already present. Some small monsters in the Glare will also be attracted but will generally stay in the Glare. They will arrive at the end of the scene.

Stain level 3: As for level 2 but monsters outside the Glare will approach as well. They will arrive at the end of the scene.

Stain level 4: As for level 3 but monsters in the Glare will be able to come to the surface, traversing the Glare. They will arrive at the end of the scene.

Stain level 5: As for level 4 but at this level, the monsters are bigger or more intelligent.

Lure	
4	Fatal Attraction
4	Kiss of Death
5	I Heard a Rumor
5	Song of Death

Lure' Breakpoint

When buying a power of the fourth level, the strange being has completely grown in you. You are an hybrid of two species merge together. Some people become very creepy with this art of emotion manipulation when others try to help people in an excessive way. No matter his attitude, you get older at a slower pace and can keep a younger look longer. The effect of aging greatly reduce and the longevity doubled.

The entity in you is eager to show his true visage so you are always fighting to keep it at bay. When you lose the control of your emotions and fall to anger, the entity change the appearance of your face and show a monstrous visage. This can disclose your true nature. When intimidating someone, you gain a situational advantage. Furthermore, animals become uncomfortable in your presence during your loss of control.

You also unlock all the Advanced powers of this mastery.

1 Emotion Catalyst

This power allows to transfer your current emotion state to another person. If you are happy, the victim will feel happiness as well. You are angry, you will make a person near you angry as well.

The power can also cause sadness into the heart of a target even if you don't feel it. The target will lose hope and the will to continue what they are doing. All the decisions taken by the target will be influenced by this power. Extreme sadness can be possible if the person was already sad before this power is used.

Breakpoint (level 4): You are affecting everyone around you.

It takes one action to activate the power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Line of sight	1 Encounter
Low	Yes

1 Faceless

You can change your skin and hair to not look like yourself. You cannot mimic a precise person but you can change your skin colour, hair style and length as you wish. You can also change your apparent age as well. Your height and weight but more importantly how you move do not change so a perceptive person can recognize you. An Investigate skill test can be required for others to try to recognize you.

You can also remove all specific traits from your face and look very weird but unrecognizable. You are not limited by "normal" style or colour.

It takes one action to transform your body with this power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Self	1 Round
High	Yes

1 Laugh of Madness

This power allows to talk in the head of a victim. The victim becomes deaf to all the sound around them and can only hear your voice for the duration of the power.

It takes one action to activate the power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Line of sight	1 Round
High	Yes

1 Repulse

This power repulse everybody in your proximity. Those people will try to not look at you. Someone willing to look at you despite their feeling must use a Quick Action every round and get the exhausted condition at the end of the encounter.

As a side effect, when looking in the eyes of the affected targets, you can see their greatest fear.

Breakpoint (level 4): Add a strange and repulsive feeling to a location you are in. People will normally try to avoid this room or location. People fighting this feeling will start to hallucinate and hear creepy noise until they live the room. After a few rounds, the only thing a person can do is quitting the room. Only one room can be enchanted at one time but this power can be remove at any time.

It takes one action to activate the power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Short Range	1 Round
Low	Yes

1 Silence

This power allow to silent a person. The jaws of the target will meld together for the duration of this power. It's a highly terrifying sight but highly effective.

Breakpoint (level 4): The victim is not able to talk but the mouth is not obstructed anymore.

It takes one action to activate the power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Line of sight	1 Round
High	Yes

2 Awe

As an action you can turn all the attention toward you or the attention of selected persons in your surrounding. This attention last as long as you use your Quick Action on this power. Someone not willing to look at you in awe must use a Quick Action every round to resist and will suffers Exhaustion at the end of the encounter. Using this power for one round works very well but using this power for many rounds on the same person becomes less effective and can also cause disdain if hold for too long. On the third round and all consecutive rounds, targets gain a situational advantage to resist any social test against you. On the fifth round, targets start to feel disdain against you but will continue to look at you.

It takes one action to activate the power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Line of Sight	1 Round
Low	Yes

2 Curse

The power allows to disfigure a target with a kiss or menacing words that must be heard by the victim. After the duration of a scene or one hour, the skin of the victim will turn greyish with cracks and pus-filled boils. Any social tests are done with a Disadvantage for the cursed person. Any failed test also cause an automatic Catastrophic Effect. The Game Master can also add random bad luck events for this person. Some subtile hints can help to find if a person has been curse like milk going sour faster or food rotting at a faster rate. Animals are also more nervous when near a cursed person.

You can only curse one person at a time but you can lift a curse you have put on someone at any time.

Note that there are other ways to remove that kind of curse but the process is difficult and at the Game Master's discretion.

Breakpoint (level 4): You can remove any curse using the name of the person who has put the curse or holding a personal object owned by the one who put it.

It takes one action to curse one person.	
Line of sight	1 Chapter
Low	Yes

2 Emotion Reading

Allows to know the past emotion of a person you touch. The more intense emotions are shown first with some images of what happened. This is a great way to know people's dark secrets. This power is also working on sleeping person. It takes some time to get all the information. The first information that you get are the more dramatic. If you keep touching the person or the body, you can get the less dramatic information.

The target will feel sad and uncomfortable when this power is used but will not know all the secrets revealed.

Breakpoint (level 4): You can remove the more traumatic memories of the person.

It takes one action to activate the power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Touch	1 Round
Low	Yes

3 Hysteria

This power allows to make a person fall into madness and become violent. When this happens, the target only needs a trigger or a little push to become out of control. The person will not succumb to murder if it's not in their nature but will still be violent and can attack someone. It's possible to get back from this hysteria after doing something too extreme and regretting it or if a loved one try to talk to the victim out of this condition.

Breakpoint (level 4): You can affect everyone around you. Unfortunately, you cannot decide who is effected and who is not.

It takes one action to put a feeling into a person.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Line of sight	1 Round
Medium	Yes

3 Object of Desire

You can put a feeling into an object. It can be any feeling like anger, desire, greed, jealousy, fear, love, lust and so on. When the object is near someone or a group of persons, the feeling is transferred to that person or group.

When the object becomes an Object of Desire, it becomes stained.

A person can only be affected by one feeling from this kind of object.

It takes one action to put a feeling into an object.	
Touching the object is required to activate the power. The object affects everyone at Short Range.	The object affects people for a day before losing its power.
Low	Yes

3 Sleep

This power allows to put asleep a person you touch. It takes 3 consecutive actions to do it. The victim became more sleepy every rounds and cannot defend itself if not feeling endangered. Obviously, the power do not works if the person is fleeing or fighting.

Breakpoint (level 4): You can affect everyone around you. Unfortunately, you cannot decide who is effected and who is not.

It takes one action to affect a person.

	Touch		The power last for an encounter or until the person sleeping is shaken or hurt.
	Medium		Yes

4 Fatal Attraction

This power allows to summon someone on which you already have used a power of the Lure on. The person will know the path to you and will be compel to reach you. A strong emotion to come to you will raise every hours. The victim will try to hide their attraction and will try to do it secretly but without too much delay.

	It takes one action to summon the person.		
	Unlimited		Variable
	Low		Yes

4 Kiss of Death

This power allows to paralyze a kissed human to drain them of all their life force. The victim must be kissed so not actively defending themself or being in an active combat. Trickery rather than force is generally used to kiss someone.

The kiss causes 1 wound to the target and heal 1 of yours each round. Your apparent physical age also move toward 25 by 1 year for each wound healed but will make the victim age by one year for each wound. If you are interrupted or stop touching the target the process will stop abruptly.

This power also nullify your monstrous appearance. Furthermore, it procure a situational Advantage to all social tests for the duration of a chapter.

	It takes one action to activate the power.		
	Touch		1 round
	High		Yes



5 I heard a rumour

You can create a rumour about anything and the selected people on which you already used a power on will believe it until they get solid proof of the contrary. When people realize that the rumour is false, they will know that the rumour originated from you.

It takes one action to activate the power.			
Unlimited		The feeling will last for a scene.	
Low		Yes	

5 Song of Death

You can sing a song that will cause all the people around you that can hear you to come to you and follow you. People distracted or fighting are not affected by this power. You can then point a location and they will blindly move to it even if it's dangerous like a cliff. They will enter a trance-like state and follow you like zombies. They wake up from the trance if they get shaken or hurt. Unstained characters are immune to this power.

If the situation becomes dangerous for the victims, a power test against victim's Insight can be required to keep the victim in the trance.

The song can last the duration of an encounter or one hour. After that, the singer gets the Exhausted condition.

It takes one action to activate the power.			
2 x Lure Rating VS Insight.			
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.			
Voice		1 Ecounter	
Very High		Yes	

Metamorphosis



Major Mastery

This mastery allows to transform yourself into a man-beast. You become a monstrosity between a human and a mundane animal. The transformation is painful and when transformed, you cannot return to your normal form before a time period.

This mastery works differently from many of the others. Instead of buying powers, the shapeshifter must buy forms and every form have multiple key features. It's possible to buy multiple forms, giving more choices when transforming.

Metamorphose

The Werebeast can transform into a half-man and half-beast. The type or subspecies, the colour of the fur and some features can vary from one individual to the other but is uniq to the shapeshifter. The player can choose the general appearance when choosing a form. The transformation is always into half-man and half-beast and even if the size vary from one beast to the other, the transformed size always stay in the human spectrum. Tight clothing and armor can rip off when transforming into a bigger form but backpack generally drop to the ground. Objects and weapons can generally not be manipulated by a transformed characters. If any exception is made, a disadvantage should be applied.

It takes one action to transform into a half-man and half-beast creature but the transformation last for the duration of an encounter with no way to return to a normal form earlier or change the creature. It possible to constantly transform after an encounter by paying the cost every time.



Blood Powers

There is always a price to pay. Using powers needs to be paid in blood.

Self harm is required to use a power. It can generally be done with a bladed weapons. A Mastery Level test is then required after the use of any non-permanent power. The difficulty is equal to the power level used. A success mean that the harm as not cause a wound. On a fail, the character suffer a wound of their choice.

It takes one action to transform into the half-man half-beast form.	
Self	The transformation last for the duration of an encounter or one hour and cannot be interrupted earlier.
High	Yes

Metamorphosis' Breakpoint

When buying a power of the fourth level, you feel better when transformed than in your human form. When transformed, you do not need to pay the cost of using powers to extend your transformation's duration. You gain the ability to smell other werebeasts even when they are not transformed. Furthermore, you can also smell people who are beacon to source of power. Bitting those people will cause them to become werebeast as yourself.

When you are not transformed and feeling anger, you automatically transform to your most powerful form. If multiple forms are available, you can choose the one that you want.

Metamorphosis

Level	Power
1	Wereboar
1	Wereporcupine
1	Weretortoise
2	Werecoyote
2	Werefox
2	Wererat
3	Werebadger
3	Werebear
3	Werehyena
3	Werereptile
3	Werewhale
4	Werecat
4	Wereowl
4	Wereraven
4	Wereshark
5	Werebat
5	Werejaguar
5	Weretiger
5	Werewolf



1

Wereboar

Wereboars are bulk and terrifying creatures. They have great sense of smell and taste but their vision is pretty bad. When fighting they can use their paws or their powerful tusks to harm opponents. Wereboars generally have light brown to black fur.

Edges

- **Enhanced Smell:** Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Enhanced Taste:** Allows to taste subtile flavor in food and drink.
- **Strong Digestive System:** The character can eat older and hard to digest food.
- **Tusks:** Tusks use Brutal Fighting with a bonus of +2.

Hindrances

- **Horrific:** Apply a Catastrophic Effect on all failed social tests except for Intimidate that has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** The creature gain an Advantage to all Intimidate tests but a Disadvantage on all other social tests.
- **Poor Vision:** Cause a Disadvantage on Investigate tests when sight is involve.



1 Wereporcupine

Wereporcupine are rare creatures. They are generally of smaller size than other werebeasts. The upper body is covered with spikes that can be used as very effective dissuasive defence. They can still use their paws to defend themselves. Wereporcupine are weird creatures but stay less horrible than most of the werebeast. Wereporcupine's colour vary from brownish-yellow to black.

Edges

- **Enhanced Smell:** Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Enhanced Taste:** Allows to taste subtile flavor in food and drink.
- **Reduced Size:** Size is slightly reduced.
- **Spiked:** Spikes grow on the body. Enemies suffer a wound when grappled. It also cause a wound when an opponent execute a grapple, do any unarmed attack or a bite. The spikes have a rating of 2.

Hindrances

- **Monstrous Appearance:** The creature gain an Advantage to all Intimidate tests but a Disadvantage on all other social tests.
- **Poor Vision:** Cause a Disadvantage on Investigate tests when sight is involve.



1 Weretortoise

Weretortoise are slow half-man and half-tortoise creature. It's a strong and resistant creature. Weretortoise are generally olive-green, yellow, greenish-brown, reddish-brown, or black with mottled flecks spread throughout in hues of yellow or amber.

Edges

- **Amphibian:** Can breathe air and survive underwater.
- **Jaws, Powerful (Major):** When biting, the jaws procure a bonus of +5 to Brutal Fighting.
- **Fins**: Procure an Advantage on Athletics and Acrobatics tests when swimming.
- **Protected:** Procure 3 points of Armor.

Hindrances

- **Horrific:** Apply a Catastrophic Effect on all failed social tests except for Intimidate that has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** The creature gain an Advantage to all Intimidate tests but a Disadvantage on all other social tests.
- **Slow,** *on ground*: The creature is moving slowly and suffer a Disadvantage on all the Athletics tests.1



2 Werecoyote

Werecoyote are fierce predators with excellent sense of smell and taste. They have large fangs and claws that are sharpe as knifes. Werecoyote can have a mixture of tan, black, and grey fur. In rare cases they can range from black to strawberry blond.

Edges

- **Claws:** Claws allow to climb trees or soft surfaces without any hold. It confers +2 to Finesse Fighting.
- **Enhanced Smell:** Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Enhanced Taste:** Allows to taste subtile flavor in food and drink.
- **Jaws:** It procure a bonus of +2 to Brutal Fighting.
- **Strong Digestive System:** The character can eat older and hard to digest food.

Hindrances

- **Horrific:** Apply a Catastrophic Effect on all failed social tests except for Intimidate that has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** The creature gain an Advantage to all Intimidate tests but a Disadvantage on all other social tests.



2 Werefox

Werefox are delicate hunter with great sense of smell and taste. Then are generally thinner than the other werebeasts. The werefox is still monstrous in their appearance but it's one of the less frightening. Werefox fur can range from white to black but are often of a yellow-red colour.

Edges

- **Claws:** Claws allow to climb trees or soft surfaces without any hold. It confers +2 to Finesse Fighting.
- **Enhanced Smell:** Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Enhanced Taste:** Allows to taste subtile flavor in food and drink.
- **Jaws:** Jaws procure a bonus of +2 to Brutal Fighting

Hindrances

- **Monstrous Appearance:** The creature gain an Advantage to all Intimidate tests but a Disadvantage on all other social tests.



2 Wererat

Wererats are horrible but common creatures. Their eyes are not adapted to light so it's more usual to meet them by night. Wererat colour vary from white to black with some being beige or brown.

Edges

- **Claws:** Claws allow to climb trees or soft surfaces without any hold. It confers +2 to Finesse Fighting.
- **Enhanced Hearing:** Procure an Advantage on Investigate tests when hearing is involve.
- **Enhanced Smell:** Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Infected Fangs:** An Exceptional Effect on an attack cause the Infection condition to the target.
- **Jaws:** It procure a bonus of +2 to Brutal Fighting.
- **Reduced Size:** Size is slightly reduced.
- **Tail:** Procure an Advantage for Acrobatics tests when balance is involve.

Hindrances

- **Horrific:** Apply a Catastrophic Effect on all failed social tests except for Intimidate that has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** The creature gain an Advantage to all Intimidate tests but a Disadvantage on all other social tests.
- **Sensitive to Light:** Cause a Disadvantage to all tests in daylight or in a well lit room.
- **Poor Vision:** Cause a Disadvantage on Investigate tests when sight is involve.



3 Werebadger

Werebadgers are monstrous creatures. They are on the shorter side but are formidable combatants. They have long claws that they can use them to dig the ground. Werebadger have tan to silver-grey fur with white stripes from the nose to the top of the head.

Edges

- **Jaws:** It procure a bonus of +2 to Brutal Fighting.
- **Claws, Powerful (Major):** Claws allow to climb trees or soft surfaces without any hold. It confers +5 to Finesse Fighting.
- **Digger:** The creature can dig soft ground and move around at reduced speed.
- **Enhanced Smell:** Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Enhanced Taste:** Allows to taste subtile flavor in food and drink.
- **Reduced Size:** Size is slightly reduced.
- **Ungrabbable:** An Advantage can be applied against a grappling action.

Hindrances

- **Horrific:** Apply a Catastrophic Effect on all failed social tests except for Intimidate that has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** The creature gain an Advantage to all Intimidate tests but a Disadvantage on all other social tests.
- **Poor Vision:** Cause a Disadvantage on Investigate tests when sight is involve.



3 Werebear

Werebears are big and monstrous creatures. They have powerful claws and fangs that can destroy their foes. The fur of were bear range from black, brown, cinnamon, blond, blue-grey, to white.

Edges

- **Claws, Powerful (Major):** Claws allow to climb trees or soft surfaces without any hold. It confers +5 to Finesse Fighting.
- **Enlarged Size:** Size is slightly increased.
- **Jaws, Powerful (Major):** When biting, the jaws procure a bonus of +5 to Brutal Fighting.
- **Thick Fur (Major):** Give an Advantage against frost and low temperature. It also procure 2 points of Armor.

Hindrances

- **Horrific:** Apply a Catastrophic Effect on all failed social tests except for Intimidate that has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** The creature gain an Advantage to all Intimidate tests but a Disadvantage on all other social tests.



3 Werehyena

Werehyena are horrific with a very distinctive laugh. Sometime, they are considered as a mix of dog and cat. They have a very powerful bite. Werehyena can have coarse, woolly, and a yellowish-grey to brown fur. They generally have stripes or spots.

Edges

- **Jaws, Powerful (Major):** When biting, the jaws procure a bonus of +5 to Brutal Fighting.
- **Claws:** Claws allow to climb trees or soft surfaces without any hold. It confers +2 to Finesse Fighting.
- **Enhanced Smell:** Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Enhanced Taste:** Allows to taste subtile flavor in food and drink.
- **Strong Digestive System:** The character can eat older and hard to digest food.

Hindrances

- **Horrific:** Apply a Catastrophic Effect on all failed social tests except for Intimidate that has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** The creature gain an Advantage to all Intimidate tests but a Disadvantage on all other social tests.



3 Werereptile

Werereptiles are deceptive and very dangerous creatures. They can breathe under water, change colours and are poisonous. Werereptiles have a black, brown, yellow, or grey coloration.

Edges

- **Amphibian:** Can breathe air and survive underwater.
- **Chameleon:** When standing still, it can change its colors to reflect the background and stay hidden when no one is investigating.
- **Climber:** Allows to climb at normal speed.
- **Enhanced Smell:** Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Heat Vision:** The creature can see heat. It allows to detect living being based on their temperature.
- **Infected Fangs:** An Exceptional Effect on an attack cause the Infection condition to the target.
- **Strong Digestive System:** The character can eat older and hard to digest food.

Hindrances

- **Cold Blood:** Cause a Disadvantage when resisting to the cold.
- **Horrific:** Apply a Catastrophic Effect on all failed social tests except for Intimidate that has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** The creature gain an Advantage to all Intimidate tests but a Disadvantage on all other social tests.



3 Werewhale

Werewhale are enormous beast. They excel under water but can breathe air as well. Their echolocation feature is very useful to locate objects. Werewhale tend to be of various shades of light to dark grey, blue and black. Orca are black and white.

Edges

- **Amphibian:** Can breathe air and survive underwater.
- **Echolocation (Major):** The creature can use ultrasound to locate objects. It works at up to 10 meters in the air. Aquatic creature can use it to a distance up to 500 meters.
- **Enlarged Size:** Size is slightly increased.
- **Fins**: Procure an Advantage on Athletics and Acrobatics tests when swimming.
- **Jaws, Powerful (Major):** When biting, the jaws procure a bonus of +5 to Brutal Fighting.

Hindrances

- **Horrific:** Apply a Catastrophic Effect on all failed social tests except for Intimidate that has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** The creature gain an Advantage to all Intimidate tests but a Disadvantage on all other social tests.



4 Werecat

Werecats are agile and accustomed to the dark. They have great vision and hearing sense. Some look scary but some can even look friendly. Werecat's fur vary greatly and look like the one from there domestic counterpart.

Edges

- **Claws:** Claws allow to climb trees or soft surfaces without any hold. It confers +2 to Finesse Fighting.
- **Enhanced Hearing:** Procure an Advantage on Investigate tests when hearing is involve.
- **Improve Vision:** Procure an Advantage on Investigate tests when sight is involve.
- **Jaws:** It procure a bonus of +2 to Brutal Fighting.
- **Night Vision:** The creature has a good sight in the dark but not in pitch black or smoke. It procure an Advantage on Investigation test when in the dark.
- **Reduced Size:** Size is slightly reduced.
- **Tail:** Procure an Advantage for Acrobatics tests when balance is involve.

Hindrances

- **Monstrous Appearance:** The creature gain an Advantage to all Intimidate tests but a Disadvantage on all other social tests.



4 Wereowl

Wereowl are nocturnal creature with wings. They can easily see in the dark and they have a great sense of hearing. This half-man and half-bird creature look somewhat is wise even if encountering this creature is very scary. Wereowl's colour vary from white through many shades of tan, grey, brown, or reddish to deep brown.

Edges

- **Claws:** Claws allow to climb trees or soft surfaces without any hold. It confers +2 to Finesse Fighting.
- **Enhanced Hearing:** Procure an Advantage on Investigate tests when hearing is involve.
- **Night Vision:** The creature has a good sight in the dark but not in pitch black or smoke. It procure an Advantage on Investigation test when in the dark.
- **Wings (Major):** The creature has wings. Their body is still pretty heavy for their wings so no speed performance can be achieve. The creature can fly at their normal speed. Creature with wings can be wounded to one or multiple wings.

Hindrances

- **Monstrous Appearance:** The creature gain an Advantage to all Intimidate tests but a Disadvantage on all other social tests.



4 Wereraven

Wereravens are the one of the few werebeast with wings. They have a powerful beak and great vision to spot their prey. Wereravens always has black feathers.

Edges

- **Beak:** This large beak use Finesse Fighting to attack. Beak add a bonus of +2 to attacks.
- **Claws:** Claws allow to climb trees or soft surfaces without any hold. It confers +2 to Finesse Fighting.
- **Enhanced Hearing:** Procure an Advantage on Investigate tests when hearing is involve.
- **Improve Vision:** Procure an Advantage on Investigate tests when sight is involve.
- **Wings (Major):** The creature has wings. Their body is still pretty heavy for their wings so no speed performance can be achieve. The creature can fly at their normal speed. Creature with wings can be wounded to one or multiple wings.

Hindrances

- **Monstrous Appearance:** The creature gain an Advantage to all Intimidate tests but a Disadvantage on all other social tests.



4 Wereshark

Wereshark are amphibian creature that can live in or outside water. They are more adapted to water but stay very dangerous when they have their feet on the ground. Wereshark are generally brown, olive or greyish but some can be blue. The head can be more standard or the one of an hammer shark.

Edges

- **Amphibian:** Can breathe air and survive underwater.
- **Jaws, Powerful (Major):** When biting, the jaws procure a bonus of +5 to Brutal Fighting.
- **Enhanced Smell,** *Underwater*: Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Enlarged Size:** Size is slightly increased.
- **Fins**: Procure an Advantage on Athletics and Acrobatics tests when swimming.
- **Improve Vision,** *Underwater*: Procure an Advantage on Investigate tests when sight is involve.
- **Strong Digestive System:** The character can eat older and hard to digest food.

Hindrances

- **Horrific:** Apply a Catastrophic Effect on all failed social tests except for Intimidate that has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** The creature gain an Advantage to all Intimidate tests but a Disadvantage on all other social tests.



5 Werebat

Werebats are smaller but dangerous flying predator at night. Their echolocation system and heat vision allow them to catch their prey at night. When fighting, they can use their paws. Common werebat are brown or black, but some rare species have grey, red, white or orange fur.

Edges

- **Echolocation (Major):** The creature can use ultrasound to locate objects. It works at up to 10 meters in the air. Aquatic creature can use it to a distance up to 500 meters.
- **Enhanced Hearing:** Procure an Advantage on Investigate tests when hearing is involve.
- **Heat Vision:** The creature can see heat. It allows to detect living being based on their temperature.
- **Jaws:** It procure a bonus of +2 to Brutal Fighting.
- **Reduced Size:** Size is slightly reduced.
- **Wings (Major):** The creature has wings. Their body is still pretty heavy for their wings so no speed performance can be achieve. The creature can fly at their normal speed. Creature with wings can be wounded to one or multiple wings.

Hindrances

- **Horrific:** Apply a Catastrophic Effect on all failed social tests except for Intimidate that has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** The creature gain an Advantage to all Intimidate tests but a Disadvantage on all other social tests.



5 Werejaguar

Werejaguar are large half-man and half-feline creature. It's a very fast and dangerous creature that excel at night. Werejaguar look like half-man and half-beast but they somewhat look noble and powerful. Werejaguar generally have tawny-coloured fur with black rosettes. Some variations exist like white or black jarguar.

Edges

- **Claws, Powerful (Major):** Claws allow to climb trees or soft surfaces without any hold. It confers +5 to Finesse Fighting.
- **Enlarged Size:** Size is slightly increased.
- **Enhanced Speed:** Using four limbs to run procure an Advantage an Athletics tests.
- **Improve Vision:** Procure an Advantage on Investigate tests when sight is involve.
- **Jaws, Powerful (Major):** When biting, the jaws procure a bonus of +5 to Brutal Fighting.
- **Night Vision:** The creature has a good sight in the dark but not in pitch black or smoke. It procure an Advantage on Investigation test when in the dark.
- **Tail:** Procure an Advantage for Acrobatics tests when balance is involve.

Hindrances

- **Monstrous Appearance:** The creature gain an Advantage to all Intimidate tests but a Disadvantage on all other social tests.



Weretiger

Werecats are half-man and half-cat. The type and the colour of the fur can vary but the character must choose is appearance when transforming for the first time.

Edges

- **Claws, Powerful (Major):** Claws allow to climb trees or soft surfaces without any hold. It confers +5 to Finesse Fighting.
- **Enlarged Size:** Size is slightly increased.
- **Improve Vision:** Procure an Advantage on Investigate tests when sight is involve.
- **Jaws, Powerful (Major):** When biting, the jaws procure a bonus of +5 to Brutal Fighting.
- **Night Vision:** The creature has a good sight in the dark but not in pitch black or smoke. It procure an Advantage on Investigation test when in the dark.
- **Pounce (Major):** Pouncing allows to double the length or the height of a jump and procure an Advantage to a test. It can also procure a Combat Advantage when the round didn't start with the attacker engaged in close quarter.
- **Tail:** Procure an Advantage for Acrobatics tests when balance is involve.

Hindrances

- **Monstrous Appearance:** The creature gain an Advantage to all Intimidate tests but a Disadvantage on all other social tests.



Werewolf

The werewolves are fast, dangerous and the ultimate predator. Werewolves can be mottled white, brown, grey or black. Arctic werewolves can be entirely white.

Edges

- **Claws, Powerful (Major):** Claws allow to climb trees or soft surfaces without any hold. It confers +5 to Finesse Fighting.
- **Enhanced Speed:** Using four limbs to run procure an Advantage an Athletics tests.
- **Improve Vision:** Procure an Advantage on Investigate tests when sight is involve.
- **Jaws, Powerful (Major):** When biting, the jaws procure a bonus of +5 to Brutal Fighting.
- **Night Vision:** The creature has a good sight in the dark but not in pitch black or smoke. It procure an Advantage on Investigation test when in the dark.
- **Pounce (Major):** Pouncing allows to double the length or the height of a jump and procure an Advantage to a test. It can also procure a Combat Advantage when the round didn't start with the attacker engaged in close quarter.
- **Tail:** Procure an Advantage for Acrobatics tests when balance is involve.

Hindrances

- **Horrific:** Apply a Catastrophic Effect on all failed social tests except for Intimidate that has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** The creature gain an Advantage to all Intimidate tests but a Disadvantage on all other social tests.

Mind Control



Major Mastery

You know the secrets of the human mind. You can read thoughts and even change those. You can control the mind of people and use them at your bidding.

Mind Control		
Level	Mind Tricks	Voice Commands
1	Manipulate the Mind	Break the Weak
2	Forget	A Little Push
	Memory Transfer	
	Trap Mind	
3	Read Memory	Command the Weak
4	Mind Proxy	Summon the Mindless
5	Alter Memories	Corruption

Using the voice and Mind Tricks

There are two kind of powers for the Mind Control mastery; mind tricks and voice commands.

Mind tricks require touching the target for some time. When doing tricks with a mind, you unwillingly transfer parts of your personality, habits and tics to the target. A target who has been mind tricked regularly by the same master will start to act as his master.



Struggle Powers

It's all about control and if you can take it.

A Mastery Level test is required when using any non-permanent power. The difficulty is equal to the power level used. A success means that the power is working as expected. On a fail, the power has no effect.

The voice commands use a loud supernatural voice. The voice is strong and everybody around you except the target will understand that you are using something supernatural. The voice cannot be blocked by natural means. Even deaf people will hear it and the language is unimportant, only what the words mean. The sensation of being dominated is very awful so the target will not like it. Fortunately, the target will not be able to differentiate a voice power from being bullying.

If you miss any Mind Control test, the target will be immune to all your powers for the duration of the scene. Furthermore, the target will know what you have tried.

Mind Control's Breakpoint

When buying a power of the fourth level, controlling people have change you and the urge to dominate people is difficult to resist. Using this mastery over a simple persuasion, charmed or intimidation must be privileged.

You also unlock all the breakpoint features of this mastery.

1 Break the Weak

Using the voice, you can create weakness in the mind of your puppet. You can add a mental or a social hindrance to the target of your power. Just tell to the victim what their hindrance is and they will think that they really have it. Maybe they will think you are rude to point out their weakness like that but nothing more. The hindrance will affect the target for the duration of a chapter or one week. The target can only get one hindrance from you. Using this power again against the same target will replace the previous hindrance.

You can use the list of hindrances in the Protagonist chapter for some ideas but don't limit yourself to this list.

Breakpoint (level 4): You can add two mental or social hindrances to a target.

It takes one action to break the weak.	
Voice	The new hindrance will last for the duration of a chapter or one week.
High for everyone around except the victims that will feel bullied.	Yes

1 Manipulate the Mind

This power allows to manipulate the mind in multiple ways. It always requires to touch the victim.

First, you can use this mind trick to confuse a mind and make it unable to sleep. When using this power, a touched character will be unable to sleep for a day. Doing this power day after day can cause some side effects.

This second way to trick the mind allows a touched character to remember forgotten memories. It works on repressed memories but also memories obscured by this mastery. The Puppeteer must have some hints about what they are looking for.

When forgotten memories are forced back to the surface they tend to become darker and sadder.

Lastly, you can close the mind of a person you touch. The person will be immune to any Mind Control powers for the duration of a scene.

It takes one action to tick a mind.	
Touch	This power last for the duration of a scene.
Low	Yes

2 A Little Push

Using your voice, you can command a victim that you see. You can only use one word that must be a simple action or something that the victim will understand. The victim will try to do this action as fast as it can without thinking about it. It will do the action in the obvious way. As an example, if someone in front of a hole hear "jump", they will jump in the hole and not in the air. Someone with something in the hands will drop it when they hear "drop". This power cannot be used on a victim who is involved in a fight.

Here are some examples:

- Jump/Prone
- Drop/Pick/Take
- Hit/Shoot
- Push/Pull
- Open/Close
- Run/Stop

The command "Suicide" is too complicated to be used. The command "Shoot" can be used but the victim will simply push the trigger of a gun and not aim as well. The command "Hit" will make the victim hit the first person in front of them.

This power can force someone to speak but not to tell the truth.

If the victim hesitates between multiple options, you can use a command to force the victim to choose one option.

It takes one action to command someone.

Voice	The command last for only one round and will be executed at the victim's next round.
High for everyone around except the victims that will generally badly react to intimidation.	Yes

2 Forget

Using a mind trick, you can make a person you touch forget one short event or even the presence of one person. The person will remember everything else but will not be able to remember the one thing you make it forget. You can instead make the person forget a mental skill like a language or a particular knowledge for the duration of a scene. It's not working for powers from masteries. You can only use this power one time on a specific target for the duration of a scene.

Breakpoint (level 4): You can make the victim forget anything in a scene or even the entire scene.

It takes one action to make the target forget.	
Touch	This power is permanent if it's based on what happens during a scene or your presence for that scene. If it's something about a mental skill or a knowledge, it will only works for the duration of a scene.
Medium, but the person affected by the power will not be aware that you make him forget.	Yes

2 Memory Transfer

Using a mind trick, you can transfer your memory to someone you touch. The target will not be able to differentiate their own from the memory you have transferred. You cannot invent memory, you have to use one of your own. It can also be used to transfer a skill at your rating for the duration of an encounter. Unfortunately, this power also transfer your mental and social hindrances for the duration of a scene.

It takes one action to transfer a memory	
Touch	This power last for the duration of a chapter.
Medium	Yes

2 Trap Mind

You can put a trap in the mind of a target you touch. The trap can activate on two different ways. First, when a certain situation happens or a certain word or sentence is heard. The conditions are determined by the Puppeteer when laying the trap in the mind. The trap can also activate if someone try to use a power on the victim's mind.

When it activate, the trap stun the victim. It can be the mind's owner or a Puppeteer trying to read the tough. The trap is disabled when it triggers but send an alarm to the trapper.

A victim cannot have multiple traps in their mind.

It takes one action to put a trap in a mind and they a round to activate.	
Touch	This power is permanent.
High	Yes

3 Command the Weak

Using a strange voice from the void you can give an order to a human. Only the target that you are looking will obey your command. The command can be no longer than a small sentence. It must be a simple action that the target understands. If the command is ambiguous, the Game Master will decide how the target interpret it. This power cannot be executed on someone fighting.

This power can force someone to speak but not to tell the truth.

It takes one action to command someone.	
Voice	The command last for the duration of a round but only one command at a time.
High for everyone around except the victims that will generally badly react to intimidation.	Yes

3 Read Memory

Using a mind trick, you can read the memory of a target you touch. This process is not subtile so the target must be willing or restraint. You will have to search the mind of the target so it can take many rounds. The more recent memories will come first. You can read the memory as if it's one of yours. The target will also feel and know the memories that you are looking for.

Many rounds depending on how deep the memory is.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Touch	1 Round
High	Yes

4 Mind Proxy

You can open the mind of a target with this mind trick to use this person as a proxy for your powers. To open the mind of a person you must touch it for the duration of a round. When the mind is open you can go into a trance and inhabit the mind of that person allowing you to see, hear, taste and feel the touch on the victim. You can use this person for all your other powers but you cannot use those powers against this person since using a power on a proxy will ricochet on you. Another Puppeteer trying to dominate this person when you are inhabiting their mind will affect you as well. Notes that you have no control over the proxy but you can use Mind Proxy from a proxy to another target. You can only have one proxy or one chain of proxies.

It takes one action to create a proxy.	
Touch	This power is permanent.
High	Yes

4 Summon the Mindless

You can summon a person with a mind that you have previously trick. The person will travel toward you using the most efficient way to their knowledge. The person is compel to come to the Puppeteer and persuaded that they will die if it takes too long.

It takes one action to summon a person.	
Previously opened mind	1 Chapter
Low	Yes but if the summoned person is outside of the Glare and cannot enter the Glare, the power will end when the summoned person reach the nearest possible location.

5 Alter memories

Require the power Read Memory.

It's a secondary power to the mind trick Read Memory. When reading a memory, the Puppeteer can erase, alter or add some memories to the target. It can take many hours to erase completely the mind of a person. As for many power messing with the mind, memories altered or added become darker or sadder for the target.

It takes one action to manipulate a bit of the memories.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Touch	Permanent
High	Yes

5 Corruption

Allow to bind a willing person with an unbreakable oath. The person has to willingly accept to serve you by reciting something like "A promise to serve you". When it's done, the person will not be able to disobey or betray you until you free the person from their oath.

The oath can be temporary until an action is made by the servant. The oath will be lift at this moment. If no condition is determined, only the Puppeteer can lift the oath.

The person must willingly accept to serve you but you can trick people to do it or offer something in exchange.

It takes one action to activate the bond.	
Voice	Until a certain action is made or until the puppeteer lift the oath.
High	Yes



Psychometry



Major Mastery

The psychometry allow to manipulate objects and the aura around it.

Psychometry			
Level	Transmutation	Power	Deep Pocket
1	Artifact of Transmutation	Analyse Material	Weight 3
		Object Reading	
	Fragile Object	Seal Object	
		Secret Message	
2	Transmute	Feel the Other Side	Weight 6
		Scry	
		True Meaning	
3		Blacksmith	Weight 9
		Ward	
4	Ghostly Object		Weight 12
5		Hide the Stain	Weight 15



Stain Powers

There is always a price to pay. Using powers stain the character and his surrounding.

A Mastery Level test is required after the use of any non-permanent power. The difficulty is equal to the power level used. A success prevent the stain but a failure raise the stain level by one in a 10 meters radius. Stain lost a level at the end of a scene.

Stain Level 1: The stain is minor and doesn't really have any effect.

Stain level 2: The Glare is attracted to the source of the stain and will crawl to the source if not already present. Some small monsters in the Glare will also be attracted but will generally stay in the Glare. They will arrive at the end of the scene.

Stain level 3: As for level 2 but monsters outside the Glare will approach as well. They will arrive at the end of the scene.

Stain level 4: As for level 3 but monsters in the Glare will be able to come to the surface, traversing the Glare. They will arrive at the end of the scene.

Stain level 5: As for level 4 but at this level, the monsters are bigger or more intelligent.

Attune Object

A clairtangent can only use their powers on attuned object so this process is very important.

They can attune items by touching them for the duration of an encounter or about one hour. There is no limit on the number of objects they can attune at the same time or the number of attuned objects by the clairtangent. This relation with an object will end after a scene or a day if the clairtangent leave the object behind. Objects stay attuned as long as the item is in the proximity of the Clairtangent so they can keep the attuned objects in their backpack for an unlimited duration.

Clairtangent's Stain

When using powers on objects, the clairtangent leave an uniq stain on that object. The object becomes weird and uncanny at touch. Common eyes can see or feel the stain but clairtangent can rapidly recognize their own work and the work of other clairtangents. Note that attuned objects are not automatically stained, they must have been altered by a power. A stain is permanent and cannot be permanently removed.

Stained objects are feared by people so the clairtangent is not incline to share their stuff.

Deep Pocket

The clairtangent have access to a cosmic pocket out of this world. This small pocket can be used to store items. The pocket can be opened when opening any other pockets but instead of going in a bag or pants, the opening goes to another world. The more powerful the clairtangent becomes, the more space they get. They can store a weight equal to their Clairtangent's level time three.

When in the pocket, the items cannot be robbed, wetted, or broken. The conditions in the pocket are always at a temperate temperature and dry. There is a dim light at the bottom that allows to see the objects in the pocket but the pocket itself is pitch black. There is oxygen in the pocket so living beings can survive for a few days. Lightweight, stackable, large and heavy objects can also be stored if they meet the size restriction.

Clairtangent's Breakpoint

When buying a power of the fourth level the clairtangent does not need to touch an object during an hour or an encounter to attune it. Only one action is required when touching the object to have it attune. The attunement still last one scene or one day if the Clairvoyant leave the object behind.

1 Analyse Material

This power works like a metal detector but with almost all solid materials. It allows do detect materials around but also to identify them at touch.

It takes one action to detect and identify materials.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Short	1 Round
Low	Yes

1 Artifact of Transmutation

This power allows to create a special object that can be transformed at will by the clairtangent. Those objects are named "artifacts". This process requires to merge multiple objects together in a process that takes about 1 hour. Every objects must be attuned before being merged and big objects cannot be merged at all. The weight limit of an object cannot go over (*Heavy 3)* or 12 kilograms. Small objects fixed to larger one cannot be transmuted as well. Furthermore, the merged objects lose half of their value and weight, decreasing the total value of the artifact. When the artifact is created, the final result becomes stained. Lastly, the total value of the artifact cannot go over 30 Slugs. The value of the artifact is the sum of all the values of the items used to create it divided by 2.

With this artifact, the clairtangent can transmute it into any object of the same value or less. The transformation last for the duration of an encounter and then return to its artifact form. No matter the form of the artifact or the object, the stain remain.

Breakpoint (level 4): There is no limit to the artefact value.

It takes about one hour to merge an object into an artifact to raise its value by half the value of the added object. Then it takes one action to transmute the artifact to any object of the same value or less.	
Touch	Permanent
Medium	Yes

1 Fragile Object

This power allows to transform an attuned object of a value of 1 Slug or more to another object of 2 times the value or less. Unfortunately, the object will be of inferior quality and fragile. The object will break after the first use. The resulting item cannot use chemical but can require electricity to work.

Large object cannot be transmutated. The weight limit of the object cannot go over (*Heavy 3*) or 12 kilograms. Small object fixed to larger one cannot be transmuted as well.

It takes one action to transmute an object.	
Touch	Permanent
High	Yes

1 Object Reading

This power allows to know the history of an attuned object that you touch. You will have an idea of who build it and approximately when. You will also live the moments when this object was in the middle of an emotion heavy events. You are living the events has if you where there but with a limited vision of the surrounding.

Breakpoint (level 4): It's now possible to read a whole room. You only have to stand in the room and relax for about an hour before using this power. When a big location is emotion heavy or had a dramatic history, you can get some information by just being in that location but you will have to inspect every rooms to have all the information. When using this power, you are living what happens in the room as a witness with limited vision.

It takes one action to activate the power.	
Touch	Permanent
High	Yes

1 Seal Object

This power allows to seal any attuned and closable item. When sealed, the item cannot be opened without the proper code that can be a word or a sequence of manipulations on the object. The item becomes stained permanently after being sealed. The item cannot be open per normal means but can still be destroyed but risk to destroy what's inside as well.

This power works on door after being attuned. The door cannot be opened but can still be broken.

It takes one action to activate the power.	
Touch	Permanent
Low	Yes

1 Secret Message

This power allows to add a message to an object. The message is generally some writings appearing on the object but it can vary. It's possible to have the message appearing or disappearing by doing some manipulation of the object.

It takes one action to add or remove a message to an object.	
Touch	Permanent
Low	Yes

2 Feel the other Side

When touching an attuned wall or door, you can feel, hear and see what's on the other side. The power stop when you remove your hand from the object. Since the wall or door needs to be attuned, the Clairtangent must stay close to it for about one hour before using the power.

It takes one action to activate the power.

This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Touch	1 Round
High	Yes

2 Scry

You can add a stain to any common item and spy on any person with this item on their possession. When the power is activated, it allows to see the target and what's around them. The Clairtangent has the feeling of floating over the target. When using the power, you can't concentrate on other things. The object is stained so it gives a weird feeling when touched but it's no different from other stained object.

It takes one action to put the stain on the item and another action to start spying on someone who carry the object. Concentration and a Quick Action is then required to continue spying round after round.	
Touch to add the stain	Permanent
Medium	Yes

2 Transmute

This power allows to transform any attuned non-living object to another one. The resulting item cannot use chemical but can require electricity to work. Furthermore, the resulting item can only be of a lesser value. After the transmutation, the resulting item is stained by the clairtangent. Don't forget to add a note next to the object on your character sheet to specify the stain.

Large object cannot be transmutated. The weight limit of the object cannot go over (*Heavy 3)* or 12 kilograms. Small object fixed to larger one cannot be transmuted as well.

Items with no value can be transformed to mud.

Breakpoint (level 4): It's possible to merge multiple objects into one or one into many.

It takes one action to transmute an object.	
Touch	Permanent
High	Yes

2 True Meaning

With this power, you can identity how to use an attuned and stained object or something out of this world. You can also read an attuned book in a language that you don't know. The examination is joined by flash of images that can help you to understand what you are looking for. The more time spend to study the object the more information you get. Unfortunately, this power will not help you to get more information about a living being.

It takes one action to activate the power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Touch	1 Round
High	Yes

3 Blacksmith

This power allows to make a touched and attuned object very hot or very cold. When heating plastic, it will melt and metal will become red hot and bend if hit with force. When freezing an object, plastic will become stiff and will shatter easily. Metal will freezes and become slightly less resistant when hit. Either ways, touching the object without protection will cause a wound. The hands of the Clairtangent are resistant to extreme heat or cold for the duration of an Encounter after using this power.

Large object cannot be efficiently heated or frozen. The weight limit of the object cannot go over (*Heavy 5)* or 20 kilograms since heat or cold will disperse too much.

It takes one action to activate this power.	
Touch	The power last for the duration of an encounter or one hour. It's the time for the object to return to its normal temperature.

High	Yes

3 Ward

You can now attune a room by being in it for the duration of an encounter or one hour. It will allow to feel, hear and see everything that happens in this room by concentrating. The attunement to a room will end after the duration of a scene or a day.

Breakpoint (level 4): You can attune one room for an unlimited duration. You can change this room by attuning another one and specifying it to your Game Master.

It takes one action to activate and you must be in the room. After activating this power, you can leave the room and then only use a Quick Action to feel, hear and see what's in the room.	
Touch	Permanent
High	Yes

4 Ghostly Object

Require the power Fragile Object.

This power allows to transform one attuned non-living object to another one for a limited duration. The resulting item cannot use chemical but can require electricity to work. Furthermore, the resulting object should have a value not higher than the double value of the original object. The transmutation will only last for a brief period of time before returning to its original form but with a stain. If the Clairtangent use an action to create the object, the object will last for an entire encounter or one hour. If the clairtangent use a Quick Action, the object will only last for a round.

Large object cannot be transmutated. The weight limit of the object cannot go over (*Heavy 3)* or 12 kilograms. Small object fixed to larger one cannot be transmuted.

It takes one Quick Action to transmute an object that will last for a round and an action to create an object that will last of the duration of an encounter.

Touch	1 Encounter or 1 round depending on how the item was created.
High	Yes

5 Hide the Stain

This power allows to hide the stain of a touched item for a limited time. The item will not feel weird at touch for the duration of a scene or a day. When the power end, the item regain its strangeness.

It takes one action to activate this power and hide the stain on one object.	
Touch	The power last for the duration of an encounter or 1 Round.
High	Yes

Smoke and Mirrors



Major Mastery

Nothing is real with Smoke and Mirrors. It's just illusions.

Smoke and Mirrors	
Level	Power
1	Atmospheric Effects
2	Accessory
3	Theatrical Scene
4	Lead Actor
5	Supporting Role

Illusions

Illusions can't be touched and don’t have real weight so it’s very easy to detected one when interacting with it. If someone or something passthrough an illusion, the illusion disappear. An illusion can still give the impression to blocks light or to create one. Illusion cannot reflect light so it’s impossible to create the illusion of a working mirror but there is some ways to cheat and have something that can look like one. The illusionist controlling the illusion can in some way bend those rules by modifying the illusion. So the illusionist can move through an illusion without destroying it.



Drain Powers

There is always a price to pay. The price, is your own life.

Your powers drain your life. A Mastery Level test is required after using any non-permanent power. The difficulty is equal to the power level used. A success have no effect but a fail cause the Exhausted effect. If the character is already Exhausted, the Privation condition must be checked. A character with the Privation condition must check the Unconscious condition if another failure happens.

It’s also possible to modify the appearance of something with an illusion. The object will keep its characteristics but its appearance and colour can be altered. When an illusion is placed on an object to change its color or simple details, the illusion will move with the object without requiring the illusionist to move the illusion to follow the object.

Illusions are used to hide the reality. The reality stays but the illusion can hide it.

Line of sight is required to create an illusion but the illusion can be maintained without it. Unfortunately, when the line of sight is broken, the illusion cannot be changed or moved.

If an illusion is broken by someone or something passing through it, the illusionist realize it but it

becomes impossible for the illusionist to create a new one in the current encounter.

Smoke and Mirrors' Breakpoint

When buying a power of the fourth level, your character has a hard time differentiating their illusions from the reality. They always prefer living in an illusionary world than facing the reality.

It's now possible to concentrate on all the different illusions type at the same time. So it's now possible to only expend one Quick Action to modify or maintain one illusion of every different types.

You also unlock all the breakpoint features of this mastery.

1 Atmospheric Effects

You can create small visual effects, sounds, odours and basic lighting illusion. The sounds can be used for ventriloquies or mimicking the voice of a particular person. The lighting effect seen realistic but cannot be use to actually light a room. It's possible to create illusory fire but without the heat. More complex effects can require multiple Quick Actions.

It takes one Quick Action to create the small illusion.			
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.			
Line of Sight		1 Round	
Low		Yes	

2 Accessory

You can create a small object. It's also possible to modify the appearance of an existing one. The object created or the surface modified must be of a maximum size of about 50cm cubic. The object created can be animated or moved but it requires constant concentration and the use of a Quick Action every round. This object can even look like a small animal but the movement must be very basic or the illusion will look uncanny. Static illusion does not require concentration to continue to exist but will last for the duration of an encounter.

This power can be very useful to change their appearance. It can be the appearance or the clothing but since the illusion must adapted to the movement it required the expense of a Quick Action every round. Multiple accessories required multiple Quick Actions to create.

It takes one Quick Action to create an object.			
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.			
Line of Sight		1 Round	
Low		Yes	

3 Theatrical Scene

This power allows to create a scene in a room or a small location. Small moving objects are permitted but limited to the location of the room. An illusory wall can be made to hide an object or even a person behind it. When concentrating on the illusion and expending a Quick Action, it's possible to alter the illusion in real time. With this power an old abandoned room can become a luxurious bedroom. As an example, an old and dirty pillow can be altered to look like a clean one and the object can be manipulated. A broken bed can look like the bed for a king but the illusion will vanish if someone try to lie down. Illusionary objects leaving the zone disappear.

It takes one action to create an illusion the size of a room and one Quick Action to modify it.			
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.			
Line of Sight		1 Round	
Low		Yes	

4 Lead Actor

Since you know yourself very well, you can copy yourself. Your illusion can move, talk and interact with others in a very natural manner. The big limitation is that you must keep your illusion in sight to change it depending of the situation. You can fake a lot of the reactions if you lose sight for a few seconds but if you can't see the illusion it will reacts weirdly and uncannily since you will not know how to move it or if it need to talk.

The illusion can be identical to you so if both are visible, only luck can allow to differentiate one from the other.

It takes one action to create an illusion of yourself.			
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.			
Line of Sight		1 Round	
High if you are seen with your clone.		Yes	

5 Supporting Role

This power allows to create a complex illusion that can mimic living beings that you have already seen or generic bystanders. This illusion will look and move in a real fashion. The illusion can produce sounds and odours to support the illusion. If you lose line of sight with the illusion it can go into a loop or become idle for a few seconds. The supporting roles can only be of a human size.

It takes one action to create the illusion.			
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.			
Line of Sight		1 Round	
Low		Yes	



Tattooing



Major Mastery

Tattooing allows to bound spirit to you by using tattoos and gain their strengths and weaknesses.

Tattooing	
Level	Power
1	Assume the Spirit
2	Spiritual Possession
3	Spiritual Armor
4	Sacrificed Spirit
5	Gathering of Spirits

Spirits

You can bind to a spirit by adding a tattoo on your body. The tattoo can be anything that represent the spirit. Often, the Spiritbound know exactly which kind of tattoo they want. The tattoo is made of ink but it's a lot more.

To bind a new spirit, the Spiritbound must expend experience points following the chart below. The cost raise for every spirits the Spiritbound have. The first is free but the second cost 10XP. The third cost 15XP so a total of 25XP must be spent to have 3 spirits.



Drain Powers

There is always a price to pay. The price, is your own life.

Your powers drain your life. A Mastery Level test is required after using any non-permanent power. The difficulty is equal to the power level used. A success have no effect but a fail cause the Exhausted effect. If the character is already Exhausted, the Privation condition must be checked. A character with the Privation condition must check the Unconscious condition if another failure happens.

Bounded Spirits	
Spirits	Cost
1	0
2	10
3	15
4	20
5	25

When bonded to a new spirit, take a new character sheet and create a new character. This new character will be a spirit bound to your protagonist. Skip the Source of Power and Assets steps. If you don't want to take the time to create a new character, choose a

pre-made character or one of your old character. Just ignore the Major and Minor masteries. The spirit can only have one specialization.

Try to have a different character from your protagonist. Choose a different age, gender, sexual preference, value, religion to make a more interesting character.

When choosing the new Value, Edges and Hindrances, notes those on your main protagonist as well since your spirit greatly influence the personality of your protagonist. Write those from your protagonist on your spirit's sheet.

Spiritism's Breakpoint

When buying a power of the fourth level, the personality of all your spirits merge into yourself. You now have difficulty to differentiate your identity from those of your spirits.

1 Assume the Spirit

You can let one of your spirits take control of your body. You will remain in control but your attributes, skills and identity will change to those of the chosen spirit. Your body will not physically change even if your attributes have changed.

It takes one Quick Action to assume a spirit.	
Self	The power last for the full duration of a scene and cannot be stopped sooner.
Low	Yes

2 Spiritual Possession

You assume the body of one of the spirit bounded to you. Your body changes as well as your attributes, skills and identity. You can use the new character sheet as it's yours. When assuming the new form, your tattoos transfer to the new body. It can happen that your clothing will not fit on the new body.

It takes one Quick Action to change your attributes, skills and identity.

Self	The power last for the full duration of a scene and cannot be stopped sooner.
Low	Yes

3 Spiritual Armor

When getting a wound, it's possible to have a spirit getting the hit instead. After that, the spirit will not be available for the duration of a Chapter or 1 week.

Self	Permanent
Low	Yes

4 Sacrificed Spirit

If you are killed while assuming a Spirit or use one as a body, the spirit will die instead of you. If you die while not using a spirit, one of your spirit will sacrifice itself to save you. You can choose the sacrificed spirit that will give you its life essence to resurrect you. Either ways, the spirit will be destroyed forever and you will lose its Edges and Hindrances.

When a spirit sacrifice itself, it remove your Dying condition, healing a wound or a condition to achieve it.

You will be able to bind another spirit at the end of the Story or month. The process will require a new tattoo but will not cost you any experience point.

It takes one Action to scarified a spirit and get back to life.	
Self	1 Round
Low	Yes

5 Gathering of Spirits

You can call your spirits for help. They will all appear around you in ghostly forms but able to interact with the physical world. For the duration of an encounter, they will be independent characters that you will be able to control. Unfortunately, the process is very difficult and cannot be done more than one time per Chapter or week.

It takes one Action to summon all of your spirits.	
Short	1 Encounter
High	Yes



Thanatology



Major Mastery

You can use dead body as tools and spare parts. This mastery is not related to necromancy or evil powers at all but related to some science and a good knowledge of biology. Science has been bended a little since the outbreak but it's still science even if it's pretty creepy. Unfortunately, a lot of people see this mastery as an evil practice.

Thanatology	
Level	**Power**
1	Chemicals
1	Dead Eye
1	Move Wounds
1	Rigor Mortis
2	Command Corpse
2	Dead Memory
2	Destroy Corpse
2	Transfer Wounds
3	Absorb Defection
3	Corpse Explosion
3	Spare Parts
4	Shatter Bones



Stain Powers

There is always a price to pay. Using powers stain the character and his surrounding.

A Mastery Level test is required after the use of any non-permanent power. The difficulty is equal to the power level used. A success prevent the stain but a failure raise the stain level by one in a 10 meters radius. Stain lost a level at the end of a scene.

Stain Level 1: The stain is minor and doesn't really have any effect.

Stain level 2: The Glare is attracted to the source of the stain and will crawl to the source if not already present. Some small monsters in the Glare will also be attracted but will generally stay in the Glare. They will arrive at the end of the scene.

Stain level 3: As for level 2 but monsters outside the Glare will approach as well. They will arrive at the end of the scene.

Stain level 4: As for level 3 but monsters in the Glare will be able to come to the surface, traversing the Glare. They will arrive at the end of the scene.

Stain level 5: As for level 4 but at this level, the monsters are bigger or more intelligent.

5	Life Sharing

Thanatology's Breakpoint

When buying a power of the fourth level, the dead are now a fascination and an obsession for you. Acting weird in the presence of dead bodies is a common thing for you. You have learned how to cheat death. You can restart your body's basic functions after death. The process begin at the end of the encounter where the death occur. The heart and brain are restarted if they are not completely destroyed.

You also unlock all the breakpoint features of this mastery.

1 Chemicals

This power allows to sense all chemicals, poisons, toxins, diseases and environmental hazards from a safe distance. A knowledge test can be required to get all the information about a substance. It can be detected on or in a body but also from a liquid or in the air. Since gas forms in dead bodies and you can identify decomposition level, you can determine the date of death of a body.

It takes one action to detect and identify elements.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Line of Sight	1 Round
Low	Yes, the Glare is strange but basic elements also appear in the Glare.

1 Dead Eye

Allows to see through the eyes of a dead you can see. The dead or the eyes can move out of your sight after the power is activated. You can activate one or two eyes but if you activate two eyes you will not be able to see through yours at the same time. The eyes do not need to be attach to a body so you can carry them. As for dead things, it will rot and decay after a few days and because unusable.

Breakpoint (level 4): The power also works with ears and tongues.

It takes one Quick Action to activate the vision.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Line of Sight	1 Round
Low	Yes

1 Move Wounds

This power allows to move a scratch, a slash, a broken bone or any type of wounds from one body location to another location on the same body. As for an example, a wound will close on an arm but a slash will open on a leg at the same time. It can works on yourself or any touched body. Critical wound can be move around but must stay a critical wound.

It takes one action to move 1 wound.	
Self or Touch	Permanent
Medium	Yes

1 Rigor Mortis

You can make your body look like a cadaver. Your body temperature fall dramatically and your heart beat slow down to a crawl, greatly reducing bleeding. Any bleeding will stop as long as the mortician is in this state. Your breath is also very slow and cannot be detected easily. You can also have your limbs become rigid as a dead body. Pain and temperature do not bother you in that state and you can continue to fake your death. You can continue to see and hear but you cannot move your eyes or any part of your body.

Since your lungs do not need a lot of air, you can survive longer underwater or in an environment without air.

This power also allows to preserve a cadaver or an immobile body. For as long as the cadaver is not moved, it will not rot or decompose.

It takes one action to activate or deactivate Rigor Mortis.	
Self	Permanent but stop if the body move or is moved.

Low until you wake up from the dead.	Yes

2 Command Corpse

Raise a dead corpse that you can see and control it with simple voice commands. The corpse keeps their wounds but can move if not too damaged. It takes one Action to activate a corpse and give a command. Then, it only takes a Quick Action to command a corpse but the corpse only has one action each round. Multiple corpse can be controlled each round with one Quick Action per corpse. If a corpse is not controlled during a round, it falls on the ground but can still be animated on another round.

The corpse can do a lot of things but is very limited by the wounds suffered. The corpse must be able to hear the commands but also understand it. An example of a Dead Corpse is available in the Antagonists chapter at the end of the book.

Breakpoint (level 4): Allows to raise a corpse and use it for a simple specific mission. The corpse will use their mechanical reflexes to walk and even speak if required. The corpse can last for a full chapter. The corpse fall on the ground when the mission is done. A mission can be something like carrying a message to someone, following you or guard a place.

It takes one action to activate a corpse.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Voice	1 Round
High	Yes

2 Dead Memory

Allows to read the memory of a dead corpse or to be more precise, the memory of a dead head. At first, only the memory of the last few scenes or days lived by the deceased are available. Further research and time allows to get more information if the brain is not too damaged. You can also get a lot of information about the body like the gender, the age and the cause of death. Touching the corpse is required during all the process. It takes one action to read the latest memory. The more memory extracted, the longer it takes every time.

It takes one action to activate the power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Touch	1 Round
Low	Yes

2 Destroy Corpse

By touching a dead corpse, you can destroy it whole. The body will vanish in the air leaving no trace. It also works with body fluids and clothing that is wearied. You can choose to keep some parts if you want. This power do not works on a living or dying person.

It takes one action to activate the power.	
Touch	Permanent
High	Yes

2 Transfer Wounds

Transfer a wound from a touched body to yourself. The wound should be transferred to the same location on your body. As an example, the broken arm of someone else will heal but the bone of your arm will break at the same time.

It takes one action to transfer 1 wound.	
Touch	1 Round
Medium	Yes

3 Absorb defection

You can transfer the defections of someone to yourself. This defection can be a sickness, a disease or something like a cancer. After at least the duration of a chapter with the defection, you can transfer the defection to someone else that you touch. The process is generally not pleasant so grabbing the person can be required. This power can also transfer most of the mental and physical hindrances.

When a player's character gets rid of their hindrance, the player or Game Master is encouraged to find a new one for the character to keep the character interesting. If not, the cost of the next edge is increased.

It takes one action to activate this power.	
Touch	Permanent
High	Yes

3 Corpse Explosion

This power allows to create a funny mix of gas in a freshly dead body you can see. The gas is highly unstable and explode after a few seconds. Consider the corpse as a fragmentation grenade for the statistics values. This power can only be used on bodies dead in the same scene. Seeing dead bodies exploding this way is a very disgusting view.

It takes one action to make a dead body explode.	
Line of Sight	1 Round
Medium	Yes

3 Spare Parts

You can use dead body parts to replace one of yours. The limbs must be fresh and in good condition. Replacing a wounded limb with a good one will "heal" the location. This power cannot be use with the head but works for all the other parts. Only human parts are working. No test are required.

Breakpoint (level 4): This power can be used on another person. The person must be still and generally willing or anaesthetized.

It takes one encounter to replace a limb and you need to be still.	
Self	1 Encounter
High, this power leave some bad scars.	Yes

4 Shatter Bones

You can shatter the bones of a body. A test with 2 x Thanatology Rating VS Resistance is required to shatter bones. Only arms and legs can be broken this way but the Mortician can choose the location with a success test.

It takes one action to break a bone.	
2 x Thanatology Rating VS Resistance.	
Touch	1 Round
High, this power leave some bad scars.	Yes

5 Life Sharing

This power allows to link your health with someone that you can see. As long as this link exists between you and the other person, healing wounds and conditions are shared. Unfortunately, if one is hurt, the other one must add a wound to the same location on their body or add the same condition.

The Mortician can activate the link between their body and the body of someone else or can touch two body at the same time to create the link.

It takes one action to activate the link between two person.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Touch	1 Encounter
Medium	Yes

Thorn



Major Mastery

You can control the red vine that creep almost everywhere. Dormant in your body, those vines await the appropriate moment to crawl out.

Thorn	
Level	**Power**
1	Grow Red Vines
1	Ram
2	Entangle
2	Hide in Vines
2	Poisonous Fruit
3	Shelter of Vines
3	Tunnelling
4	Grow Back
5	Wall of Vines

Red Vines

The Red Vines is the primary weapon of those with this mastery. Until reaching the fourth level, they have to be near red vines to use their powers.



Drain Powers

There is always a price to pay. The price, is your own life.

Your powers drain your life. A Mastery Level test is required after using any non-permanent power. The difficulty is equal to the power level used. A success have no effect but a fail cause the Exhausted effect. If the character is already Exhausted, the Privation condition must be checked. A character with the Privation condition must check the Unconscious condition if another failure happens.

The red vines can grow almost everywhere but rocky ground and concrete will slow the vines' expansion. The vines in an outdoor location will take a full scene to grow to a reasonable size.

Thorn's Initiation

After being infected by the vines, the character becomes immune to further infection from those vines. The vines will try to avoid harming the character. Without using any power, the character can slowly make the vines move out of their way or from their allies' way. It's possible to keep the vines at bay and prevent the vines from harming friends.

Thorn's Breakpoint

When buying a power of the fourth level, the red vines grow in you and can sprout out of your body. All the thorn powers can be done using the red vines in you and can reach close range. The vines getting out of your body is a violent scene but you suffer no wound. When using the vines in your body all the thorn actions are considered outdoor. Using the powers this way is very obvious.

You also unlock all the breakpoint features of this mastery.

1 Grow Red Vines

This power allows to grow red vines at short range to create obstacles in the zone. All movements in this zone are more difficult and any Athletics tests are done with a Disadvantage. Vines can also grow on wall and give a situational Advantage to climb. It's also possible to create enough vines to build a small bridge. The process is fast outdoor or if there are vines nearby and can be done in one action. It takes longer indoor, it's about the duration of an encounter or one hour.

The sap of the vines is very toxic but when created this ways, the torn do not have the time to grow so the vines are mostly inoffensive.

It takes one action to grow vines outdoor but it takes a full scene indoor.	
Short	Permanent
High	Yes but the Glare is generally considered as indoor.

1 Ram

Red vines sprout from the ground and move rapidly to a designed target object or being you can see at short range and try to bash that target. This action can be used as the "Shove Maneuver" or the "Knockdown Maneuver" but also cause a wound on a success. It lack finesse but can hit with strength. Use the thorn's rating multiplied by 2 for any tests involving this power. The test is resisted by the Muscular rating and an armor if available. This power cannot be used indoor if there is no vine nearby.

It takes one action to use this power outdoor. When indoor, the vines should already be in this area.	
2 x Thorn Rating VS Resistance.	
Short Range from the vine source.	1 Round
High	If Vines are present. The Glare is generally considered as indoor.

2 Entangle

Red vines sprout from the ground and move to a designed target location and try to grab a target that you can see at short range. Use the same rules as for the grapple or the disarm maneuver but use this mastery's rating multiplied by 2 for any tests. This power lack finesse but use brute force to entangle the target. The test is resisted by the Muscular rating and an armor if available. If a victim is already entangled, the power can be used to cause a wound. This power cannot be used indoor if there is no vine nearby.

Furthermore, you can entangle yourself to root your body in the ground.

It takes one action to use this power outdoor. When indoor, the vines should already be in this area.	
2 x Thorn Rating VS Muscular.	
Short Range from the vine source.	1 Round
High	If Vines are present. The Glare is generally considered as indoor.

2 Hide in Vines

When touching vines, you can order the vines to cover your body. It will not protect you much but it will hide you from someone or something not actively looking for you. When hidden, you cannot move but you gain a situational Advantage to stealth tests. This power cannot be used indoor if there is no vine nearby.

Breakpoint (level 4): It's now possible to move in the vines and stay hidden. The vines move with the character.

It takes one action to be completely hide. Another action is required to remove the vines.	
Touch	Permanent
High	If Vines are present. The Glare is generally considered as indoor.

2 Poisonous Fruit

The fruit of the red vines are not poisonous to you anymore. It can be a great source of food and water to those immune to its lethality. The fruits can allow you to subsist for a day. The fruits dry rapidly and cannot be kept for more than 2 days. Unfortunately, you are only immune to the fruit growing on the red vines and no other poison.

Self	Permanent
Medium	Yes

3 Shelter of Vines

Create a shelter with red vines. The shelter is very comfortable to sleep in but not very big. It can protect from rain but not flood. Vines and thorns will block any undesired visitor. People outside the shelter cannot see inside but people inside can move the vine to create windows. Four to five persons can fit in the shelter. The vines will not harm any guess until the owner of the shelter leave.

Breakpoint (level 4): The shelter can be way larger with multiple rooms. 10 persons can fit in the shelter.

It takes one action to use this power outdoor. When indoor, the vines should already be in this area.	
Short	1 Scene
High	If Vines are present. The Glare is generally considered as indoor.

3 Tunneling

The vines can entangle your body and move it underground. The vines will move the ground and rocks to open a passage underground for you. The ground will retakes its place after your passage so it's impossible for another person to follow you. The process is very slow and can be blocked by a solid structure or large rocks.

It takes one action to be entangled by the vines and enter the ground. It's then possible to move 1 meter per round. It then takes one action to move out of the ground. When indoor, the vines should already be in the area.	
Self	Variable
High	If Vines are present. The Glare is generally considered as indoor.

4 Grow Back

Your severed or broken limbs can now grow back and repair itself like vines and be healed. This power only works for arms and legs. The dying condition can be negate at the end of a scene if the healed limbs are enough.

It takes no action to grow back or repair a limb. It will slowly regrow at the end of the scene.	
Self	Permanent
High	Yes

5 Wall of Vines

Create a zone of vines that can block a passage way or a zone. The vines have thorns and trying to pass through or exit it causes a wound every round and infect the creature. Human-size creatures or smaller can only walk 1 meter per round. Bigger creature are considered as slowed. The vines are strong enough to stop a moving car or entangle a large monster. Entangled creatures can only do actions if they succeed a Muscular test as a Quick Action against a difficulty of 5.

The zone can be as large as the size of a medium-size building. There is no way to control the exact size of

the zone affected so everybody in the zone suffer the penalties.

It takes one action to use this power outdoor.	
Short	The vines will retreat to the ground after the scene.
High	If Vines are present. The Glare is generally considered as indoor.



Trailblazing



Major Mastery

Worlds Walkers has been engulf by the Glare and given the power to hide and travel in this strange parallel world. Even at the surface of our world, you can hear strange scratchings from the Glare.

Trailblazing	
Level	Power
1	Feel the Glare
1	Hide in the Glare
2	The Whisperer in the Glare
2	Walk the Glare
3	Repulse the Glare
4	Tear Off the Glare
5	Banish

Citizen of the Glare

When you purchase a power at level 1, you become a citizen of the Glare. The strange Glarey Firefly and the plants in the Glare illuminate your path at your will. When in the Glare, eating the plants or the insects will nourish you. The water will be edible for you. Furthermore, your scent will not attract other creature of the Glare. Unfortunately, you still get the privation condition at the end of the scene or day.



Drain Powers

There is always a price to pay. The price, is your own life.

Your powers drain your life. A Mastery Level test is required after using any non-permanent power. The difficulty is equal to the power level used. A success have no effect but a fail cause the exhausted effect. If the character is already exhausted, the privation condition must be checked. A character with the privation condition must check the dying condition if another failure happens.

Trailblazing's Breakpoint

When buying a power of the fourth level, the first level of the Glare is now your home. You can stay in this beautiful but dangerous world as long as you want and you will not suffer from the Privation condition and the Dying condition by staying in the Glare for too long. Furthermore, you can differentiate creating that comes from outside of the Glare.

You also unlock all the breakpoint features of this mastery.

1 Feel the Glare

You can see what is in the first level of the Glare. Everything is superposed over

our world so it can be difficult to notice details. You can also hear the Glare calling you and God knows what horrific vision crawling in this beautiful but dangerous world. Since this action requires some concentration, this power is not always activated and requires a Quick Action.

An action is required to concentrate on what is in the Glare.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Self	1 Round
Low	Yes

1 Hide in the Glare

You can enter the Glare and exit our world. Your power form a shelter in the Glare that is disconnected from the other tentacles of the Glare. It's about the size of a small room. You keep a very blurred vision of the surface and sound is muzzled and you can't interact with it. The only ways to quit the Glare is to exit by the same location that you enter. If for some reason you can't exit the Glare, it will expels back your dying body when your life force is depleted.

The room is small but cozy. The various plants of the Glare allow to sleep comfortably on the ground. Butterflies and small inoffensive insects can be present as well.

Breakpoint (level 4): You can bring people with you. Resisting person must be grabbed. When you leave the Glare, the persons with you are also ejected.

Entering and exiting the Glare takes one action.	
Self	Unlimited
High	Yes

2 The Whisperer in the Glare

You are the whisperer in the darkness. You can see and speak to beings in the Glare or at the surface. Everyone present can hear you and speak back to you. You can make your body visible but your image will be blurry.

It takes one Action to see and speak to a different level.

This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Close	1 Round
Low	Yes

2 Walk the Glare

You can now enter the Glare and reach one of the multiple tentacles of this domain. It's like going through a hallway that only you can see. You cannot be interrupted and cut in half or merge in a wall during the process. You can also exit the Glare wherever you want if the exit is clear of any object.

The Glare will still try to devour you so you can only stay in the Glare for the period of one scene before getting the privation condition.

The Glare is a living and intelligent being. It will prevent you from bringing a human-size beings even if you are holding it. Children and dog-size being are exceptions in some cases.

Entering and exiting the Glare takes one action.	
Self	Permanent
Low	Yes

3 Repulse the Glare

You can repulse the tentacles of the Glare in a radius of about 100 meters around you. This way, no one or nothing will be able to travel from the Glare to your location. This power will last for a chapter or a week and then the Glare will take back its position.

It takes one action to repulse the Glare.	
Special	1 Chapter or 1 Week
Low	Yes, this power can be use to repulse the Glare from the inside. When the Glare is repulse, everything inside is expelled.

4 Tear off the Glare

You can force open the Glare and open a breach in it very self. Other people can now follow you in this strange place using your door. With no control over the Glare they are easy preys in the belly of this beast. They can't see other levels of the Glare but they can use the doors you created to exit the Glare. You can also open doors between levels and they can use it but are subjects to the dangerous rules of the Glare. You cannot have more than one door open at a time causing the old one to close. If they get lost or stay in the Glare for more than a scene they will get the privation condition.

Opening or closing a door between two levels or to the surface takes one round.	
Close	Permanent but one door at the time.
Low	Yes

5 Banish

Banish a being or an object to the first level of the Glare. The being or the object will come back to its original location at the end of the encounter. Only one being can be banished during the encounter. Banishing another one will bring back the other earlier.

It takes one action to banish someone or something.	
Close	Permanent
Low	Yes

Vampirism



Major Mastery

You have powers that can look like the one used in old stories about vampires.

Vampirism	
Level	**Power**
1	Gender Swap
1	Enhanced Leap
2	Blood Healing
2	Enhanced Strength
3	Gliding Wings
3	Horrific Camouflage
4	Hypnosis
5	Disgusting Healing

Blood Sucking

Vampires can drink blood to survive. It can be almost any blood but the freshness and the quantity is important. The blood is the food of the vampire and can replace normal food and rations. It's managed in the same way. One "dose" of blood is the equivalent of enough food to survive a day. When kept in a container, the blood can stay drinkable for 3 days.



Drain Powers

There is always a price to pay. The price, is your own life.

Your powers drain your life. A Mastery Level test is required after using any non-permanent power. The difficulty is equal to the power level used. A success have no effect but a fail cause the Exhausted effect. If the character is already Exhausted, the Privation condition must be checked. A character with the Privation condition must check the Unconscious condition if another failure happens.

It's possible to drink on living beings without killing them but the vampire must limit how much blood they drink.

The following chart show the blood capacities for common animals but also the "Maximum Quantity" of blood to drink per day to keep the being alive. Drinking more blood will cause the death of the victim. Fractions mean that multiple sources are required to provide a full day of blood. Taking the blood of a cow or a horse can provide the same amount of "food" as 30 rations or 6 when keeping the animal alive. Drinking on a living beings causes the privation conditions if the "Maximum Quantity' is drank. Recovering from this condition requires a night of sleep.

Blood Capacity		
Blood	Blood	Max Quantity
Rat	0.02	0
Chicken	0.2	0
Rabbit	0.4	0
Cat	0.6	0
Dog	4	1
Pig	6	1
Goat	6	1
Human	10	2
Sheep	10	2
Cow or Horse	60	12

Vampirism's Breakpoint

When buying a power of the fourth level, food can no longer keep you alive. You can only drink blood to stay alive and food lose its effect.

It also create a link is created between you and the Chupacabras. They will stop hunting you and even communicate with you. Chupacabra are loner and will not travel with you but will be able to help from time to time.

You also unlock all the breakpoint features of this mastery.

1 Gender Swap

You can swap gender and body shape. Your body will gain the very distinctive shape and organs of the appropriate gender. It's even possible to reproduce or get pregnant. The face and visage will slightly change with the gender swap but the major characteristics will remain.

A pregnant character will not be able to swap gender until the baby is born.

An action is required to swap gender.	
Self	Permanent
High	Yes

1 Enhanced Leap

The character can jump as high as a floor or over a fence. This jump use the same rules as jumping but it's approximately three time higher and farther than a normal jump.

It takes one action to jump.	
Self	1 Round
High	Yes

2 Blood Healing

Drinking very fresh blood from a beating heart heal a wound. The blood should come from a human or a larger being. It heal a normal wound first and if there are only critical one, it will heal one. It can be done with a bite on a grappled or immobilized target. Only one wound per day can be healed per day. This process is very messy and cause the Bleeding condition to the victim instead of a wound. The blood must be very fresh and directly drank from a living being.

It takes one action and successful test to suck blood.	
Close	1 Round
Low	Yes

2 Enhanced Strength

The character can focus on their strength for the duration of an encounter. They gain a situational Advantage on all tests that require Muscular. This also affects the carrying and lifting capacities. After such a feat, the character suffer a Disadvantage to all Muscular tests and other derived tests for the next encounter.

It takes one Quick Action to activate.	
Self	An Encounter
High	Yes

3 Gliding Wings

Retractable gliding wings can be deployed to glide for a long distance. The wings are in the back and cannot be deployed with normal clothing or a backpack. Fortunately, when normally dressed, the wings are almost unnoticeable when at rest. For every 1 meter dropped, the character can move two meters forward.

It takes one Quick Action to deploy the wings or retract it.	
Self	An Encounter
High	Yes

3 Horrific Camouflage

The character can turn their skin and organs almost transparent. It's generally a very disgusting sight when up close. The transformation is fast but it takes time to return to the normal condition. When activated, the skin and organs are become transparent for the duration of an entire encounter with no way to return to the normal condition during the same encounter. When back to normal, the character must wait for the duration of an encounter before being able to use the power again. When activated, the character gain an Advantage to stealth test and can be considered as invisible when no one is looking for them. This power only works if the character is naked.

It takes one action become almost transparent or return to the normal condition.	
Self	This power can only be used one time per encounter in a way or the other.
High	Yes

4 Hypnosis

When having eye contact with a victim, it's possible to hypnotize and paralyze them. The victim will become confused and incapable of looking away, moving or defending themself. The hypnotizer must remain immobile or slowly moving toward the victim. It's then possible to feed on the victim or kill them without any grapple or attack test. After the hypnosis, the victim will forget what happened during the encounter. The victim must have eye contact so not actively defending itself or being in an active combat. This power only affects human creature and smaller animal.

An action is required to hypnotize a victim.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Self	1 Round
High	Yes

5 Disgusting Healing

Eating organs heal the character. Every organ eaten heal one wound chosen by the vampire. There is no limit on how many wounds that can be healed per day. The organs must be from a human. A human has up to 8 organs big enough to heal the vampire.

It takes one action to eat one organ and heal one wound.	
Self	1 Round
High	Yes

MINOR MASTERIES

Berserker



Minor Mastery - Mutations

It's a curse, not a blessing. You don't have hot temper but sometime, rage takes control of you. When it happens, you lose control of yourself and you do horrible things.

The berserker mastery only has one power that can be raise following the chart below.

Berserker Level Progression

Level	Cost (XP)	Total XP
1	5	5
2	10	15
3	15	30

Rage Trigger

Multiple situations can trigger the rage and when the rage begins, it's almost unstoppable. Fortunately, it always required 3 triggers in the same encounter before taking effect. The berserker cannot enter rage without the triggers and it cannot ignore the triggers.

- A love one being hurt.
- Being betrayed.



Stain Powers

There is always a price to pay. Using powers stain the character and his surrounding.

A Mastery Level test is required after the use of any non-permanent power. The difficulty is equal to the power level used. A success prevent the stain but a failure raise the stain level by one in a 10 meters radius. Stain lost a level at the end of a scene.

Stain Level 1: The stain is minor and doesn't really have any effect.

Stain level 2: The Glare is attracted to the source of the stain and will crawl to the source if not already present. Some small monsters in the Glare will also be attracted but will generally stay in the Glare. They will arrive at the end of the scene.

Stain level 3: As for level 2 but monsters outside the Glare will approach as well. They will arrive at the end of the scene.

Stain level 4: As for level 3 but monsters in the Glare will be able to come to the surface, traversing the Glare. They will arrive at the end of the scene.

Stain level 5: As for level 4 but at this level, the monsters are bigger or more intelligent.

- Failling an intimidation test.
- Being menaced of harm in a tense situation.
- Being trapped in a confined location or being restrained.
- Facing someone or something that has cause harm in the past. It must be part of a story moment.
- Suffering a wound or seeing a friend or ally being wounded.
- The sight of blood when not part of a combat. It must be part of a story moment.

The Berserker will consider the person triggering the last trigger as the first target to eliminate but also everyone or everything implied with one of the triggers.

Resisting Trigger

When a trigger happens, the berserker can try to resist. It's also possible to have allies using an action to prevent it. In both cases, it required an Insight test against a difficulty equal to the level of this mastery multiplied by two. A success prevent the trigger or remove one.

Rage Duration

There are two ways for the rage to stop.

- The first one, the rage stops when there is no treat around the berserker or at the end of the encounter.

- The second one is triggered by the berserker. A Quick Action allows to reduce the rage level by one at the end of the round. It reduce the penalties but also the bonuses. When the rage level is down to zero, the rage stop.

Roleplaying the Rage

The player will have to role-play the rage and the emotion related to it. The character becomes violent, brutal and unstoppable and this behaviour often have repercussions. This mastery is very combat oriented but falling into a rage can have grave consequences and affect the relation between the berserker and the other persons around.



Berserk

The berserker enter rage when the three triggers happen. See the rage effects below depending of the level of the berserker. When the rage begin, it's always at the highest level bought by the character.

No action or Quick Action are required.			
Self		1 Encounter	
High		Yes	

Rage Effect at Level 1

- All Physical Skills and resisting intimidation are done with an Advantage.

- The Berserker focus their attention on the last source of the trigger and try to eliminate it as long as they are raging. They then focus on the second and first source if they are still available.
- Only aggressive or combat-oriented actions are allowed. If a non-aggressive action is allowed by the Game Master, a disadvantage must be applied.

Rage Effect at Level 2

- All Physical Skills and resisting intimidation are done with an Advantage.
- The Berserker is immune to the stun effect from a head wound.
- The Berserker can double the value of their health value during the rage.
- The Berserker focus their attention on the last source of the trigger and try to eliminate it as long as they are raging. They then focus on the second and first source if they are still available.
- Only aggressive or combat-oriented actions are allowed. If a non-abrasive action is allowed by the Game Master, a disadvantage must be applied.
- All failed tests suffer an automatic Catastrophic Effect.
- The Berserker suffers a memory lost for the duration of the rage.

Rage Effect at Level 3

- All Physical Skills and resisting intimidation are done with an Advantage.
- The Berserker is immune to the stun effect from a head wound.
- The dying effect cannot be applied as long as the berserker is raging.
- All successful aggressive and combat-oriented tests are granted an exceptional effect.
- The Berserker can ignore the effect of a number of wounds up to their normal health value.

- The Berserker focus their attention on the last source of the trigger and try to eliminate it as long as they are raging. They then focus on the second and first source if they are still available.
- Only aggressive or combat-oriented actions are allowed. If a non-abrasive action is allowed by the Game Master, a disadvantage must be applied.
- All failed tests suffer an automatic Catastrophic Effect.
- The Berserker suffers a memory lost for the duration of the rage.
- The Berserker enter a blind rage and attacks the nearest creature or armed person, no matter if it's an enemy or ally. Everyone is with a weapon now considered as a treat. When multiple targets are at the same distance, they will attack the most dangerous treat. If the berserker is attacked, it will prioritize this target over the others. The berserker will change targets until the rage end or if there is no more treat nearby.

Dream Weaver



Minor Mastery - Esoterics

Dreams, what are dreams if not images, ideas, emotions and sensations that the mind create during sleep? And if it was more, a way to the unconscious. Dream Weaver can shape the dreams of others and even invade them.

You can enter the dreams of others and control the dreams or the nightmares. When you enter a dream, you also fall asleep.

Those powers are generally used to learn information about a person by just following the person in their dreams or by interrogating that person. It's also an easy way to speak to someone in their dream.

Dream Weaver	
Level	**Power**
1	Enter Dream
2	Circle of Dreamers
2	Healing Dream
2	Sleepwalker
2	Sweet Dream
3	Krueger's Effect
3	Never Ending Dream



Stain Powers

There is always a price to pay. Using powers stain the character and his surrounding.

A Mastery Level test is required after the use of any non-permanent power. The difficulty is equal to the power level used. A success prevent the stain but a failure raise the stain level by one in a 10 meters radius. Stain lost a level at the end of a scene.

Stain Level 1: The stain is minor and doesn't really have any effect.

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Stain level 4: As for level 3 but monsters in the Glare will be able to come to the surface, traversing the Glare. They will arrive at the end of the scene.

Stain level 5: As for level 4 but at this level, the monsters are bigger or more intelligent.

Dream Weaver	
3	Nightmarish

Dream Duration

Except for a never ending dream, a dream takes place in one single scene. After the scene, the sleeper stop dreaming and awake.

Dream Weaver Passive

The Dream Weaver always gets a situational advantage to all of their tests when in a dream. This bonus only apply to Dream Weavers but not the other people they can brought.

The Dream Scene

In the dream, you can interact with the sleeper. You can do whatever you want and change the dream. You can choose the scene or let the dreamer do it for you. You can invent the locations based on what you know or your imagination. You can show images, people and places as you wish. You do not have to be visible in the dream. You can be an invisible dream master. If you create a person or a creature, you must use your own statistics for any interaction. So a person or a monster you created cannot be more powerful than you even if you make their appearance terrifying. The sleeper can try to escape you but you can always appear near them. Everything that happens to the dreamer appears real to the sleeper as long as you don't fail a roll.

The Dream Weaver and the dreamer always use their own statistics and powers as in real life.

Waking Up

The invaded sleeper can wake up if one of the following conditions happen:

- Touched outside of his dream.
- Hear an uncommon noise in the real world.
- The dream becomes too unbelievable.
- The dreamer die in their dream.
- The Dream Weaver fail a test.

Crafting Dream Catchers

The Dream Weaver can create objects that influence dreams. They are builded with simple elements so no test are required. It simply takes about one hour to craft. There are two types of Dream Catcher. One will blocks all the Dream Weavers powers in a 10 meters radius. The other can be used as a proxy to extend the range between a sleeper and the Dream Weaver. Multiple proxies can be used in a chain but they must be placed at about 10 meters of each other.

When trying to connect to a sleeper, a Dream Weaver will feel any Dream Catchers in the path and will be able to pin point their location in the real world.

Dream Weaver's Breakpoint

When buying a power of the third level, you prefer your dreams to the reality. Furthermore, you can enter the dreams of any person that you already entered a dream no matter how far you are from this person.

You also unlock all the breakpoint features of this mastery.

1 Enter Dream

You can enter the dream of a sleeper. You must be in the same room as the sleeper or about 10 meters aways. When you quit the dream, the sleeper will continue their normal sleeping session if they were not awaked. See "The Dream Scene" above to get more information about dreams.

It takes one action to enter or exit the dream of a sleeper.	
Short	1 Round
Low	Yes

2 Circle of Dreamers

You can invite or force other sleepers in the vicinity to someone's else dream. You should be at short range of the sleepers.

It takes one action to invite someone.	
Short	Variable
Low	Yes

2 Healing Dream

You can help someone in their dream. This power can help ignoring any mental or social hindrance for a day. Furthermore, you can temporary give one of your mental edges to the dreamer in the same process.

It takes one encounter to forge the dream.	
Dreamer	The power last until the dreamer sleep again.
Low	Yes

2 Sleepwalker

When you are in a dream, you can make the other sleepers sleepwalk. The body of the sleeper will move as in the dream. You can use this power to have the dreamer walk around in the real life but it's very difficult to have someone moving to a precise location if there are many obstacles in the way or if you don't know the layout of the sleepers location. When the dream has started, the distance between the dreamer the Dream Weaver is not important anymore.

It takes one action in the dream to make a sleeper start walking.	
In a dream	Variable
Low	Yes

2 Sweet Dream

When in a dream, you can manipulate a dream to change the perception of the dreamer. You can change the feelings of the dreamer toward another person. This power allows to give a descriptor to a relationship between the dreamer and one other person of your choice. This descriptor will describe a relation in real life and last until the victim sleep again.

Here are some example of descriptors:

- Caring
- Distrustful
- Empathetic
- Flirty
- Hateful
- Kind
- Loving
- Sensitive

It takes one encounter to forge the dream.	
In a dream	The power last until the victim sleep again.
Low	Yes

3 Krueger's Effect

When in a dream, you can create a dream that can kill the dreamer and everyone involved in the dream. The dream is generally resumed as a combat encounter that works as a normal combat where all the participants start without wound. As always, if the Dream Weaver fail a test, the sleeper can awake. If the someone die, they will also die in really life. Wounds are also transferred in real life.

It takes one encounter to forge the dream.	
In a dream	Variable
Low	Yes

3 Never Ending Dream

You can stuck someone in a never ending dream. To make the dream continue, you must use a Quick Action every round to make the dream continue. To stuck someone in a dream you must first visit the dream and choose a theme. Then, you can exit the dream if you want and continue the never ending dream from the outside. Be aware that if you fail a test in the dream, the sleeper can awake but touching the dreamer from the real world do not works. Loud noises are also inefficient.

The only ways to stop a never ending dream is to distract the Dream Weaver so they miss the upkeep of one Quick Action every rounds or have another Dream Weaver help the sleeper to wake up. Notes that the dreamer can continue to pay the Quick Action upkeep when they are sleeping.

After holding the dream for a complete scene or day, the dream will continue without requiring the expense of the Quick Action every round.

It takes an action to start the never ending dream.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
In a dream	Variable
Low	Yes

It takes one encounter to forge the dream.	
In a dream	The power last until the dreamer sleep again.
Low	Yes

3 Nightmarish

When connected to a sleeper, you can create a nightmare that will induce fear. The dreamer will gain a phobia or any mental or social hindrances for the next day. The Dream Weaver can choose which one. Furthermore, at the Dream Weaver's discretion, the sleeper can suffer from sleep deprivation and gains the exhausted condition.

Survival's Rule #22

Loot everything you can find. Maybe there is something you can eat in this fridge or maybe you will throw up everything you have in your belly after opening the door.



Seafolk



Minor Mastery - Mutation

The sea is your domain. You can breathe under water and swim with ease with a fish tail that appears when you are wet. Even the waves sing songs for you.

Seafolk	
Level	**Power**
1	Fish Tail
2	Communicate with Fish
2	Feel the Waves
2	Underwater Vision
3	Sea Current
3	Translucent Appearance
3	Water of Life

Voice of the Siren

Siren can use their voice to use some of their powers. A power requiring Light of Sight can be used by chanting a short song instead. It will still affect a single person but can works through walls if the voice can be heard. The Siren can choose its target by concentrating their voice in a direction.

Seafolk Survival Resistance



Drain Powers

There is always a price to pay. The price, is your own life.

Your powers drain your life. A Mastery Level test is required after using any non-permanent power. The difficulty is equal to the power level used. A success have no effect but a fail cause the Exhausted effect. If the character is already Exhausted, the Privation condition must be checked. A character with the Privation condition must check the Unconscious condition if another failure happens.

The digestive system of the Seafolk is more adapted to sea food. It can digest raw fish and aquatic plants. Salt water can also be drank. The Seafolk is a little bit more resistant to bacteria in the water.

Seafolk like rain and is not bothered by it. Sleeping under the rain is not a discomfort but a pleasure.

Seafolk's Breakpoint

When buying a power of the third level, you feel more at ease underwater than at the surface. At this point, some sirens start to dislike or consider the normal people as inferior. You can now avoid transforming when underwater or you can transform yourself at the surface.

You also unlock all the breakpoint features of this mastery.



1 Fish Tail

When submerged underwater, the character transform itself into a creature half-man and half-fish. The transformation is automatic and cannot be interrupted when it begins. The legs will merge together and gills will appear on the abdomen. It allows the Seafolk to swim faster, procuring an Advantage to Athletics and Acrobatics tests underwater but also to breathe underwater. It also does not suffers a Disadvantage on underwater actions. When out of the water, the character will return to its human form.

It takes one round to transform but no action is required.	
Self	Permanent
High	Yes



1 Fish Tail

Siren are half-man and half-fish creature. They can swim very fast with their powerful tail and breathe underwater with gills on the abdomen. The color of the tail can vary but are generally of light violet to indigo and deep blue; many tints and shades of green; bright, light, and dark yellows and oranges; and vibrant red hues.

Edges

- **Amphibian:** Can breathe air and survive underwater.
- **Fins**: Procure an Advantage on Athletics and Acrobatics tests when swimming.
- **Improve Vision,** *Underwater*: Procure an Advantage on Investigate tests when sight is involve.

Hindrances

- **Monstrous Appearance:** The creature gain an Advantage to all Intimidate tests but a Disadvantage on all other social tests.

2 Communicate with Fish

The Seafolk can communicate with aquatic creatures using its voice and movements. The communication can be done at Long Range when underwater.

It takes one action or one Quick Action to communicate depending of the length of the sentence.			
Short or Long Range		Permanent	
High		Yes	

2 Feel the Waves

The power allows to feel the waves and use them. It allows to gain an Advantage to any Drive test when navigating over or under water. It also negate any Disadvantage caused by wet surfaces.

Self		Permanent	
Low		Yes	

2 Underwater Vision

Seafolk can see underwater with ease even at night or in the deeps. Darkness while underwater is ignored. This power also negate any penalty on the vision caused by heavy rain.

Self		Permanent	
Low		Yes	

3 Sea Current

The Seafolk can reduce or increase the force of the waves. When increasing the power of the waves, it's possible to make a small boat sink or destroy one on rocks. It's also possible to create water tunnels underwater that will move beings or objects. The water can move things up to 10 meters in any direction during a round.

It takes one action to change the strength of the waves or to create a water tunnel.			
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.			
Long Range		1 Encounter	
Medium		Yes	

3 Translucent Appearance

The Seafolk can become translucent when underwater. It allows to become almost invisible. It automatically avoid any detection when no one is actively looking for them and procure an Advantage to Stealth tests. This power only works when naked.

It takes one action to because translucent			
Self		Permanent	
High		Yes	

3 Water of Life

Being submerged in water restore the life of the Seafolk. It remove the dying condition at the end of the scene. Unfortunately, it doesn't save the Seafolk from being killed by suffering an additional wound while having this condition. Being submerged also allows to add an Advantage on any natural healing test.

It takes one action to because translucent			
Self		Permanent	
High		Yes	

Seer



Minor Mastery - Esoterics

You can see what others can't see. You can see the past and the future, everything at the same time.

Seer	
Level	**Power**
1	Alter Aura
1	Detect the Supernatural
1	Piggyback
2	Aura Reading
2	Direction
2	Tongues of fire
3	Astral Projection
3	See the Future

The visions

When you activate this power your eyes goes full black or white and a strange wind envelope you so it's really hard to hide it. You get a lot of information in visions and flash of images when using this mastery.



Stain Powers

There is always a price to pay. Using powers stain the character and his surrounding.

A Mastery Level test is required after the use of any non-permanent power. The difficulty is equal to the power level used. A success prevent the stain but a failure raise the stain level by one in a 10 meters radius. Stain lost a level at the end of a scene.

Stain Level 1: The stain is minor and doesn't really have any effect.

Stain level 2: The Glare is attracted to the source of the stain and will crawl to the source if not already present. Some small monsters in the Glare will also be attracted but will generally stay in the Glare. They will arrive at the end of the scene.

Stain level 3: As for level 2 but monsters outside the Glare will approach as well. They will arrive at the end of the scene.

Stain level 4: As for level 3 but monsters in the Glare will be able to come to the surface, traversing the Glare. They will arrive at the end of the scene.

Stain level 5: As for level 4 but at this level, the monsters are bigger or more intelligent.

Seer's Breakpoint

When buying a power of the third level, your visions also roam your days and nights. You are a vessel to images of the past and the future. It can happen when you are awake as well as asleep. It remain very hard to differentiate those vision from the reality. Those images can help you understand mysteries.

This breakpoint can be used by the Game Master to introduce story's plot.

You also unlock all the breakpoint features of this mastery.

1 Detect the Supernatural

You can see a strange aura around everything that is not from our world that you can see. You can also see an aura around normal object that have been stained. Being with powers are not detected with this power but they leave traces when using their powers. Using a power leaves traces visible for the spell. So, someone knowing the signature of a power will be able to deduce the unique signature of the caster and vice versa. The traces stay visible for the duration of a chapter.

It takes one action to activate the power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Self	1 Round.
High	Yes but since almost everything is out of this world when in the Glare this power is generally used to find mundane objects.

1 Piggyback

You can open a link between you and another person by touching this person. For as long as the link is up, you can see, hear and feel everything that person is experiencing. You can also talk to this person using telepathy. Unfortunately this communication is only one-way. When piggybacking, the subject is aware of the passenger. At anytime, the subject or you can permanently close this link. You can only piggyback on one person at the time.

Breakpoint (level 3): All the Seer's powers can be used from the subject. Furthermore, the Seer can hide their presence.

It takes one action to activate the power.	
Self	The power last for the duration of an encounter.
High for the Seer	Yes

2 Aura Reading

Allows to know the emotion of a person that you can see. An aura is formed of multiple colors that correspond to the emotions of the person. Some colors will be more vivid and more pale depending of the situation.

You can also change your aura at will and fooling people that can read auras. No activation is require, this power is activated at all time. Unfortunately, this power cannot fool people trying to decode your emotions from your physical output.

Here some possible aura that can be used to change the real one. An aura can be formed from multiple emotion to certain degrees.

Suggestion of Emotions

Aggressive	Grieved	Nervous
Amusement	Happiness	Offended
Annoyed	Heartbroken	Panicked
Anxious	Hopeless	Passive
Aversion	Horrified	Peace
Bitter	Horrified	Peeved
Cheated	Infuriated	Pride
Compassion	Inquisitive	Relief
Confused	Insulted	Resigned
Contentment	Irritated	Revulsion
Contrary	Joy	Satisfaction

Suggestion of Emotions		
Desperate	Loathing	Sceptical
Dire	Lonely	Stressed
Disappointed	Loomy	Terrified
Disapproving	Lost	Troubled
Dislike	Love	Uncomfortable
Disturbed	Mad	Unhappy
Doubtful	Miserable	Vengeful
Excitement	Nauseated	

Breakpoint (level 3): You can change the aura of someone else you touch. The aura will be changed for the duration of a scene and will change back to the normal one after.

It takes one action to activate the power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Line of Sight	1 Round
High	Yes

2 Direction

This power allows to know the direction of a precise person that you know and have already touched. You also have an approximative idea of the distance. When travelling, places between you and the person can appear in your head as flashes.

It takes one action to activate the power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Line of Sight	1 Round
High	Yes but there is no indication if the person is in the Glare or not.

2 Tongues of Fire

You can speak and understand any language spoken by sentient being. It's only working for spoken language and not to read a book.

It takes one action to activate the power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Self	1 Round
High	Yes

3 Astral Projection

You can project an image of you near a person that you know and have previously touch. You appear as a frightening ghostly figure. You can talk and ear as if you were at the location but you have no power against the environment. You can move around but have to stay near the person. After using this power, you have to touch the person again before using this power on the same target.

The Seer can use its Seer's powers through the projection.

It takes one action to activate the power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Touch	The power can last for the duration of an encounter.
High	Yes

3 See the Future

You can see the result of an action before doing it. After seeing the result of one of your tests, you can decide to not do that action anymore. If you try to do that same action later, the action will have the same fate without any test allowed. The only way to be allowed to roll the test again is to change enough variables to the situation.

It takes one action to know if a future action will be successful or not.	
Self	1 Round
High	Yes



Storm Chaser



Minor Mastery - Manipulations

You can transform a gentle breeze into a tornado. Call a lightning strike during an electric storm. Generate a powerful hurricanes. And then, make everything disappear.

Storm Chaser	
Level	Power
1	Change Weather
2	Obscure the Sun
3	Storm
3	Strong Wind

Storm Chaser's Breakpoint

When buying a power of the third level, the weather does not affect you. You are immune to all the effect of the weather. Fogs or heavy rain do not obscure your vision. You can calculate winds so it does not interfere with your projectiles. Strong wind will not push you around. Lightning pass through your body without hurting you. Unfortunately, darkness still obscure your sight as normal.

Weather will automatically change with your emotions so when you are sad it will rain and when you are happy the sky will be cleared of all the clouds.



Drain Powers

There is always a price to pay. The price, is your own life.

Your powers drain your life. A Mastery Level test is required after using any non-permanent power. The difficulty is equal to the power level used. A success have no effect but a fail cause the Exhausted effect. If the character is already Exhausted, the Privation condition must be checked. A character with the Privation condition must check the Unconscious condition if another failure happens.

You also unlock all the breakpoint features of this mastery.

1 Change Weather

You can change the temperature and make it hotter or colder on a zone of 1km radius. The temperature can be changed from hot to mild or mild to cold. Not that you cannot use this power multiple time for greater effect. You can also start or stop precipitations or winds. If temperature is changed to cold, the rain will transforms into snow.

Precipitation fall from the sky so this power is less useful indoor. Temperature changes can effect indoor temperature but can takes longer time.

It takes one action to activate but it can take one encounter to reach the desired temperature or effect.	
1km radius	1 Scene
Low	No

2 Obscure the Sun

You can obscure the sun with dense dark cloud making the day almost as dark as the night.

It takes one action to activate and another one to remove the dark cloud in front of the sun.	
1km radius	1 Scene
High	No

3 Storm

You can create a storm in a zone of 1km radius. The storm is composed of heavy precipitations with powerful winds in all the directions. The rain and thunder hide noises for all the region. It's very difficult to move around in the zone, movements are slowed down. Sight is also drastically reduce and all test are done with a Disadvantage.

If a storm is already present in the zone before using this power, it's possible to transform it in an electric storm. Lightning will hit conductive elements choosing the highest first but never hitting the same target twice. Each round, a lightning will hit a target that can be a building or a tall living being. The obviously highest target will be hit or one with metallic structure, equipment, weapon or armor. If multiple targets are eligible a random target must be selected. Nature is unpredictable so the Game Master can always add more random or choose where the lighting fall.

Lightning is so fast that it cannot be dodged and lightning strike cannot be resisted with metal armor. Lightning do Electrical damage with a rating of 25 for the difficulty of the resistance test.

If the temperature is cold, the storm can become an ice storm leaving snow and ice on the ground after it. The difficult terrain can persist for a scene or longer if the temperature is cold.

It takes one action to activate the power.	
1km radius	1 Scene
Medium	No

3 Strong Wind

You can create a strong wind out of nowhere. The wind will push objects and beings in the zone. The wind slow down a character in one direction depending of the chosen wind's direction. It also add a situational disadvantage or a situational advantage to projectiles and bullets depending of the direction they go. Traditional projectiles can also go farther or nearer depending of the wind direction.

The wind growl in the desired direction for the duration of an encounter but it can be stoped with an action. The wind direction can also be changed with a Quick Action.

If the ground is covered by sand, the power can create a sand storm that obscure the sight.

Sailboats can move at 2 times is normal speed if it moves in the direction of the wind. Divide by 2 if the sailboats go against the wind.

If the wind is already strong before using this power, it's possible to create a tornado. The tornados will challenge all the buildings in a zone of about 1km and will turn weak wooden structure into rumble. Objects and living beings will be push around and hurt if not protected by strong structures.

The tornados have a damage of 8 for anything not protected. Every round, the characters are push in a random direction and knockdown.

It takes one action to activate or deactivate.	
1km radius	1 Encounter
Medium	Yes

Telekinesis



Minor Mastery - Manipulations

It's started with bad headaches. Then, it was objects falling from shelves when you were around. Now, you can move objets with your mind.

Telekinesis	
Level	**Power**
1	Quick Move
2	Defy Gravity
2	Move Object
3	Deadly Projectile
3	Deflect Projectiles
3	Levitate
3	Remove Action
3	Scream

Moving Objects

By default, Telekinesis use the mind to move objects but in some cases, the objects are moved by other means. If this mastery is provided by a Trickster, the objects are move by an invisible being. The rules stay the same for the powers.



Drain Powers

There is always a price to pay. The price, is your own life.

Your powers drain your life. A Mastery Level test is required after using any non-permanent power. The difficulty is equal to the power level used. A success have no effect but a fail cause the Exhausted effect. If the character is already Exhausted, the Privation condition must be checked. A character with the Privation condition must check the Unconscious condition if another failure happens.

Since you have to concentrate on your power you can only use each power one time per round until reaching the level 4.

Telekinesis' Breakpoint

When buying a power of the third level, using telekinesis becomes a lot more handy than using your own hands. There is no limit on how many time you can use a power that only require a Quick Actions in a round.

Unfortunately, your telekinesis power can be triggered when you are angry or stressed. The Game Master should include those event from time to time.

You also unlock all the breakpoint features of this mastery.

1 Quick Move

This power allows doing a Quick Action at range as if you were close. The line of sight is required. It doesn't allow to move objects but it's possible to make an object do strange and uncontrolled displacements. Quick move can also make glass crack.

It takes one Quick Action to use this power.	
Line of Sight	1 Round
Low	Yes

2 Defy Gravity

This power allows to reduce or raise the weight of an object or a human-size being. The power also works on multiple objects if they are grouped together like in a backpack. The maximal size of the object should not be bigger than an human. Divide or multiply the weight of the target by 2. Note that the object still fall at the same speed. Because of the variation in weight, the Game Master can give a situational Advantage or a situational Disadvantage to some actions that involve the weight of the object. The gravity cannot be modified multiple time with this power. If you concentrate on the object round after round, the object will continuously defy gravity.

Breakpoint (level 3): At the third level, it's possible to have multiple people using this power on the same object. Two telekinesis will divide the weight by 4. Three telekinesis will divide it by 6 and so on.

It takes one action to active this power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Line of Sight	1 Round
Medium	Yes

2 Move Object

Allow to move a small object with the mind. The weight cannot go over 3 (12kg / 12 litre) and the speed is limited to 20 meters per round (about 24km/h). If you concentrate on the object round after round, the object will stay in the air. This power can be combined with Defy Gravity if the power was previously used and maintained with a Quick Action.

It takes one action to active this power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Line of Sight	1 Round
Medium	Yes

3 Deadly Projectile

Allows to throw a small object at great speed without a lot of precision. You can throw an object nearby like it was in your hand using the your two time your telekinesis rating to hit a target. The target can use its Dodge rating to avoid being it. The throw is very fast so pretty much any object can cause harm. The object thrown cause the Bleed effect on an Exceptional Effect.

It takes one action to use this power.	
2 x Telekinesis Rating VS Dodge.	
Line of Sight	1 Round
Medium	Yes

3 Deflect Projectiles

All the slow projectiles like arrows, knifes or rocks going near you are deflected if you use this power. This power works until the beginning of your next round. You can concentrate on this power to have it working round after round.

It takes one Quick Action to activate this power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Short Range centred on you.	1 Round
Medium	Yes

3 Levitate

Allows to levitate an object or a being. The weight is limited to 50 (200kg). The movement speed is very slow and is about 2 meter per round (about 2.4km/h). A being levitating can use a Quick Action to struggle and fall back to the ground. Some damage can be applied to the fall. It's possible to concentrate on the power round after round to keep the object or the being in the air. If this power is used to make an heavy object fall on a character, use two time the Telekinesis Rating against the resistance of the opponent.

It takes one action to use this power.			
2 x Telekinesis Rating VS Muscular + Armor.			
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.			
Line of Sight		1 Round	
Medium		Yes	

3 Remote Action

This power allows doing an action at range as if you were close. Nearby tools can be used with this action. This power works great when combined with a maintained Move Object power to hold the required object with a Quick Action. Line of sight is required to use this power. Using a skill may required a test as normal. It's possible to concentrate on the action round after round if it doesn't require a test. Remote action do not allows to move an object but it can be used to throw an object as a character can do with their arms.

It takes one action to use this power.			
Line of Sight		1 Round	
High		Yes	

3 Scream

This power create a wave of kinetic energy all around you. It push everything around you in all directions. Everything is pushed 10 meters aways from you and cannot resist the shock. Only solid objects, walls or very large creature are unaffected by the shock. Objects hitting a wall will suffer damages as if it was a fall. The difficulty to resist the damage is 1 per meter travelled before hitting a wall or any solid object.

It's also possible to reverse the effect of the power and pull everything at the feet of the telekinesis.

It takes one action to use this power.			
Short Range centred on you.		1 Encounter	
High		Yes	

Toxin-Breather



Minor Mastery - Mutations

When the world stopped turning as before some survivors started using gas masks to protect themselves against toxin in the air. Unfortunately, some mask were defect and infected the bearer with something more dangerous. You are one of those people or a descendant that carry a mysterious gene that makes you more resistant to toxin and poison.

Toxin-Breather can gain bonuses when using chemicals. Sometime it negate an unwanted effects, sometime it give a boost. The effects depend of the chemicals. Refer to the chemical section for the description of every chemical in the Trading Post chapter.

There are generally two ways to use the chemicals. The first is by putting chemical in a gas mask tank. The Toxin-Breather only needs an empty gas mask tank and fill it with the desired chemical. It then takes one Quick Action to release the gas to allow the Toxin-Breather of breathe it. The second requires the use of a gas grenade canister and the effects can affect multiple targets.

There is no power for this mastery but the level can be raised using the following table.

Toxin-Breather		
Level	Cost	Update
1	5	5
2	10	15
3	15	30

The Fog

There is a strange mist from other worlds that particularly affect the Toxin-Breather. They often put it in their gas mask tank to breathe it when the fog is gone. They can simply open an empty gas mask tank when standing in The Fog. It's also possible to put The Fog in an empty grenade canister to then use it as a grenade to affect a larger zone.

Level 1

- Immune to the negative effects of The Fog.
- When breathing the fog, the Toxin-Breather automatically remove the Exhaustion condition if they are suffering from it.

Level 2

- The Fog add a Health point for every level of the Toxin-Breather.
- The Fog cure all the sickness or disease suffered by the Toxin-Breather.

Level 3

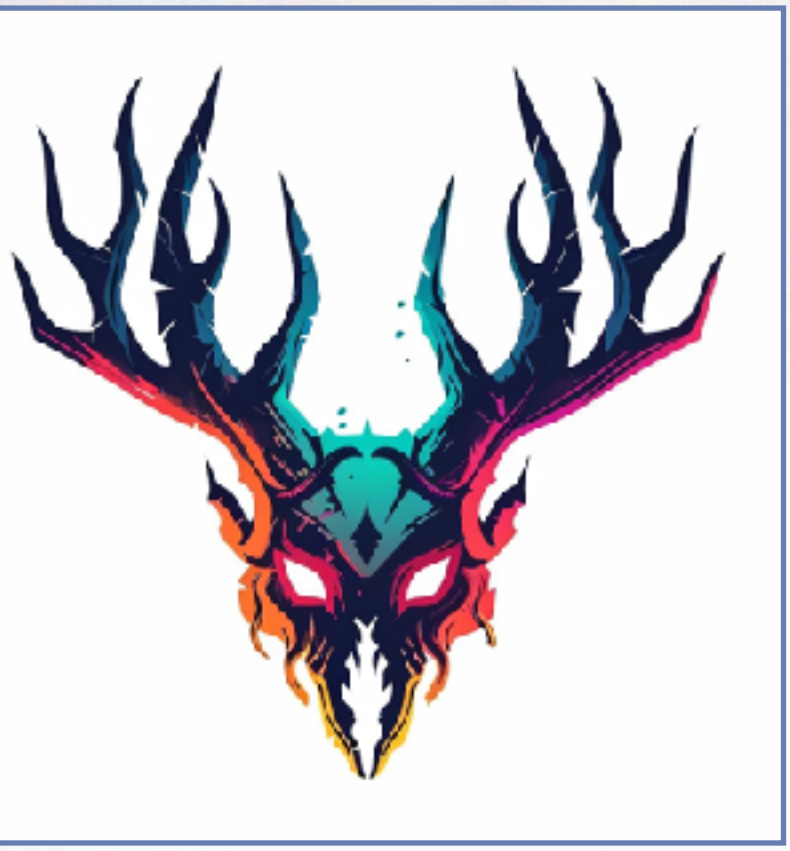
- Breathing the Fog stop the bleeding condition. The effect activate at the Toxin-Breather round.
- While in The Fog or breathing it, the Toxin-Breather can ignore the effect of a chosen wound.

Toxin-Breather's Breakpoint

When buying the level three power, the use of toxins or chemicals is almost required to survive. You suffer from the privation condition day where you don't use toxin or chemical. As a side advantage, the toxin-Breather becomes immune to many effects.



Wendigo



Minor Mastery - Mutations

You have eaten sin-flesh, human flesh. It can be by mistake or it was the only way to survive. The meat has changed your genes and transformed you into a Wendigo. You now crave for raw, uncooked meat. Wendigo are known to be immortal; living for ever and not dying.

Wendigo	
Level	**Power**
1	Resistance to cold
1	Voice Mimicry
2	Deep Hibernation
2	Relentless Hunter
3	Disgusting Immortality
3	Night Vision

Taste for Raw Meat

The Wendigo can only digest raw meat. Other type of food do not satisfy the Wendigo. Not eating raw meat for a day count as a day without food and can apply normal penalty.

This power can enter in opposition with some hindrances so it's suggested that the player choose other hindrances to still have a balanced character.



Stain Powers

There is always a price to pay. Using powers stain the character and his surrounding.

A Mastery Level test is required after the use of any non-permanent power. The difficulty is equal to the power level used. A success prevent the stain but a failure raise the stain level by one in a 10 meters radius. Stain lost a level at the end of a scene.

Stain Level 1: The stain is minor and doesn't really have any effect.

Stain level 2: The Glare is attracted to the source of the stain and will crawl to the source if not already present. Some small monsters in the Glare will also be attracted but will generally stay in the Glare. They will arrive at the end of the scene.

Stain level 3: As for level 2 but monsters outside the Glare will approach as well. They will arrive at the end of the scene.

Stain level 4: As for level 3 but monsters in the Glare will be able to come to the surface, traversing the Glare. They will arrive at the end of the scene.

Stain level 5: As for level 4 but at this level, the monsters are bigger or more intelligent.

Wendigo' Breakpoint

Wendigo have tasted the flavor of human meat and the taste has become an obsession. When buying a power of level 3, human flesh must be eaten from time to time to satisfy this disgusting behaviour. How often should be determined by the player or Game Master but this behaviour should be playing a role in the game.

1 Resistance to Cold

The skin of the Wendigo has become ticker and more resistant to cold temperature. Cold temperature does not bother the character but the character can still freeze in extreme cold. The skin is also considered as an Armor with a protection of 1.

Self	Permanent
Low	Yes

1 Voice Mimicry

The throat of the Wendigo has been modified by the passage of human flesh. The Wendigo can mimicry voice but also animal and beasts sounds.

It takes one action to use this power.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Self	1 Round
Medium	Yes

2 Deep Hibernation

The Wendigo can fall into a deep hibernation. In this state, the Wendigo do not require to eat and heal their wound as 1 additional wound per full day. The effects of toxins and poisons will stop during the hibernation but will resume when the Wendigo awake. The process start with the normal wounds. The hibernation can last for months and even years. When the Wendigo wakeup after a long sleep, it must eat and they are very hungry.

Self	Permanent
Low	Yes

2 Relentless Hunter

The Wendigo can follow their prey with ease. After being near a living being or holding an object with the smell of the prey, the Wendigo can track them for the duration of a scene or a day. When the preys move around, they leave a trail of smell that can be tracked by the Wendigo.

It take one action to activate the power or refocus on the smell.	
This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.	
Self	1 Scene or day
Low	Yes

3 Disgusting Immortality

Eating the equivalent of a ration of raw meat remove the "dying" condition and heal the required wounds when the condition was not applied by fire or dismemberment. It start by healing normal wounds and then critical one. The healing is only to remove the "Dying" condition and will not heal further.

It takes one action to eat one ration of raw meat.	
Self	Permanent
Medium	Yes

3 Night Vision

The Wendigo can see in darkness. The power prevent all Disadvantage caused by darkness. When in darkness, the eyes of the Wendigo turn into flaming red eyes.

Self	Permanent
Low	Yes

SPECIALIZATIONS

BELLIGERENT



Specialization

You have to learn to survive by fighting your way through. This mastery is centred on combat and violence. You train hard to be better to defend yourself or attack others. You have learned a fighting technique like boxing, karate, judo or a mix of everything.

The powers of this mastery only works on human-size opponents.

Belligerent

Level	Power
1	Death from Above
1	Grab Weapon
1	No Pain no Gain
2	Charge
2	Desperate Measure
2	Lock and Choke
2	Pin Down
2	Precise Strike
2	Sweep Attack

Belligerent

2	Throw Opponent
2	Will to Survive

1 DEATH FROM ABOVE

This maneuver is executed by dropping on top of an enemy or hitting an enemy on the ground. The wound is applied to a critical location.

This power requires a Quick Action to activate and must be joined to an attack action.

Close | 1 Round

1 GRAB WEAPON

When disarming your opponent you can get the weapon in your hands in the same round. You can instead choose to push the weapon far away from your opponent.

This power requires a Quick Action to activate and must be joined to a Disarm maneuver.

Close | 1 Round

1 NO PAIN NO GAIN

Allows the character to ignore the effect of a wound for the duration of an encounter. When the effect of a wound is ignored during a combat, a new wound will open at the end of the encounter. The character can choose the location of the new wound.

It takes one Quick Action to activate and the effect last for the entire encounter.

Self | 1 Encounter

2 CHARGE

A charge requires a run of at least 3 meters in the direction of the adversary. Then the normal attack add the Shove

and Knockdown effects. It's possible to do it unarmed or with a weapon. Some small or light weapons cannot be used in a charge.

This power requires a Quick Action to activate and must be joined to an attack action.

Close | 1 Round

2 Desperate Measure

This desperate attack allows to do an additional normal wound to a target if the melee attack test is successful. Unfortunately, this attack suffers a Disadvantage and if the test fail, the attacker suffer a wound. This power must be declare before an attack.

This power requires a Quick Action to activate and must be joined to an attack action.

Close | 1 Round

2 Lock and Choke

Lock and Choke is a close combat maneuver that combine a grapple with a choke maneuver in the same round. If the maneuver is successful it will cause asphyxiation and the target will have to check their "Exhausted" box. If the box is already checked, the target is stun instead for the duration of a round. This maneuver can be sustained round after round.

This power requires a Quick Action to activate and must be joined to an attack action.

Close | 1 Round

2 Pin Down

This maneuver allows to knockdown and hold an opponent at the same time. Consider this maneuver as a knockdown and a grapple but only do a single test.

This power requires a Quick Action to activate and must be joined to an attack action.

Close | 1 Round

2 Precise Strike

You can suffer 2 Disadvantages to be able to do a Call Shot to a critical location when unarmed.

This power requires a Quick Action to activate and must be joined to an attack action.

Close | 1 Round

2 Sweep Attack

Welding a two-handed weapon allows to hit two adjacent adversaries. Use the highest Defence value for the attack roll. A success means that both targets have been hit.

This power requires a Quick Action to activate and must be joined to an attack action.

Close | 1 Round

2 Throw Opponent

This maneuver allow to throw the opponent. Consider this maneuver as a Shove and Knockdown actions.

This power requires a Quick Action to activate and must be joined to an attack action.

Close | 1 Round

2 Will to Survive

Allows the character to ignore the effect of a condition for the duration of an encounter. After the encounter, the character will gain the Exhausted condition if they don't already have it on top of all other conditions gained during the encounter.

It takes one Quick Action to activate and the effect last for the entire encounter.

Self | 1 Encounter

Combat Tactician



Specialization

You are an expert in the art of combat. You prefer strategy and disciplined over brute strength. You are a weapons and firearms expert and you even know how to utilize military arms.

Combat Tactician	
Level	Power
1	Flanking
1	Firearm Expert
1	Guns Akimbo
1	Heavy Gunner
1	Projectile Expert
1	Weapon Expert
2	Pack Tactic
2	Precise Hit
2	Precise Shot
2	Quick Reload
2	Two-Weapon Fighter
3	Sniper
3	Weapon Parry

1 Flanking

Allows you to gain a situational advantage to attack an adversary when someone else is also attacking this target in a melee combat. Flanking only works when no other opponent is close to you or your ally.

This power requires a Quick Action to activate and must be joined to an attack action.

Close | 1 Round

1 Firearm Expert

It allows to use firearms in the best ways and prevent the recoil of the weapon. A firearm expert ignore the situational disadvantage of firearms of the lower condition if it's their weapon. The firearm can still break or have malfunctions as normal.

Self | Permanent

1 Guns Akimbo

Guns Akimbo allows to use firearms in both hands. It remove the penalty to use a weapon in the off-hand. It also allows to reload the weapons with a hand that is already holding a firearms.

Self | Permanent

1 Heavy Gunner

This training allows the character to use more complex military equipment like heavy guns, howitzers and mortars. It also allows to use guns and cannons mounted on military vehicles. If using this kind of weapons is used for the story and every characters need to operate one, an advantage should be given to the Heavy Gunner.

Using those weapon generally takes one round to use but reloading is more complex and long. See the weapon description of more information.

Self | Permanent

1 Projectile Expert

Normally, when using projectiles like arrows and bolts, half of it break when used. With this specialization, only one projectile of four breaks after use. Furthermore, you can ignore any negative value when calculating your attack rating of any projectile.

Self	1 Round

1 Weapon Expert

It allows to use weapons in the best ways. This specialization exclude all the firearms. A weapon expert ignore the situational disadvantage of weapons of the lower condition if it's their weapon. The weapons can still break as normal on catastrophic Effect. Furthermore, you can ignore any negative value when calculating attack rating.

Self	Permanent

2 Pack Tactic

This specialization allows to gain a situational advantage when fighting with another fighter with the same specialization. It only works when fighting in close combat; unarmed, with melee weapon or a simple projectile. The two fighters must be near each other and attack the same target.

Close	1 Round

2 Precise Hit

You can suffer 2 Disadvantages to be able to do a Call Shot to a critical location with a weapon other than a firearm.

This power requires a Quick Action to activate and must be joined to an attack action.	
Close	1 Round

2 Precise Shot

You can suffer 2 Disadvantages to be able to do a Call Shot to a critical location with a firearms.

This power requires a Quick Action to activate and must be joined to an attack action.	
Close	1 Round

2 Quick Reload

Allows to reload a weapon using one Quick Action instead of the normal action. It works for all types of ammunitions.

This power is used as a Quick Action.	
Self	1 Round

2 Two-Weapon Fighter

You have mastered the art of fighting with two weapons at the same time. Attacking with the off-hand does not apply a disadvantage. Furthermore, equipping two weapons only use a Quick Action for both if the weapons are easy to get. When attacking, the fighter can choose which weapon they use but cannot attack with both in the same round. When attacking with two melee weapons, an Exceptional Effect trigger an additional wound.

Self	Permanent

3 Sniper

The Aim action provides an additionally exceptional effect on the test to shot the mark.

Self	1 Round

3 Weapon Parry

A melee weapon can be used to deflect incoming melee attacks. The weapon's bonus can be aded to dodge tests against finesse attacks with melee weapons.

 Self  Permanent

Erudite



Specialization

Even with the end of the world as we know it you have learn a lot of advanced knowledge from books and teachers. You are one of the last one that know specialized knowledge.

Erudite	
Level	Power
1	Brewmaster
1	Botanist
1	Demolition Worker
1	Master Electrician
1	Nurse
1	Nuclear Technician
1	Veterinary
2	Chemist
2	Mechanics
2	Pilot
3	Surgeon

1 Brewmaster

You know how to brew alcohol and how to build the equipment to produce it. You need the ingredients but you are able to brew beer or moonshine. One Scrap per bottle is required. The process is long and takes about a month. A successful Knowledge test is required at the end of the process to determine if the alcohol is good. The difficulty is generally 2.

An Exceptional Effect create an exemption beverage but a Catastrophic Effect can intoxicate the tester.

Brewing alcohol takes a long time. It takes a whole chapter or a week.

Self | Permanent

1 Botanist

The botanist is a plants scientific. You are very good to manage a garden. Your garden can resist bad weather more easily. It also requires less water and nutrient.

It takes some time every day to manage a garden. It's about 40 to 70 days from seed to harvest.

Self | Permanent

1 Demolition Worker

You have to learn the basic of demolition. You can use your knowledge skill to disarm bomb. You can also create powerful explosive. You have the general knowledge of where to set bomb to destroy a building.

It takes one action to arms or disarm a bomb with a successful knowledge skill. Creating explosive is about one hour or more.

Self | Permanent

1 Master Electrician

Master electrician can handle more advanced electric system like power central or city equipment. It also allows to craft electronic or electric devices.

Check the crafting section for more information.

Self | Permanent

1 Nuclear Technician

You have knowledge of nuclear science. It's enough to work in a nuclear central or manipulate radioactive stuff. The use of this knowledge is very limited but can be useful in some rare situation.

There is no direct action for this mastery.

Self | Permanent

1 Nurse

A nurse can more easily attend to 2 patients at the same time. It's possible to make two different medicine tests when healing at least 2 patients. The details about attending patients are written in the First Aid and Surgery section in the Rules chapter.

Do two test instead of one if healing at least 2 patients.

Touch | Permanent

1 Veterinary

Veterinary is a specialization for the medicine skill. It uses a use of a standard surgery kit. It reduce the difficulty of healing a critical wound to 1 per wound for animal and beast.

Healing an animal used the same rules as for an human.

Self | 1 Encounter

2 Chemist

This advance chemistry power is a specialization for the knowledge skill. It allows to craft items that required chemistry like battery, medical supply and bullets.

Check the crafting section for more information.

Self | Permanent

2 Doctor of Medicine

A doctor of medicine can heal up to two patients at the same time. It also reduce a healing test by 1.

See the First Aid and Surgery section for more information.

Self | Permanent

2 Mechanic

Mechanics are machines and vehicles specialist. They can repair or craft motor and other complex parts of a vehicle. Anybody can try to repair a vehicle if critical parts are still functioning but the mechanic will be able to repair almost anything.

Check the crafting section for more information.

Self | Permanent

2 Pilot

This mastery power is a specialization for the drive skill. It allows to pilot specialized and uncommon vehicles like planes, helicopter or drones.

3 Surgeon

Surgery is a specialization for the medicine skill. It uses a use of a surgery kit. It reduce the difficulty of healing a critical wound to 1 per wound.

It takes about one hour to do a surgery.

Self | 1 Encounter

Magnate



Specialization

You use your words as a weapon and to get what you need. You are good to influence people in the direction you want.

Magnate	
Level	**Power**
1	Animal Trainer
1	Intimidator
1	Leader
1	Miss Direction
1	Orator
1	Provoker
1	Sex Machine
2	Negotiator

1 Animal Trainer

You have the touch with animals and you know how to train them. You can train an animal to do advanced tricks like acrobatics or to not fear loud noises or fire. You can also calm an aggressive one with an insight test.

It takes an action to order an animal to do a trick or to try to calm an animal with an Insight test.

Self | 1 Round

1 Intimidator

When you intimidate someone, you can do it so well that the person will fear you permanently. People will not necessary run in fear but will not want to be near you if they can avoid it. They will also try to not confront you directly in a fair combat.

This power requires a Quick Action to activate and must be joined to an Intimidate action.

Self | 1 Round

1 Leader

You are good to lead and give great orders to people. You can use an action to use the Help and Assist action by just telling someone what do to. It allows you to be at some distance from the person you want to help.

It takes one action to give a situational advantage to someone that can hear you.

Voice | 1 Round

1 Miss Direction

You are good to start rumors and hide the fact it comes from you. Not that everyone will believe the rumors without a successful deception test but at least you are good to hide that the rumor is coming from you.

A successful persuade test is required to modify the prices.

Voice | 1 Round

1 Orator

You are good in front of many people. You can easily have the attention of everyone around you when you try to speak. When speaking to a crowd or a group of

people, you can convince or deceive pretty much everyone with only one speech and test.

This power requires a Quick Action to activate and must be joined to a Persuade action.	
Voice	1 Round

1

Provoker

You are good with insults. You have the capacity to make people losing their cool rapidly. When people are provoked, they will rush you without thinking about the best strategy to hurt you. You are so good with insult that people will often do stupid things to make you shut up. An intimidate test can be required in some situation.

This power requires a Quick Action to activate and must be joined to an Intimidate action.	
Voice	1 Round

1

Sex Machine

You are very good to do the dirty. Your partner or partners will always have a good time and will want more.

You are good to make it last so it takes generally about a hour or maybe two to three.	
Touch	1 Encounter

2

Negotiator

You are good for negotiating for prices. Instead of the normal 10% discount or extra value that people are able to get, you are able to modify the price by 20%.

This power requires a Quick Action to activate and must be joined to a Persuade action.	
Voice	1 Round



Scoundrel



Specialization

You don't do bad things because you are a bad person. It's simply your way of life but you can still like it. You always try to have the upper hand in any situations. The goal in your life is to win no matter how you do it and what's the cost.

Scoundrel	
Level	**Power**
1	Cheater
1	Damage Weapon
1	Dirty Trick
1	Escape Artist
1	Forger
1	Hacker
1	Master of Disguise
1	Safe Cracker
1	Sucker Punch
1	Vicious Backstab
2	Attack of Opportunity

1 Cheater

You are a cheater when playing card or board games. When prepared, you can have a situational advantage when playing the game and cheating. The prepared components can be cards up the sleeve or loaded dice depending of the games but you can also come unprepared to the game. Only one test is generally required for all the games or rounds. A deception test is required and a failure means that the cheater has been caught.

Cheating is generally many small Quick Actions and a normal action with a deception test.

Close | 1 Encounter

1 Damage Weapon

With a melee weapon, it's possible to strike the weapon of an opponent in a ways that it's possible to break it. Some soft weapons are ineffective for this action. The Game Master should judge if it's possible but note that it's more about the strike location than the hardiness of the weapon. This action is a close combat maneuver that damage the opponent weapon if it succeed. It reduce the quality of the weapon by one (superior > standard > inferior > broken). Exceptional effect can reduce the weapon's quality by two level.

This power requires a Quick Action to activate and must be joined to an attack action.

Close | 1 Round

1 Dirty Trick

Use as a close combat maneuver. It allows to blind an opponent for a round. It can be by trowing sand in the eyes or any other dirty trick to gain an advantage on the opponent. The opponent is blind for one round. This attack does not do any wound to the eyes, just a temporary effect. This trick can only be used one time per opponent.

This power requires a Quick Action to activate and must be joined to an attack action.

Close | 1 Round

Escape Artist

1

You are able to dislocate your wrists in a way that you can get free from handcuffs or ropes. It can also be used to get free of tight spaces.

This power is used as an action.	
Close	1 Round

Forger

1

The forger is able to copy almost anything. They can copy pretty much any object and do an almost perfect replica. It can be use to forge a document, a key or any object of value. For some objects, it requires to have the object to be copied but for some documents, it's possible to create one that look real without seeing an original. The forger know the technique to copy a key with a mold and melted metal. A Sleight of Hands test can be required but the process to copy the object is a lot faster and easier for the forger.

This power is used as an action.	
Close	1 Round

Hacker

1

This mastery power is a specialization for the technicals skill. It allows to hack computers and do cryptography. Electricity and computers are uncommon but this power can still be useful.

It takes at least one action to hack a computer or try to decrypt a password. In some cases, a full scene can be required.	
Close	1 Round

Master of Disguise

1

This power allows to create and wear disguise with ease. It allows to rapidly create a good disguise with a minimum of components. It can be a uniform or something more complex. When wearing it, a deception test can be required to fool people.

It can take about an hour to create the disguise.	
Self	The disguise is permanent.

Safe Cracker

1

The safe cracker can open safe with the sleight of hands skill. Safe have more complicate lock than simple door. To open a safe, the character must use appropriate equipment.

Opening a safe takes at least one hour.	
Touch	1 Encounter

Sucker Punch

1

You are always the one to hit someone first. You gain an advantage to the Initiative test if you are the one starting the fight.

This is not an action but should be associated with a close combat attack.	
Close	1 Round

Vicious Backstab

1

This attack needs to be executed against an opponent unaware of your presence or from its back. Armor can be ignored and the wound will be applied to critical locations.

This power requires a Quick Action to activate and must be joined to an attack action.	
Close	1 Round

Attack of Opportunity

2

When an opponent near you try to flee, you can interrupt the opponent action and attack if you didn't have done your action this round. Your action must be a melee attack. Unfortunately, you cannot use your Quick Action when interrupting another character's round.

The action must be a melee attack.	
Close	1 Round

Survivor



Specialization

You are a survivor. Everything you do is planning your next move to survive. You know all the tricks to live in the wilderness.

Survivor	
Level	Power
1	Pack Rat
1	Camper
1	Rope Tricks
2	Endurance
2	Pyrotechnician
2	Scavenger
2	Scout
2	Trapper
3	Master Tinkerer

1 Pack Rat

You are very good at packing your bag and it allows you to carry more. You can carry 5 more item in your backpack or bag. Add 5 to your carrying capacity. Note that you are not stronger, just more able to carry more items. This bonus only apply to yourself since another person will rapidly unoptimized their equipment.

Self | Permanent

1 Camper

The survivor is use to find safe places to camp. The place will be dry and protected from the wind. They will also avoid place with risk of landslides. The survivor can do all the camping activities faster, taking half of the usual time.

It takes one hour to do a camping activity.

1 Rope Tricks

This power allows you to do complicated rope knots. Don't worry about your knots to loose. It can also be used to solidly attach someone or something. You can also do knots that can detach itself when pulling the other side of the rope. It allows to get back the rope after using it.

An action is required to do or undo a knot.

Touch | 1 Round

2 Endurance

You are less affected by fatigue. Sleeping 4 hours in a day is enough no matter how much effort you do in that day.

Travelling for hours and days is not an issue for you. Double your travel time if you are willing the travel days and nights.

Self | Permanent

2 Pyrotechnician

The pyrotechnican is an expert for creating exploding stuffs. Crafting Nail Bombs, Pipe Bombs, Molotov Cocktail, Smoke Bombs, Dynamite Stick or any weapon with the explosive descriptor cost one less Scraps to make. It always cost at least one Scrap to create something.

Check the section about crafting to get more information.

Self	Permanent

2 Scavenger

The scavenger is used to live outside and survive with what they get. They always get one more Scraps when successfully finding some Scraps.

It takes one action to search for scraps.	
Self	Permanent

2 Scout

You are use to go first to see if there is no enemy nearby. When scouting, you can ignore conditions that can slow you down like natural difficult terrain or bad weather.

When travelling alone or with persons with this power you are always considered hidden. This way of travelling do not slow you down. You still need to succeed at your stealth test if someone is looking for you or if a monster has the ability to smell your scent. You do not gain an advantage to your test but are always considered hidden when traveling outdoor.

Self	Permanent

2 Trapper

The trapping power allows to improvise traps to catch small and large animals or monsters. It includes digging a pit and making it almost invisible or creating complex traps that spring out in the face of the intruder. It's all about making traps using only rudimentary equipment. Those kind of traps are considered as Hunting Traps with a bonus of +5 to the Technicals test. Basic traps immobilize the victim until it use an action but those kind of traps, like hole, can trap the victim for longer.

Check the setting trap section for more information.	
Self	Permanent



3

Master Tinkerer

The tinkerer use less scraps when creating or upgrading most of items. It cost one less Scraps when the number of required Scrap is of 4 or more for a non-chemical or non-biological object. The Tinkerer also gets one more Scraps when dismantling an object of a value of 4 or more. This power does not include explosive.

See the crafting rules for more information.	
Self	Permanent

Traceur



Specialization

A Traceur is a person who takes part in the activity of parkour or free running. It was an important role after the outbreak to move supplies between outposts and shelters. It's now considered an art and a way to survive.

Traceur	
Level	Power
1	Acrobatic Move
1	Arise
1	Catch and Throw
1	Light Step
1	Parkour
1	Tightrope Walking
1	Water Movement
2	Cat Fall
2	Gecko Crawl
2	Wall Running

1 Acrobatic Move

Using a move action allows to move with grace and passthrough one enemy. It's also possible to use one Quick Action for each additional enemy dodged. No roll is required to perform that trick.

One enemy can be avoid for free with any move action. A Quick Action allows to passthrough an additional enemy without the required test.

Self | 1 Round

1 Arise

Allows the traceur to stand up without using a dedicated Quick Action. This action becomes a free action when using a Power or Quick Move during the character's round.

Allow to stand up while using a Power or Quick Move.

Self | 1 Round

1 Catch and Throw

You can catch and throw back a projectile thrown at you. You can use a Sleight of Hands test to catch the projectile instead of dodging it. Then you can throw it back with a Finesse Fighting test at the same moment. Bullets are too fast for you. You must have a least one free hand to catch the projectile.

This action can be done outside of the character's round but forfeit any other action this round.

Projectile Range | 1 Round

1 Light Steps

This power allows avoiding making noise and leaving tracks when walking. It also allows to not trigger some pressure plates. Walking on quicksand is possible but not on water. It also greatly reduce the noise made when walking.

It takes an action to activate the Light Steps.

This power can be maintained an additional round after the activation by concentrating on the power and using a Quick Action.

Self

The power end when the character do not care anymore or do not use a Quick Action.

1 Parkour

Parkour allows to move with grace. Your Acrobatics skill gets a situational advantage when performing acrobatics tricks while running. This bonus can't be applied to dodge a strike against you in a combat but it can be applied to dodge obstacle when fleeing or pursuing someone.

Used with performing acrobatics tricks.

Self

1 Round

1 Tightrope Walking

This power allows walking on a tightrope. The rope needs to be very tight and solid. The character cannot go faster than half their normal speed. A long pole can help but is not required. An Acrobatic test can be required if the weather is bad.

A Quick Action is required every round to keep balance.

Self

1 Round

1 Water Movement

You are at ease in the water. You do not suffer a Disadvantage when doing actions in water. It works when half emerged or fully emerged.

Self

1 Round

2 Cat Fall

You master your landing when jumping or falling. You can use your Acrobatics skill instead of the Muscular skill when resisting a fall.

No action required, use the Acrobatics skill instead of the Muscular skill when resisting a fall.

Self

Permanent

2 Gecko Crawl

Climbing is a way of life for you. Follow the same rules as for climbing but the target number is equal to the number of floors climbed (3 meters) and not only 1 meter. You can also ignore any negative effects of the surface and climb almost anywhere. You can also anchor yourself indefinitely.

Works as climbing.

Self

1 Round

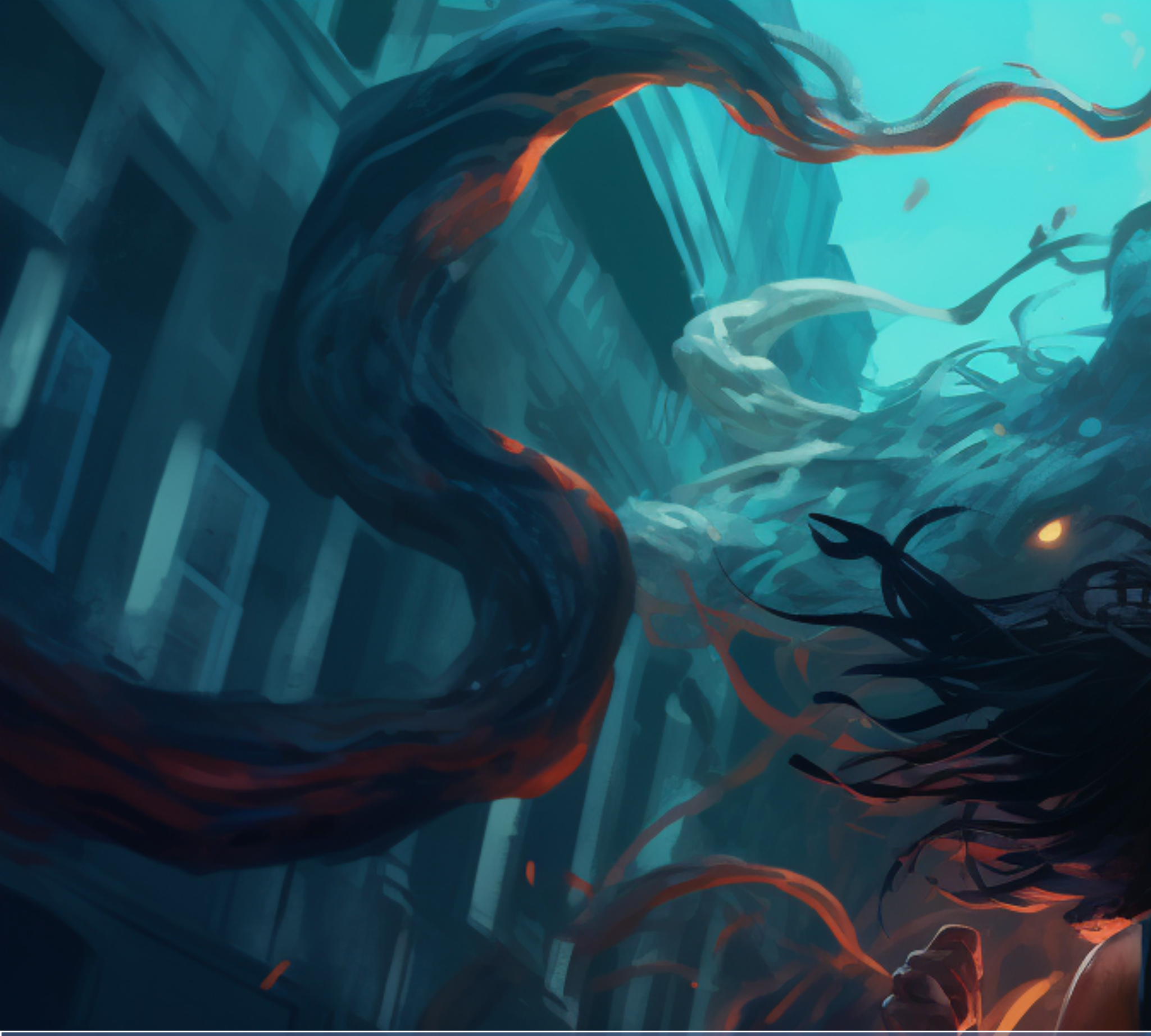
2 Wall Running

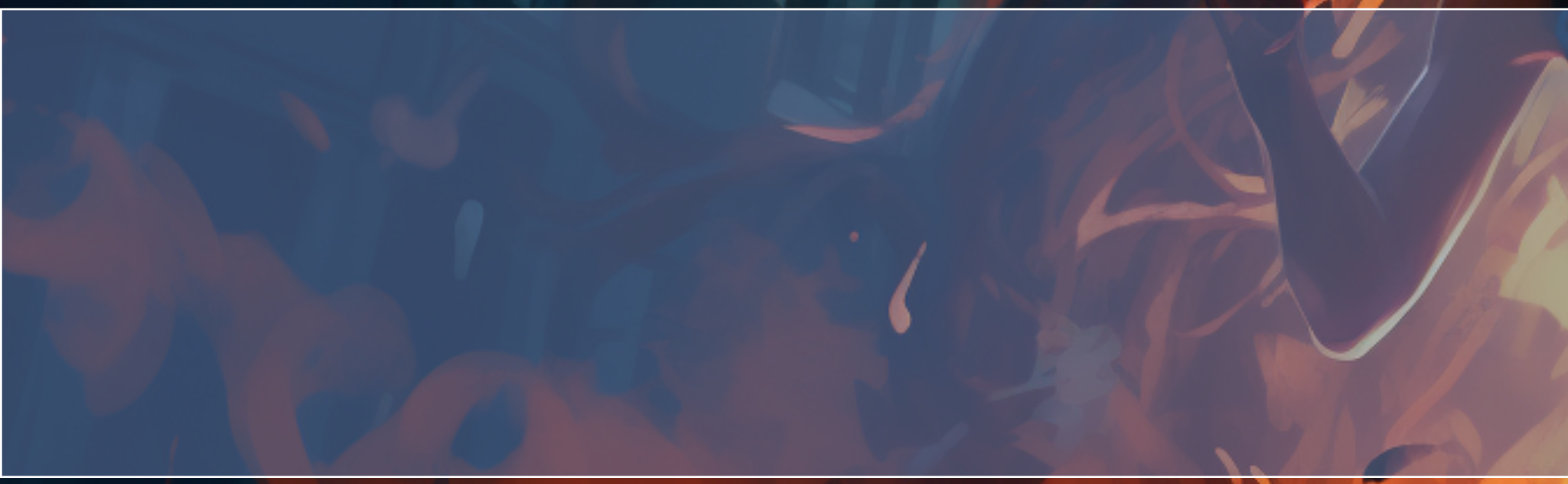
Walls are almost as good as ground for you when you are sprinting. Using this power requires the use of the Power Move action. If you don't stop running you can stay on walls for a full round. At the end of the round you have to put your feet on the ground. This power can be used to avoid obstacle on the ground. After sprinting a few meters you can climb a fence or a floor without any roll. When running, you can reach a maximum height of about 3 meters high.

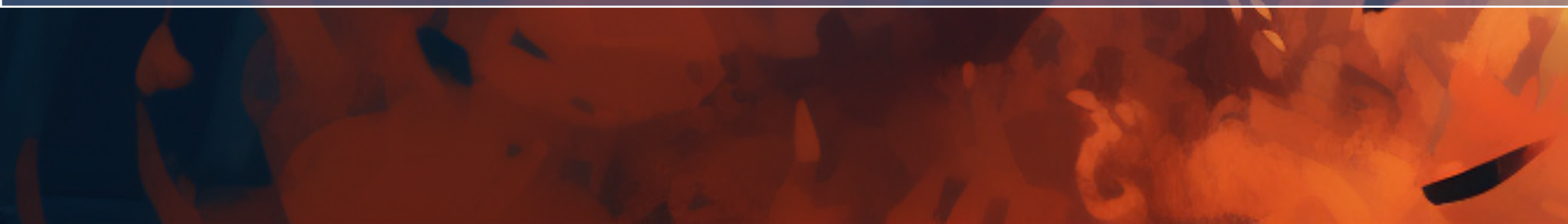
This action is included in the Power Move action.

Self

1 Round







RULES

THE SYSTEM'S RULES

Games need rules and this is the section about everything you need to play the game. It should help to maximize the narration and also the suspense. It's also the rules for rolling dice to know if a character succeed or failed an action.

Remember that rules should be use to serve the narration and the suspense. If it slow down your game, the Game Master should avoid using some rules and create new one on the fly. We tried to have rules for a lot of things but use those as suggestions and not limitation or burden.

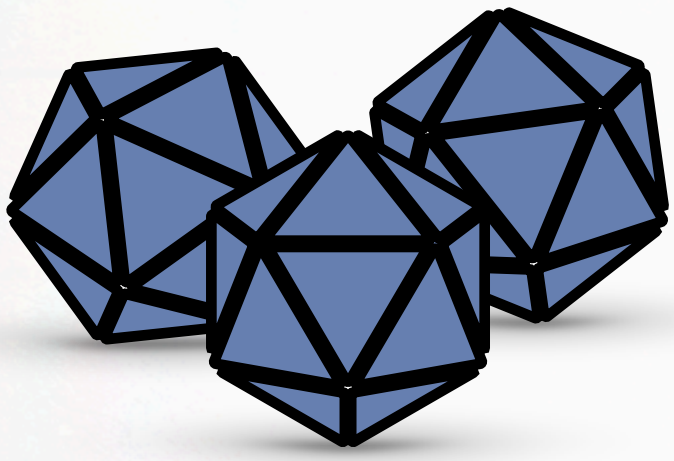
We hope that the rules are intuitive and you will not have to read this section multiple times.

THE BASICS

Rounding

Rounding works as normal. You can check your old math book to learn how to do it. There are also many Website that can help with rounding numbers. For example, 1.5 is rounded to 2 and -1.5 is rounded to -2.

Dice



To play Antagonists you will need 20-sided dice. A roll generally requires 1 to 3 dice so have multiple dice can help fasten the game.

Time

There are 6 units of time to describe game time. All are relative and can vary in length in the story and even more in the real world. We give you an average duration for each just to give you a better understanding of how long each last. Powers and events can have a duration so it should last until the duration is over or if it's not fun anymore.

The time should be ignored when nothing stressful happens. It should only be used when two or more characters try to do something at the same time or if the duration of something is important.

A working watch is not common anymore so characters do not know the exact time and nobody will talk about hours and time in general. People use the sunrise, the sunset and the dawn to give rendezvous and appointments.

Time	Duration
Round	5 seconds
Encounter	1 hour
Scene	1 day
Chapter	1 week
Story	1 month
Downtime	Variable

Round

It's enough time to move and do one action in a combat. The time of the round can vary greatly but it should allow anyone to do something. In a combat, the round of every characters happens almost at the same time with some characters starting to move a few seconds before the others.

Approximate Duration: 5 seconds

Encounter

An encounter can start when the characters enter a room, start searching for something, interact with non-player characters or start a combat. This encounter will end when the characters are ready to leave the room or simply because there is nothing more to do with the non-player characters. When the encounter is a combat, there is some time at the end when the character can bandage their wounds. The length of an encounter can be about a few minutes to approximately an hour. It end when another encounter start.

When time is not really important, the encounter approximately end after hour.

Approximate Duration: 1 hour

Scene

A scene is generally within a big location or can be an event. It can start when the character arrive to a location or if something big happens. The scene can be divided in many encounters that can be used when

the characters are exploring each relevant rooms in the house. The scene will end when the characters leave this house or when the event end.

For simplicity, a candle or a battery last for an entire scene. It allows to not count the number of hours that have pass since a flashlight or a candle was lit.

When time is not really important, the scene end after approximately one day.

Duration in game: 1 day

Chapter

A chapter is multiple scenes. For example, a chapter can holds a scene in a house with many encounters, then a pursuit scene with many encounters that are mostly combats and then the big showdown scene in the characters' shelter when one of the non-player characters betray the players. If a power or an event last for a chapter, it will last for all the scenes in that chapter no matter how many scene the Game Master squeeze in the chapter.

The duration of a chapter is mostly used for lodging and the lease of a mercenary. It will help to avoid counting every day to know the price of redundant stuffs.

When time is not really important, the chapter end after approximately one week.

Approximate Duration: 1 week

Story

A story is multiple chapters. It as a beginning, rising actions and then a showdown. Generally, it's the duration of the whole story of the Game Master. If the players are playing a long campaign, the campaign can be divided in many stories. If a power or an effect have the duration of a story, it will last for all the story no matter how many chapters the story have.

When time is not really important, the story end after approximately one month.

Approximate Duration: 1 month

Downtime

The downtime is the boring time between chapters or stories. Sometime the stories can go one after the other with no time between each other. Sometime, the protagonists have some time to relax. The duration is variable at the Game Master discretion. It can be a few days, weeks, months or even years. It's generally a moment when the protagonists can rest and do whatever they want. The Game Master must determine how many downtime actions a character will be able to do during the downtime. It's generally 1 action per week with a minimum of one action. Remember that a downtime is not free and the character will have to find a way to eat and have a shelter. Here are some suggestions multiple actions a character can do. Don't limit yourself to this list, a character can do whatever he wants.

- **Self Subsisting:** The character use their time to get their food and water for subsisting. It can be by working for some Slugs or gathering food in the wilderness. This reduce the cost of living during the full duration of the downtime.

- **Gambling or Crime:** This activity can allow to gain or lose Slugs. Gambling is generally governed by the Insight skill and the difficulty will vary depending of the bets. A success test mean that the protagonists as gain Slugs but a failure mean that the protagonists as lost their bet. Crime can require a Sleight of Hands or Stealth check if it's robbery or thievery. Assassination requires a combat skill test. If the scene is more complex, it can become an adventure by itself. Failing criminal activities generally mean that the protagonists have been caught.

- **Quality Time with Contacts:** The character use their time to have quality time with one or many contacts that are available. It can boost the relationship and the loyalty of the contact. Some Slugs can be involve to improve the gain. The Game Master should note the possible improvement.

- **Resting and Healing:** The character rest and avoid doing extensive work. They can also visit a doctor in medicine. This rest generally fully heals the character.

- **Raising Moral:** The character relax and have a good time. Some Slugs can be required for this activity. The Game Master can give a positive temporary descriptor to the protagonists.

- **Buying Rare Stuff and Crafting:** Buying rare stuff and crafting can be done during downtime. It allows to find rare objects or equipment that are generally not available in normal store. Crafting is generally done with an Advantage since the character has more time to do it. Check the rules for crafting for more information.

- **Building a Shelter:** The character can build a shelter or improve the one they already have.

- **Learning Rumors:** The character can try to find information about almost anytime when talking to non player characters.

- **Training an Animal:** The character can domesticate or train an animal they own during the downtime. The first session is use to domesticate the animal and becoming their owner. Further sessions allow to improve the bound between the trainer and the animal. For wild animal or beast, a successful insight test can be required.

- **Any other Action:** The character can do whatever they want during the downtime. The Game Master should decide the outcome of the action.

Approximate Duration: variable (~1 action per week)

Alex, Frank and Phil are back from an expedition. They are in a small settlement. Nothing important or dangerous will happen during the next few weeks so the Game Master will allow the protagonists to relax and rest. Since it will be a few weeks, the Game Master allow the players to do 3 downtime actions.

Alex is wounded so he will use one his action to heal. He's low on Slugs so he will help repairing the roof of one of the building in exchange for a roof and food. Lastly, he will read some books and improve a few skills.

Franck will use part of his time with his friends and to have fun. The relationship with his contacts will raise and also his moral. The Game Master will take a note about it. It's expensive but Franck has enough Slugs for a little luxury. During the day, Franck train to become a better shooter with his riffle.

Phil is also wounded and takes it cool for the first week to heal. He have a few scraps so he go to the Scavenger Guild for cheap lodging. No need to work or gather food. The group needs information for the next adventure so Phil use his free time to meet people and talk to the barmen at the tavern. Phil use his last downtime action to sneak out of the settlement by night to try find some scraps.

Distances

Antagonists try to not use absolute values for distances to make it easier to manage during the game. There are 3 options for distances and the distance in meters are approximative.

	Close	Short	Long
You	0m to 3m	4m to 10m	11m to 100m

Close Range

When in close range you are within 3 meters of a target. You can fight unarmed or with a melee weapon.

At this range, you can do the following:

- Touch or hit someone.
- Whisper to someone.

To make things simple, a building's story is also 3 meters heigh so a 5-stories building is about 15 meters high.

Short Range (Near)

When in Short Range, you are too far for melee combat but close enough for ranged combat with an handguns and to throw a dagger. You can speak to someone at this distance without yelling. It's generally between 3 to 10 meters but don't bother calculating for the exact distance. When using zones to determine ranges in a combat, Short Range is the distance between two zones.

Powers and weapons generally work at short range and generally require to see the target. Theoretically, a pistol can fire farther than short range but since it loss a lot of precision, it's easier to avoid to use the weapon at longer distance.

At this range, you can do the following:

- Throw something at someone.
- Fire at someone with a firearm.
- Talk to someone.

Long Range (Far)

Long range is over short range and can go as far as you can see. It's about 10 meters to 100 meters in a city but can go far beyond in the countryside. Most riffles can fire at long range.

Executing an action on something at long range is generally done with a situational disadvantage.

At this range, you can do the following:

- Fire at someone but with a long-range firearm like a riffle.
- Yell at someone.

Longer ranges can be used but since it's not used often we didn't add a fourth range to keep things simple.

Grid

When using a grid, every spaces equal 1 meter or about 3 feet. Use two times the Athletic Rating in meters for the Power Move and the Acrobatics Rating in meters for the Quick Move.

Test Chart

Compare your Rating with the Difficulty

Some possible Disadvantages

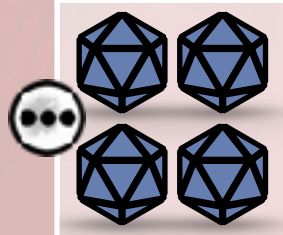
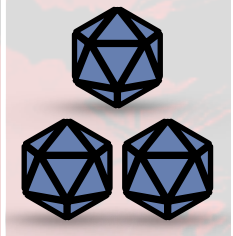
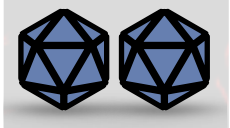
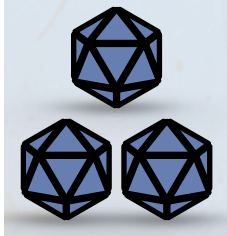
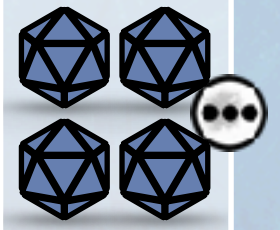
- Rating is Worst than Difficulty
- Rating is Worst than Difficulty by 5+, 10+, 15+, 20+…
- Using Inappropriate Tool, Inferior Quality Tool
- Bad Weather
- Blindness, Darkness, Fog, Smoke
- Using Off-Hand
- In Water, Encumbered, Restrained
- Distracted
- Doubtful Story on Social Encounter
- Combat Disadvantage
  - Caused by any of the following; Disadvantageous Position, Attacked 3 vs 1, Blind Firing, Call Shot, Fast-Moving Target, Fast-Moving Attacker, Opponent Behind Cover, Firing into Melee, Firing Outside Weapon Range, Opponent Prone at Distance, Small Target or Target at Long Range. Only one Combat DisAdvantage can apply.

An Advantage and a Disadvantage negate each other.

Calculate what's remaining.

Some possible Advantages

- Rating is Better than Difficulty
- Rating is Better than Difficulty by 5+, 10+, 15+, 20+…
- Using Superior Quality Tool
- Assisted
- Player Have Good Arguments on Social Encounter
- Combat Advantage
  - Provided by any of the following; Advantageous Position, Attacking an Unaware Opponent, Attacking From Behind, Attacking 3 vs 1, Opponent Prone at Close Range, Restrained or Immobile Target, Aiming During Previous Round, Large Target or Point Blank. Only one Combat Advantage can apply.

3 Disadvantages	2 Disadvantages	1 Disadvantage		1 Advantage	2 Advantages	3 Advantages
						
Keep the Lowest Result				Keep the Highest Result		

1 to 10

Failure

Roll the number of dice depending of the Advantages and Disadvantages. Check the result on the die kept

11 to 20

Success

On a Failure, any 1 rolled cause a

Catastrophic Effect

+1 Catastrophic Effect for every difference of 10 between the Ratings.

On a Success, any 20 rolled cause an

Exceptional Effect

+1 Exceptional Effect for every difference of 10 between the Ratings.

TESTS

When Doing a Test

Doing tests are an important and fun part of a roleplaying game. It can be very stressful and the result can greatly influence the story for the better or the worst. As nice as it can be, tests should be done moderately. Too few tests can railroad the story but too many tests slowdown the pace. It's important to get a nice balance to keep things fun.

Fortunately, descriptors can be use to skip some tests. Someone with a pertinent descriptor can skip a test if the situation is not stressful or critical.

Roll dice if at least one of the following conditions are true. If none are true, do not roll any die and presume that the character can do it if it makes sense.

- The situation is stressful and time is limited.
- The result, success or failure, is important for the story.
- The character does not have a descriptor that fit the situation.

Only one person should do a test for an action even if the test is against two player's characters. One character will roll and the other will define the difficulty. The test can be done by a player or the Game Maser depending of what is better suited for the story and the narrative. If the Game Master wants to keep the difficulty secretive, they can do the roll as a Reversed Test. More information about that further.

Basic Concepts

- Even when two characters are involved in a test, only one player or the Game Master will do the test.

- A test can always be reversed. A test against a difficulty rating can be inverted by have the Skill rating becoming the difficulty and the difficulty rating become the rating used for the test. As an example, it's possible to make an attack test against the resistance rating of an opponent or make a resistance test against the attack rating of the opponent.

- The Game Master can do the tests to keep the Difficulty Rating a secret.

- Tests should be done the moment it became useful. As an example, a Stealth test should be done when another character can see it and not when the hidden character enter an area. Same thing when detecting traps, the Investigate test should only be done when a trap is about to trigger and not when the character enter a room.

Skill or Power Test



Choose a Skill or Power

First of all, you will have to choose which skill or power you want to use to respond to the situation. The Game Master can ask you to use a precise skill or you can make a suggestion. Simply use the more logic skill or power for the situation.

When you know which skill or power you want to use, you should check on your character sheet to know what is the rating associated to the skill or power. Be sure to find the rating and not the level. The rating for a skill is equal to the sum of two attributes and the skill level.

Alex, Frank and Phil are in front of a door guarded by two tall and menacing men. They should not be there but they want to enter. They are pretty sure that intimidating (intimidate skill) the doormen will be useless since the guards are very intimating themself. They can try to befriend (charm skill) the guards but since they don't know them at all, it can be hard. They can try to persuade (persuade skill) them to let the group enter and maybe add some valuable objects (also called bribe) to the deal. But Phil has a better idea, he will try to lie (deception skill). His plan is to create a story involving the boss of the doormen. This will be a deception roll. Phil has a rating of 3 in Deception.



Get the Difficulty

The Game Master should now describes the difficulty of the action or the task. They should use words and not numbers at first. It will allow the player to have an idea of the difficulty and decide if the character should try to do the action. At this point, the protagonist can still decide to not do the action because it's too hard. If the player is confident and still wants to do the action, the Game Master can tell them the difficulty rating. The Game Master can consult the following chart to have an idea of what are the ranges of difficulty ratings.

Difficulty	Difficulty Rating
Very Easy	-2
Routine	-1
Straightforward	0
Moderate	1
Average	2
Demanding	3
Challenging	5
Difficult	8
Hard	12
Very Hard	16

If the test is against another character, the difficulty rating is equal to the rating in the relevant skill of the other character. Those kind of test are need Opposed Tests.

Since our group have decide to deceive the doormen, the Game Master has decided to use the doormen deception rating as the difficulty. One of the doormen is younger and new to the job so the Game Master decide to give him 0 as his deception rating. The other one worked as a doorman for shady businesses for a few years so the Game Master decide to give him a 2 as his deception rating. Those rating will be used has the difficulty rating for this kind of test against them. Since there are multiple opponents, read further.

Multiple Opponents

When doing a test against multiple opponents the difficulty is generally equal to the average of the ratings of the opponents.

At the Game Master discretion, the value can also be the highest rating or the lowest one.

For example, if the characters try to sneak pass some guards the Game Master can choose to use the highest rating of the investigate skill of the guards since the challenge is to avoid being seen or heard by any of the guards and the one with the highest rating will sound the alarm even if the one with the lowest rating don't see the protagonists.

If the situation is inverted and some thieves try to sneak pass a protagonist, the Game Master can choose to use the worst rating of the thieves' stealth skill since if one thief fail, all the thieves will be found.

The players can decide how the protagonists approach the situation. They can try to speak to only one doorman at a time so the rating of the test will be the rating of the implied doorman. They don't have the time for that so both doormen are present. It will be easier to deceive the younger doorman but since both are in front of the door the Game Master decide to use the highest rating since the senior doorman will be the one taking the final decision. The difficulty will be 2.



Situational Conditions

Now check the situational conditions that can be advantageous or disadvantageous for the test. When it's advantageous for the one doing the action, it's an advantage but if it's disadvantageous, it's a disadvantage.

It's the time for the Game Master to find disadvantages to apply to the situation and to the players to find ways to negate those or gain advantages.

There are two basic advantages or disadvantages that can apply to a test. The first one is if the rating of the character doing the action is better or worst than the difficulty. If one of the two cases is true, add one Advantage or Disadvantage. The other basic situation happen if the rating is a lot better or worst than the difficulty. For every difference of 5, add one Advantage or Disadvantage.

The Game Master can decide other advantages or disadvantages on the fly depending of the situation but the players can give suggestions. There is a list to help you find ideas of situation conditions that can influence a test but don't limit yourself to this list.

Note that on opposed tests, situational conditions that apply to both side should not be applied. As an example, a characters attacking another one in the dark should not suffer a disadvantage since the opponent is also in the dark and suffer from the same disadvantage. It's another story if one of the two can see in the darkness.

	Advantage (+1)
Action	Rating is Better than Difficulty*
	Rating is Better than Difficulty by 5+, 10+, 15+, 20+...*
	Superior Quality Tool*
	Assisted
Social	Player Have Good Arguments*
Combat	Combat Advantage*

Combat Advantage: Provided by any of the following; Advantageous Position, Attacking an Unaware Opponent, Attacking From Behind, Attacking 3 vs 1, Opponent Prone at Close Range, Restrained or Immobile Target, Aiming During Previous Round, Large Target or Point Blank. Only one Combat Advantage can apply.

Player Have Good Arguments: In social encounter, the player must explain how their character interact with the non-player character. The Game Master must evaluation if the player's approach to the situation is the right one. If it's the case, the Game Master can allow an advantage.

Rating is Better than Difficulty: The skill or power used by the character is better than the rating of the difficulty.

Rating is Better than Difficulty by 5+, 10+, 15+, 20+...: The skill or power used by the character is better than the rating of the difficulty by 5+, 10+, 15+, 20+ and so on. It's an additional advantage to having a better rating. It can also be calculated multiple times for every difference of 5.

Superior Quality Tool: Using superior tool can procure a situational advantage for the action. This only apply if the tool is the right one for the type of action and is of the superior quality.

Disadvantage (-1)	
	Rating is Worst than Difficulty*

	Disadvantage (-1)
Action	Rating is Worst than Difficulty by 5+, 10+, 15+, 20+...*
	Inappropriate Tool, Inferior Quality Tool*
	Bad Weather
	Blindness, Darkness, Fog, Smoke
	Using Off-Hand*
	In Water, Encumbered, Restrained
	Distracted
Social	Doubtful Story on a Social Encounter
Combat	Combat Disadvantage*

Combat Disadvantage: Caused by any of the following; Disadvantageous Position, Attacked 3 vs 1, Blind Firing, Call Shot, Fast-Moving Target, Fast-Moving Attacker, Opponent Behind Cover, Firing into Melee, Firing Outside Weapon Range, Opponent Prone at Distance, Small Target or Target at Long Range. Only one Combat DisAdvantage can apply.

Inappropriate Tool, Inferior Quality Tool: Some action requires a tool to be perform. As an example, lock picking a lock cannot be done without a proper tool. Using an inferior tool is not ideal but it can be the only way to perform some action.

Opponent Prone: An opponent prone is generally easier to hit at close range but someone prone at some distance is harder to hit.

Rating is Worst than Difficulty: The skill or power used by the character is worst than the rating of the difficulty.

Rating is Worst than Difficulty by 5+, 10+, 15+, 20+...: The skill or power used by the character is worst than the rating of the difficulty by 5+, 10+, 15+, 20+ and so on. It's an additional disadvantage to having a worst rating. It can also be calculated multiple times for every difference of 5.

Using Off-Hand: Using the off-hand cause a disadvantage for character who don't have the ambidextrous edge.

Using inferior tool: Using inferior tool can allow doing an action that is impossible without it. Unfortunately doing an action with the wrong tool or an inferior one penalize the test.

Phil has a deception rating of 3 and the doorman has a deception rating of 2. Since Phil has a better rating he gain an Advantage (1). He use no tool and weather don't apply to the situation so no modification for that.

Phil start telling a great story about his protagonist's uncle who is also the boss of the two doormen. He's also saying that it's very important that he can enter with his two friends. Frank push the story farther by adding more lies on top.

It was a great roleplaying moment so the Game Master decide to give Phil a situational Advantage (2) to his test. Since Frank helped with some arguments, Phil gain another Advantage (3). Unfortunately, Phil was very stressed since the guards can hurt him very badly if they don't believe the story. Phil gets a Disadvantage (1) for that. After a fast count of all the Advantages and the Disadvantages, Phil have 2 Advantages over is Disadvantage.

Let have fun and let Alex do the test instead. Alex has a low rating for deception. The doorman still has a rating of 2. So, Alex has a lesser rating and gets a Disadvantage, he is stressed so he gets another Disadvantage (2), he didn't have very good argument but Frank is still helping so he gets an Advantage (1). At the end, with the Advantage negating the Disadvantages, Alex has 1 Disadvantage.



Roll

To calculate the number of dice to roll, know that an Advantage and a Disadvantage negate each other. Calculate the number of advantages or disadvantages that is remaining after negating one advantage for any one disadvantage.

A test always requires at least one die to be rolled. If no Advantage or Disadvantage applied to the test, or if the number was the same, only one die will be rolled.

If the numbers were different, add one die for every advantage remaining and the highest result on the dice will be kept. At the contrary, add a die for every disadvantage remaining but the lowest result will be kept.

Dice Rolled	
3 Disadvantages	Roll 4 dice and keep the lowest result.
2 Disadvantages	Roll 3 dice and keep the lowest result.
1 Disadvantage	Roll 2 dice and keep the lowest die.
All negated or non applied	Roll a die and keep the result.
1 Advantage	Roll 2 dice and keep the highest die.
2 Advantages	Roll 3 dice and keep the hight die.
3 Advantages	Roll 4 dice and keep the hight die.

Roll the dice.

Phil has ending the calculations of all Advantages and Disadvantages with 2 Advantages over the number of Disadvantages. He roll his 3 dice and get a 1, a 8 and a 16. Since he had more Advantages than Disadvantages, he put his highest die result on the side.

Alex finished his calculations with 1 Disadvantages over his Advantages. He needs to roll 2 dice. He roll a 1 and a 13. Since he has more Disadvantages than Advantages, he must put the lowest result on the side. He will use the die with the 1.



Resolve

If the die you kept on the side has a result of 11 to 20, the test and the action are a success. If the result is from 1 to 10, the test and the action are a failure.

A test also grant an Exceptional Effect if the test is a success and any die have a result of 20. It's possible to have multiple Exceptional Effects with multiple result of 20 on the dice.

In the same way, a failed test cause a Catastrophic Effect if any die as a result of 1. Multiple dice with a result of 1 cause multiple Catastrophic Effects.

Exceptional and Catastrophic Effects can be use to give more weight to the test and the action for the better or worst. Those don't change the result of the action but can improve or worsen them.

For every difference of 10 between the Rating of the skill used and the difficulty, the test get an automatic Exceptional or Catastrophic Effect.

An Exceptional Effect automatically activate all the weapon's descriptors with a feature.

Here are some other possible use of Exceptional Effects that the Game Master can choose from. As always, the player can make some suggestions to the Game Master. Choose the one that fit the most or create one on the fly. Try to not check this table too often, be creative.

Exceptional Effects
Action is done faster*
Action is done silently
Action is very subtile and almost no one notice it.
Catastrophic effect to the opponent
Create an opportunity for an ally
Impress everyone that was looking at you or taunt someone who will concentrate is attention at you
Item's value raise or decrease by 10% during a negotiation
Result is better than normal
Same action will be easier the next time
Situational Advantage to an ally doing the same action

Action is done faster: You can use this effect as a narrative element or if this action is done in a combat round, it was so fast that the character can do an additional Quick Action in their round.

Here are some possible use of Catastrophic Effects that the Game Master or the player can choose from. As always, the player can make some suggestion to the Game Master. Do not limit yourself to the following table. Create one that fit the scene the most.

Catastrophic Effects
Action takes a lot more time than expected
Action was very noisy
Backpack's straps break
Create an opportunity for an opponent
Exceptional effect to the opponent
Exhaust yourself
Fall out of balance on the ground
Hurt an ally
Hurt yourself
Make a fool of yourself
Relation with a non-player character decrease
Tool or item will break at the end of the encounter or scene
Weapon jam
You drop an item you are holding in your other hand like a flashlight.
You drop your tool or one item degrade by 1 condition

Now, resolve the action depending of the result and special effects. Be sure to describe the action with details and in a fun way.

Add the special effects in the narration and the description of the action. The description of the action can be described by the player doing the action or the Game Master depending of what fit the narrative better.

Time to Shine

You have rolled and you know the result of the test! Don't simply say the result, describe it! You are the actor, you are the protagonist!

Reverse Effects: When a roll oppose two characters the exceptional or catastrophic effects can be reversed to affect the opponent. The Game Master can decide that exceptional effects are not suitable for the situation so the opponent of the roll will suffer as

many catastrophic effects instead. The reverse can also be true with catastrophic effects.

Phil rolled a 1, a 8 and a 16 at the previous step. Since Phil kept the highest die, he kept the 16. A 16 means that the test and the action are a success. Phil got a 1 but since he has succeed his test, he can ignore it. The doormen believe his lies and let the group enter.

It's another story if we use the test from Alex. He rolled two dice and got a 1 and a 13. Unfortunately for him, the die kept was the lowest one, the 1. His test and action are a failure. Since he got a 1 on his die and the test is a failure, his action is getting a Catastrophic Effect. The Game Master decide that the doorman is very angry after Alex's poor attempt and he didn't saw the doorman's fist coming to his face.

Reversed Tests

Tests between two characters should be rolled by the player or the Game Master. The person doing the action is generally the one rolling the dice but the Game Master can call it otherwise.

For example, a character trying to pass through a corridor blocked by another character generally requires an acrobatics test against the opponent's acrobatics roll. The player doing the action can roll the test or the player blocking the passage can do the test with the inverted values. The test can be done in one way or the other, it makes no difference to the mechanics and the mathematics. The Game Master should decide which roll they prefer to optimize the drama in the scene. One advantage of having the Game Master rolls the test is that they don't have to tell the player the rating used so it can add more secrecy to the event.

For combat, the Game Master can let the players roll the attack tests against the Acrobatics or Muscular rating of the opponent. He can also ask the players to do the resistance tests when attacked. Those tests are used instead of the Game Master doing the attack test against the player's characters. This way, the Game Master never roll a test during the combat and can concentrate on the action.

In our short story about the group trying to go through a door guarded by two doormen, the Game Master had decide to let Phil roll. To fasten the story and the narrative, the Game Master may decide to reverse the test. Instead of letting Phil try to deceive the doormen the Game Master can roll for the doormen trying to resist the deception. As for the previous test, we will use the deception rating of the two groups. This time it will be the deception rating of the doorman (2) with a difficulty equal to the deception's rating of Phil (3). The situation go exactly as the other scenario and the players can try to gain advantages for the test. The Game Master roll 3 dice but will keep the lowest result. The results are 3, 13 and 18. Since we keep the lower result, the test fail so the doorman failed to see through the lies and let the protagonists through.

The probabilities were the same. Only the person rolling the dice changes. Since the Game Master has rolled the dice, it should have been faster and maybe more integrated in the narrative. It had also allow the Game Master to keep the doorman's deception rating secret. Unfortunately, it can remove some suspense for the players. It's up to the Game Master to decide what they prefer for every tests.

Group Test

In some cases a Group Roll may be required. The Game Master will ask all the payers to make a certain roll.

One of the two requirements can be asked:

All the players need to succeed

Sometime, if one character fail a test, all the characters will fail. For example, the group of characters try to hide from a guard. All the players need to succeed or the guard will hear the failing character. All the players should roll a stealth test against the investigation rating of the guard.

Only one player need to succeed

It's also possible that only one character needs to succeed. For example, the group try to spot a clue in a room. Everyone can roll but the clue will be found if one character succeed. All the character can roll an investigate test against a difficulty decided by the Game Master. The difficulty will vary depending on how hard to find the clue is.

Extended Test

Some tests can take longer than just an action to finish. Repairing a machine is a good example since it can take days, weeks or even months. The Game Master can choose a number of combine success a character or multiple characters must obtain to successfully finish an extended test. Note that different skills can be used and can change during the extend tests. Multiple characters can use different skills to help reach the common goal. Generally, tests can be rolled one time by every characters involved on every determined interval. When the number of

required success is reached, the extended test is a success.

Difficulty: The Game Master chose a difficulty as for any action. The difficulty can be fix for all the tests or can vary depending of the skill used or situation.

Intervals: The time between every roll. The character can only roll one time per intervals. The interval can be a round, an encounter, a scene, a chapter, a story or what ever the Game Master chose.

Number of success: The number of combine success required to finish the action. Exceptional effects can boost the progression and catastrophic effect can slow it down or force the characters to restart from the beginning or broke the tools.

Number of fails: The number of combine failed test that can render the action impossible. This value is optional since sometime, trying to succeed is always possible but takes longer.

Alex, Frank and Phil are driving a car in the middle of nowhere. Suddenly, a tire explode. Monsters are not far so the group have to repair it fast. There is a spare tire in the trunk so Alex gets out of the car quickly. Franck is not sure on what to do but he gets the tire iron. Phil climb on the top of the car and scan the night with his rifle. The Game Master decide that to change the tire, the group need 5 success on technicals tests. He keeps the number of success required a secret to add more tension to the scene. They can roll tests every rounds and the difficulty is 2. Monsters attracted by the tire explosion are coming. Phil start shooting at the monsters. In the same turn, Alex and Franck are doing technicals tests. After two turns, 3 successes have been achieved by Alex and Franck. Monsters are converging toward the group so Franck put out his pistol and use his next round to shoot at the monsters. Alex is the only one doing the technicals tests but he only needs 2 more successes. We don't want to spoil how it end so we will stop here.

Repeating Test

Some actions can be repeated until a success happens. The drawback for every attempts is the passing time and/or the use of an item. The Game Master can decide that only one test can be done for a define interval of time so failing the test will take more time.

In some situations, the Game Master can apply an Advantage to the tests to show that the character becomes better at every try. In the contrary, the Game Master can apply a Disadvantage to show that the character become bored or maybe something become worn out and harder to manipulate. A catastrophic effect can void any future attempt by breaking a tool or a device. Anyhow, if those tests become boring, they should be avoided.

Combat Chart

Initiative Test

Sleight of Hands test against the average Sleight of Hands Rating of the opponent group. If the protagonists group get more success than failure, they go first. Else, the opponent go first. The group who initiate the combat breaks the tie.

- A protagonist with a successful initiative test gain a Quick Action.
- Exceptional Effect add a Quick Action for the combat. Catastrophic Effect remove one.

Action (1)

- Aim
- Attack
- Close Combat Maneuver
- Reload Weapon
- Help and assist
- Full defence
- Use a skill
- Power Move (2 zones)
- Access item
- Extinguish Fire
- Quick Action

Quick Actions (1+ Initiative Bonus)

- Concentrate
- Draw item or ready weapon (Reload weapon step 2)
- Drop Prone or Get Cover
- Getting Ready
- Quick Move (1 zone)
- Open a door or push a button
- Pickup or drop an object (Reload weapon step 1)
- Speak
- Stand Up

Attacks

- Brutal Fighting opposed by Muscular plus Armor
- Long Arms opposed by Muscular plus Armor
- Finesse Fighting opposed by the Acrobatics Skill
- Small Arms opposed by the Acrobatics Skill
- Explosive is opposed by Muscular plus Armor (no matter the skill used)

Successful test cause 1 wound chosen by the defender. The Unconscious and Dying conditions happen when the number of wounds equal the Health Value.

Close Combat Maneuvers

- Choke
- Disarm
- Grapple
- Knockdown
- Shove

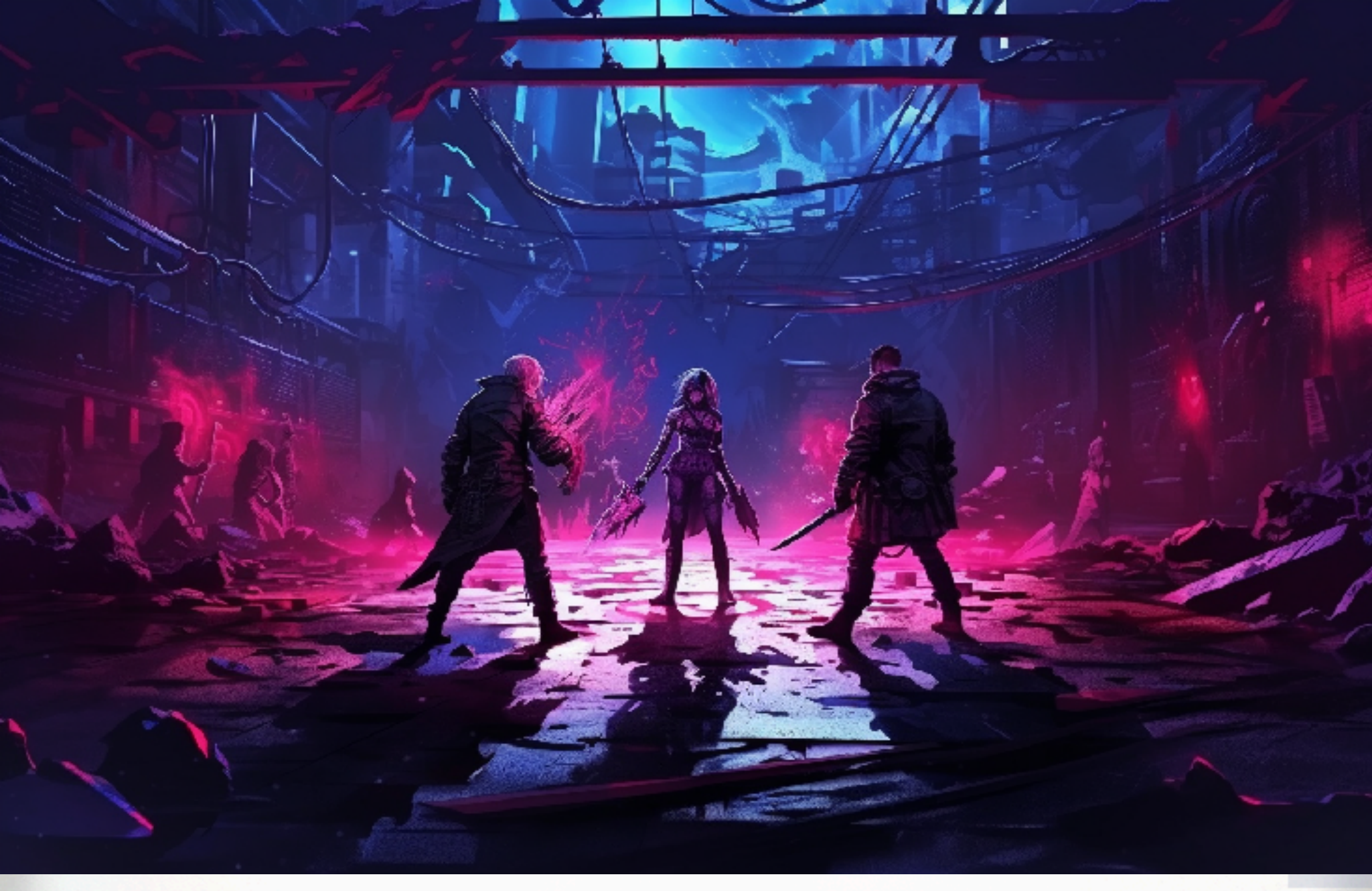
An Exceptional Effect activate all the weapon's descriptors with a feature.

Some Possible Attack Exceptional Effects

- The attack cause a critical wound. The defender chose the location among those not already wounded.
- The attacker can choose the location of a non-critical wound. The attacker can ask for the list of locations not already wounded.
- Two Exceptional Effects can be used to choose a critical wound location.

Some Possible Attack Catastrophic Effects

- Backpack's straps break.
- Character loses a Quick Action.
- Give an exceptional effect to the opponent.
- The action was very noisy.
- Tool or item will break at the end of the encounter or scene.
- Weapon Jam.
- You create an opportunity for an opponent.
- You drop an item you are holding in your other hand like a flashlight.
- You drop your weapon or it degrade by 1 condition or break.
- You exhaust yourself.
- You fall out of balance on the ground.
- You hurt an ally.
- You hurt yourself.



BASIC COMBAT

Combat is divided into rounds. On each combat round, all protagonists and opponents involved can do an Action and a variable number of Quick Actions. Follow the followings steps for every combat rounds.

Initiative and Turn Order

Initiative Test

At the beginning of a conflict, every players involved must roll the Sleight of Hands skill. The difficulty rating is equal to the enemies' average Initiative values or at the Game Master's discretion. A success grant an additional Quick Action to the protagonist.

If the group of protagonists have more success than failures, a protagonist will act first. If they have more failures, an antagonist will go first. If the number of success and failure are equal, the group provoking the conflict will go first.

Exceptional Effects add a Quick Action to the character every round. A Catastrophic Effect cause the character to lose a Quick Action. If a character doesn't have any Quick Action to lose, a Quick Action can be granted to an opponent instead.

The initiative is only rolled at the beginning of the conflict and not at every round.

Exceptional Effects

Gain a Quick Action

Catastrophic Effects

Lose a Quick Action

Actions Phase

If the protagonists has win the Initiative test by scoring more success than failure, one of them can go first. The players can decide who will go first and do their action and Quick Actions. If the antagonists as win, the Game Master can decide which one can go first. If there are multiple types of enemies, the Game Master can choose faster monster first.

Combat should be fast so it's recommended to go in the order of the first player ready to do their

character's action but they can try to use strategy and choose the order.

If the characters' order in the same group is conflicting in a certain situation, go in the descending order of the initiative ratings.

After the first character as do their actions, the other group can choose one member of the group to do their actions. To make things more cinematic, it can be the one who was attacked or one near the character who last played. The turns alternate between a protagonist and an antagonist until everyone had a chance to do their actions. If all the members of a group has played, the remaining characters on the other group can do their actions until the end of the round.

Alex, Franck and Phil are surrounded by monsters. They can't flee so they will have to fight. The first step of a combat is to roll for the initiative. This test is done with a Sleight of Hands test with a difficulty equal to the average rating of the opponents. Alex have a rating of 2 for is initiative, Frank have 0 and Phil have 3. The four monsters have an average of 2. They all roll a Sleight of Hands test against a difficulty of 2.

Alex and Phil get a successful test and an additional Quick Action but Frank failed the test. It's enough to have one member of the protagonists to attack first. One monster will be able to attack just after the first protagonist. After this monster, one protagonist will be able to act and then a monster and so on.

Ambush

Characters can try to plan an ambush on enemies. It generally required some preparation and positioning to surprise unawares opponents. It's mostly a narrative scene that can occur before a combat. If no group have plan an ambush, the first round happens as normal.

Often, every characters ambushing enemies have to roll a stealth test against the investigate rating of the enemies. It allows to stay hidden until the right time to strike. Other tests can also be used depending of the situation.

A successful ambush procure an advantage to the Initiative Test.

It can also happen that the protagonists are surprised. If it happens, a disadvantage must be applied to the Initiative Test of the protagonists.

Alex, Franck and Phil are ready to ambuscade raiders in an abandoned house. They hid themselves behind furnitures and

Combat Turn Order

Sleight of Hands test against the other group's average Sleight of Hands value. If the protagonists have more success, one of them can go first and then it alternate between a protagonist and an antagonist.

Successful Initiative Test

Gain a Quick Action per round

Exceptional Effects on Initiative

Gain a Quick Action per round

Catastrophic Effects on Initiative

Lose a Quick Action per round

Quick Action

Quick Actions are fast and never require a dice roll.

are waiting for the raiders to enter the room.

The appropriate test is a stealth against the investigate skill of the raiders. The group succeed the stealth test and gain an advantage to the Initiative Test giving them a more chance to strike first.

Surprise Attack

A surprise attack is a strike against an unsuspecting opponent. It's generally the first strike to start a combat. The attacker must roll a Sleight of Hands Test against the opponent's Investigate but the Game Master can give an advantage for the test. A success means that the attacker caught the opponent per surprise and can do an action. A failure allows the opponent to do an action instead. Follow the normal rules for a combat if the different parties want to continue the fight.

Actions

On every round, a character can do an Action that may or may not require a dice roll. The following list should be use as rule clarifications and not to limit what a character can do. If a character wants to do something not in the list, the Game Master will have to determine how to handle it but not prohibit it.

- Aim
- Attack
- Close Combat Maneuver
- Reload Weapon
- Help and assist
- Full defence
- Use a skill
- Power Move
- Access item
- Extinguish Fire
- Quick Action

Aim

Using this action to aim at a target with a ranged weapon provides a situational advantage for shooting with this weapon on a further combat round if the character has not moved. The weapon should be kelp pointing at the target. This advantage cannot be stacked.

Attack

This action allows to attack a target. There are many ways to hurt someone or something and it will depend of the situation and the type of weapon used.

- Brutal Fighting opposed by Muscular plus Armor
- Long Arms opposed by Muscular plus Armor
- Finesse Fighting opposed by the Acrobatics Skill
- Small Arms opposed by the Acrobatics Skill
- Explosive is opposed by Muscular plus Armor (no matter the skill used)

In some cases, it's possible to use other skills to cause harms but they are generally not the norm.

The enemy is wounded if the action is successful. Without any exceptional effect, the defender can choose which part of their body is wounded. A location already wounded cannot be chosen or wounded again.

Unarmed Combat

Unarmed combat is flexible and can be executed with the Brutal Fighting skill if the character use their brute strength to hit the opponent as hard as possible. It's also possible to choose the Finesse Fighting skill if they want to hit with more precision. This flexibility also works when using claws.

Biting

It's possible to bite an opponent with the Brutal Fighting test. The opponent must be grappled before doing the biting.

Creativity

There are two skills for fighting in close combat and two to use firearms but it's not the only ways to fight someone or something. Multiple skills can be used to hurt someone or something. As an example, Muscular can be used to push something heavy on someone's head. In this situation, the Muscular rating should be opposed by Acrobatics if the opponent can dodge or Muscular if the target have no chance to dodge. If someone wants to crash into a monster with a car, the Drive skill should be used. Using a trap should use the Survival skill or Technicals for a more complex one. The system is flexible and creativity is suggested for more diversity.

Close Combat Maneuvers

Close Combat Maneuvers are special attacks that do not normally cause wounds but do tactical effects. When doing a close combat maneuver a Finesse Fighting or Brutal Fighting test is required against the Acrobatics or Muscular rating of the target. Close

Combat Maneuver cannot be done against opponent more than two time larger.

When doing a Close Combat Maneuvers, choose one of the following before rolling the test:

- **Choke:** A choke is a submissive move that should be executed on defenceless or grappled opponent. If the maneuver is successful it will cause asphyxiation and the target will have to check their "Exhausted" box. If the box is already checked, the target is stun instead for the duration of a round. This maneuver can be sustained round after round. Choking someone requires 2 arms.
- **Disarm:** Disarm the opponent. The weapon fall on the ground in an empty space adjacent to the target. If using a grid, the attacker can choose which space.
- **Grapple:** Grapple an opponent with your two arms. When grappled, the only thing a character can do is to try to escape with a Muscular test against the Muscular rating of the opponent. A Muscular test against the Muscular rating of the opponent allows the grappler to move the grappled opponent at reduced speed. Grappling someone requires 2 arms.
- **Knockdown:** Set the opponent prone. Attacking a prone character at close range can prove the Combat Advantage.
- **Shove:** Push an opponent approximately one meter away from you. It's enough to disengage with the opponent, to unbalance someone or to throw someone off a cliff. An unbalanced character can suffer the Combat Disadvantage to dodge any attack until their next round.

Multiple attackers can join together to execute a Close Combat Maneuvers at the same time. Only one character makes the roll but every characters involved can provide a Situational Advantage as for the Help and Assist action.

Reload Weapon

Fully reload a weapon of any type. This action includes taking ammunition from a pouch or a belt and putting it in or on the weapon. If the ammunition is hard to reach another action can be required to get the ammunition first.

It's also possible to reload a weapon with 2 Quick Actions. It's a combination of "Pickup or drop an object" and the "Draw item or ready weapon".

Help and Assist



A character can use an action to help another character. This action provides an Advantage to another character's action. This action is not always automatic and can require a test at the Gamer Master's discretion. It also requires a description from the player on how the character is helping and how their action is giving a situational advantage to another character. To use this action, the character needs to be near the character they want to help. Only one person can help but the Game Master should decide if some situation can allow multiple characters to help at the same time.

Full Defence

This action allows the character to concentrate on defence. It can include getting cover or changing stance in an unarmed combat. Add a Situational Advantage on avoiding or resisting against attacks during the next combat phase. In some situations, this action cannot be used if there is no way to avoid being hit.

Use a Skill

Execute an action that requires a skill test.

Power Move

The Power Move allows to move fast and farther by expending the character's Action. It allows to move up to 2 zones in a straight line. It can be done in addition to the movements in the same zone provided by a Quick Action if the character wants to move around before or after going to another zone. Movements can be executed at the beginning or the ending of the character's round or can be break up between the Quick Actions. If a test is required to know if a character is able to reach a certain distance in a round, simply roll an Athletics test with a difficulty determined by the Game Master.

If the character is injured to a leg or something is encumbering the terrain, they can only move to an adjacent zone. If multiple penalties or conditions are slowing down the character, they can only crawl one meter per round.

Moving through foes

Moving through an enemy in a tight hallway requires a successful acrobatics test against the target acrobatics. Failing the test end the character's movement for the round.

Difficult Terrain

Rough terrains, terrain with small obstacles or tight corridors reduce the movement so it's only possible to move to an adjacent zone instead of 2.

Access Item

Allows to get an item from a backpack or a bag. This action can be used if an item is not easy to get. If the object is on a side pocket a Quick Action is enough.

Extinguish Fire

Extinguish fire on self, on another person or near the character. This includes rolling on the ground, using water or a blanket or any other ways to extinguish a fire.

Quick Action

Quick Action is simpler than normal action but a character can use their normal action to do one.

Quick Actions

Every round, a character can do a Quick Actions. It's possible to gain additional Quick Action with Exceptional Success on the initiative test but Catastrophic Effects can remove the free Quick Actions. A Quick Action is fast and never requires a dice roll to be performed. The Game Master is the final judge about what is considered a Quick Action and what is not. Quick Action can be done at any time during the character's round.

Out of combat, a character can only do one Quick Action in addition to a normal action.

- Concentrate
- Draw item or ready weapon
- Drop Prone or Get Cover
- Get Ready
- Open a door or push a button
- Pickup or drop an object
- Push a button
- Quick Move
- Speak
- Stand Up

Concentrate

When concentrating on something, a Quick Action must be expended every rounds. It can be to focus on something while doing another thing or maintaining a power active.

When concentrating on a power, it does not reactivate the power, it just continue the effect another round. In a combat, it's not required to concentrate on a power the round it's activated. It's possible to concentrate on multiple powers in the same round if they were previously activated but it takes one Quick Actions per power.

Outside of combat, it's also possible to concentrate on one or multiple powers at the same time.

The price of a power is not paid every round when maintaining it. It's only paid when the power is activated and at the beginning of every encounter if maintained for many rounds.

Draw Item or ready weapon

Draw an easy to access item. It can be a pistol from a holster or a small object from a backpack's side pocket. Getting an object from the main pouch of a backpack requires a full action.

This Quick Action can be used to load ammunition already in a hand into an already draw and ready weapon. Combined with the "Pickup or Drop an Object", it's possible to reload a weapon with two Quick Actions instead of one Action.

Drop Prone or Getting Cover

Dropping prone or getting cover if there are obstacles to get behind nearby.

Get Ready

It's possible to get ready to react to an action. This process requires a Quick Action to get ready. It then stop the current character's round but allows the remaining Action and Quick Actions to be used later. It's often used against flying enemy that fly down, attack, and fly aways. A ready character can react during an enemy's action just before the flying enemy attack. Obviously, the Getting Ready action must be used before the round it's triggered.

Open a Door or Push a Button

Open or close an unlocked door or it can allow the character to push a button or pull a lever.

Pickup or Drop an Object

Pickup an object in the same space or simply drop one. Throwing an object requires an action.

This Quick Action is the first step to reload a weapon with two Quick Actions. Followed with the "Draw Item or ready weapon" Quick Action, it's possible to reload a weapon without using an action.

Quick Move

A character can move using a Quick Action. This Quick Action can only be used once per round. It allows to move around a zone or goes to an adjacent one. Movements can be executed at the beginning or the ending of the character's round or can be break up between the Action and other Quick Actions. If the character is injured to a leg, they can move around a zone or barely go to another zone in a straight line.

Character suffering from multiple penalties or conditions that slow down movements can only crawl about 1 meter when using a Quick Action.

No test is allowed when using a Quick Action so the character can be blocked after a few step if an Action and a test is required. As an example, to go over an obstacle, the Power Move must be used.

Difficult Terrain

Rough terrains, terrain with small obstacles or tight corridors reduce the movement so it's only possible to go around the zone or move to another zone in a straight line.

Speak

Speak one or two short sentences.

Stand Up

Standing up is a Quick Action.

Causing Harm

Causing harm can be done with an attack but also outside of a combat. It's the same mechanics as in combat and a success inflict a wound.

If the harm is caused by a player's character, it's strongly suggested that the player make the test.

The opposed rating used for the difficulty can vary depending of the situation. If the harm can be avoided, the Acrobatics skill can be used to avoid the damage. As an example, when using the Finesse Fighting skill, the opposed rating used for the

difficulty should be the Acrobatics rating of the opponent. If the harm is difficult to dodge, the Muscular skill rating with or without the armor value should be used. It's the case when the attacker use the Brutal Fighting skill.

The player controlling the character who is wounded can choose the location of the wound. It represents the character trying to protect themself by putting a limb in harm's way to protect a more vital one. If the harm is caused by a fall or a very specific situation, the Game Master can decide the location of the wound.

Attack Exceptional Effects
The attack cause a critical wound. The defender chose the location among those not already wounded.
The attacker can choose the location of a non-critical wound. The attacker can ask for the list of locations not already wounded.

Remember that those exceptional effects are just suggestions. Here are some suggestions for Catastrophic Effects.

Attack Catastrophic Effects
Backpack's straps break.
Character loses a Quick Action.
Give an exceptional effect to the opponent.
The action was very noisy.
Tool or item will break at the end of the encounter or scene.
Weapon Jam.
You create an opportunity for an opponent.
You drop an item you are holding in your other hand like a flashlight.
You drop your weapon or it degrade by 1 condition or break.
You exhaust yourself.
You fall out of balance on the ground.
You hurt an ally.
You hurt yourself.

Preventing harm

A test can be rolled to prevent being harmed. As always, only one test is rolled for an action and this test replace the test for causing harm. When an opponent attack a protagonist, it's suggested that the Game Master do not make the attack test but let the player roll an Acrobatics or Muscular test against the attack rating of the opponent.

If the harm can be avoided, the Acrobatics skill can be used to dodge and is generally opposed by the Finesse Fighting skill. When the impact is difficult be avoided, the Muscular rating with or without the armor value should be used to resist the damage. The opposed value can be the Brutal Fighting skill or the value from a fall. A success prevent the wound.

Small Arms is opposed by Acrobatics. It represents an adversary moving around and trying to make it as hard as possible for the shooter. It does not represent an opponent trying to dodge when the bullet is fired.

It's generally difficult to think of Exceptional Effects for defensive test so the easiest way to do it is to find Catastrophic Effects for the opposition.

Here a list of catastrophic effects for the defender.

Defender Catastrophic Effects
The situation cause a critical wound. The defender chose the location among those not already wounded.
The attacker or Game Master can choose the location of a non-critical wound. The attacker can ask for the list of locations not already wounded.

Survival's Rule #5

Just like sharks, if you stop moving, you will die..

ADVANCED COMBAT

Call Shot

It's possible to target a precise part of an opponent or an object. A situational Disadvantage must be added to the attack test. On a success, the attacker can choose a non-critical location for the wound.

Coup de Grâce

When attacking a dying or unconscious opponent it's possible to do a Coup de Grâce and kill the enemy without rolling any die. This kind of attack is at the Game Master discretion and should not disrupt the story. Remember that if it's working for the antagonists, it should also work for the protagonists.

It's possible to apply a Coup de Grâce to a sleeping opponent. The kill should be automatic but getting to the victim without waking it should be difficult.

When a character is on the ground dying or unconscious they should know that a Coup de Grâce against them is possible.

It's also possible to put a gun to the head of someone or a knife to the throat. This kind of attack does not need any roll in most situation. Either ways, the target should not be able to defend themself. This kind of attack is generally part of the narrative and not part of a combat. If the target cannot dodge the attack, the bullet will generally cause wounds to the targeted location. The wounds should be part of the narrative as well. Those attacks are critical and lethal so multiple wounds and conditions can be done with those kind of attacks. The exact details of all the damage should be decided by the Game Master to make the scene as critical and impactful as possible.

Counting Munitions

Counting bullets and ammunitions can be cumbersome and boring in many games but in Antagonists, every bullets should count. Every bullet fired can attract monsters and enemies so it's a risk the protagonists should take. Furthermore, not a lot of munitions are used in a combat so the exercise is not too repetitive.

Advanced Combat

Call Shot

Cause a Combat Disadvantage to hit the target

Getting Cover

Grant a Combat Advantage

Explosives

Explosives have a default blast radius of short range or 10 meters in every direction. It will hurt and damage everything in the zone. Explosive are always very loud and create a lot of damage and mess. If the explosive is thrown, a test should be made to know if the explosive fall at the right location.

Explosive are always resisted with Muscular and Armor if it applies no matter which skill that was used.

Grenade Mechanics

To make things simple, a grenade missing the target will explode in an empty space away from the target and no one is hurt but everything around can sustain damage. If the test is successful, the explosion happens at the right place and everything in the zone is damaged. If the roll has Catastrophic Effect the grenade bounce back near the thrower or slip from their hand and harms everyone around.

A grenade explode after 3 seconds. The explosion should be managed at the end of the next phase (opponent's phase). It can be enough time to get cover or even be able to catch the grenade and throw it back. A sleight of hands test is require to catch the grenade without slipping and then a Finesse Fighting test to throw it.

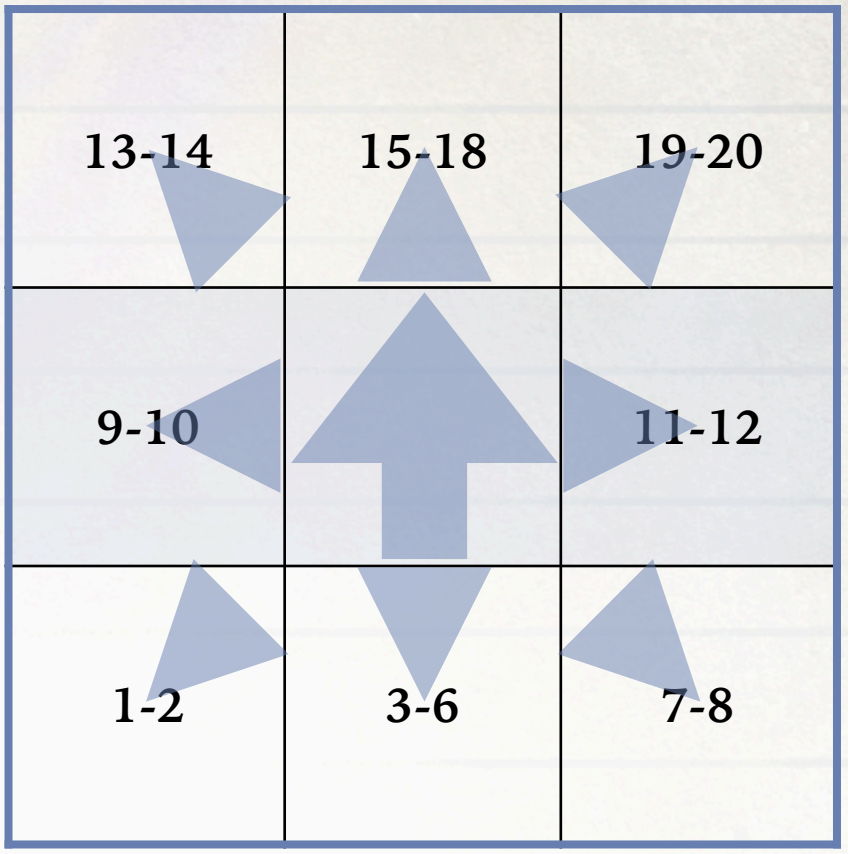
It's possible to "cook" a grenade to reduce the time before the detonation. One Quick Action is require to let the fuse burn a little bit and have the grenade explode on impact.

Optional Grenade Scattering

The following mechanic is intended to add dramatic elements to the game but will slow down your game and force you to check the following table. Furthermore, you need to use some mental calculator or a grid for your combat.

When a projectile like a grenade miss is target roll 3 times a 20-sided die and check in which directions the projectile scatter on the ground. The grenade will move one square or one meter for every roll.

As always, the Game Master can decide to reduce or increase the number of bounces.



Firing Modes

Some firearms and weapons allow shooting multiple projectiles in the same round.

Burst: Firearms suffer a situational disadvantage on the attacking test caused by the recoil of the weapon. This recoil can be prevented by some equipment. Burst fire expense 3 bullets and procure a bonus of +3 to the test.

Full Automatics (FA): Firing in full automatics mode expense 20 bullets and suffer a Disadvantage caused by the recoil. This kind of attack allows to hit multiple targets. This attack hit all the targets in an arc of up to 90 degree and will hit everything no matter if it's a friend or a foe. Note that some bullets will automatically miss targets and can damage objects and bystander in the firing arc. Only one test can be done against the average of the targets or individual targets can try to resist the attack.

It's also possible to fire in a direction without aiming just to make sure no one try to get out of cover. This also expense 20 bullets and will attack any target getting in the way until your next turn.

Getting Cover

Being behind cover procure a situational advantage to Muscular test when resisting damage. If the test is done the other way around, it afflict a disadvantage to the test to attack someone behind cover. It can also affect the possible body part hit by an attack. Some

may be harder to hit or even impossible. The players and the Game Master should decide together which part can or cannot be targeted by an attack if some part are hidden or blocked. Some type of damage can ignore the cover and passthrough the cover without any difficulty. It's also possible that the cover is so strong that it completely reduce the damage of the attack or anything can pass through and hit what's being without losing strength. The Game Master will have to be the judge in that kind of situation.

Human Shield

A grappled human can be used as a shield. It works as other covers, providing a situational advantage to resist attacks. As an easy rule, if the attack test fail, the human shield get the wound instead. Note that if this situation is critical to the story, additional tests can be done and the statistics of the human shield can be used for a more realistic resolution.

Unaware Opponent

Backstabbing an enemies like in a video game uses the same rules as for any attacks. A character attacking a target from behind should gain a situational advantage to hit an opponent. Attacking an unaware target after a successful stealth roll should add another situational advantage to the attack roll. With those 2 situational advantages the character should have better chances to hit the victim.

SPECIAL DAMAGE

Special Damage Effects

Acid Effect

Acid effect is used as normal damage and have a Rating but target the armor first if available and not already destroyed. Monsters or creatures can have thick skin that can be considered as armor and are also destroyed by acid. When the armor is destroyed, acid works like any other type of damage and can cause wounds.

Bleeding Effect

The bleeding effect can generally be triggered by a sharp weapon and an Exceptional Effect. It can also be applied by a narrative event. When it happens, the character generally suffer a wound and lose a lot of blood. The blood can be tracked on the ground and some creature can smell it.

Burn Effect

The burn effect cause one wound and then one other every round until the fire is extinguished. The burn effect cannot be resisted. An Extinguish Fire action can be executed to stop the recurring burn effect. Fire produce light and can spread around.

Cold Effect

The cold effect is generally insidious and does not cause straight harm at the beginning. On the first failed resistance test it cause the privation condition at the end of a round, an encounter or a scene depending of the cold level. Falling into frozen water will accelerate the process. If a cold effect is suffered and the privation box is already checked, a normal wound to any location must be added. The wounds caused by the cold effect are not healed when the temperature return to normal, only the privation can be healed by warm temperature. Here is a small chart to give you an idea of how the temperature can cause cold effects. Don't worry about the exact temperature, only use this table as a guideline.

	Temp.	Rating	Cold Effect
Cold	10 Celcius	0	Every Chapter

Special Damage Effects

Falling Damage

1 damage per meter opposed by the Muscular rating

Resisting Poison and Toxin

Muscular test against poison or chemical damage

	Temp.	Rating	Cold Effect
Frosty	0 Celcius	3	Every Scene
Freezing	-20 Celcius	6	Every Encounter
Glacial	-40 Celcius	10	Every Round
Water	0 Celcius	30	Every Round

Electrical Effect

High voltage electrical effect cause critical wounds but can be prevented with a Muscular test. This kind of damage is generally not prevented by the armor value but some situation can help to mitigate the damage. If the armor is metallic, the armor value can be added to the damage. Not resisting to the damage cause the Stun condition.

	Rating
Taser	5
Car Battery	10
House Outlet	15
Distribution Transformer	20
Lightning	25

Exhaustion Effect

Exhaustion effect cause the exhausted condition instead of a normal wound. A normal Muscular test can be roll to resist the effect. A character getting the exhausted condition when the exhausted box is already checked must check the privation box instead.

Slippery Effect

The slippery effect can generally be caused by oil, ice or marbles on the ground. An Acrobatics test can be required to avoid a fall. Roll only one time for all the movement on the slippery ground. The difficulty is generally 2 but can be up to the Game Master. If the test fail the character fall prone on the ground. Falling to the ground cause no wound unless the ground is covered with sharpe objects.

	Rating
Oil, ice, marbles	2

Asphyxia

The character start to lack air when drowning or breathing thick smoke. A character can hold their breath. See the action "Holding Breath".

When no air is available and the character is not able to hold their breath anymore, they must check one of the following conditions; Exhausted, Privation or Dying. The character must start with the Exhausted condition, then the Privation and lastly the Dying condition when the Privation condition is already checked.

Falling

You can resist falling damage with a Muscular test opposed by a difficulty equal to 1 per meter fallen. A story is about 3 meters so a test with a difficulty of 3 is required when falling from the roof of a small house. The difficulty can be raised if the ground is not flat or have some rubbles.

When a character suffers wounds from a fall, the Game Master can specify the wound location. Often, the legs are wounded first but not always depending on how the character felt.

Catastrophic Effects cause additional wounds. Remember that for every difference of 10 between the Muscular rating and the difficulty cause an automatic Catastrophic Effects.

The maximum damage for a fall should be limited to 450 since it's the terminal velocity.

	Rating
1 meter fallen	1
1 story fallen	3

Poison, Toxin and Addiction

Poisons, toxins and chemicals can be resisted with a Muscular test. The armor value is generally not added to the test. A character failing the Muscular test

against the poison or toxin rating must check their "Infected" box but can suffer additional wounds and conditions on catastrophic effects.

Becoming Addicted

Someone using an addictive substance can become addicted. At the end of every chapter where the character had consume the substance, they must roll a Muscular test to resist the addiction. On a fail, the character becomes addicted.

	Rating
Alcool	0
Soft Drugs	2
Cigarettes	5
Hard Drugs	10

Addiction

Someone addicted to a substance must consume it every scene or suffer an exhaustion condition for the duration of the next scene.

Withdrawal from Addiction

It's possible to withdraw from an addiction by passing a chapter without using the source of the addiction and making a successful Muscular test against the difficulty rating of the substance. On the fail, the character must redo the process on another chapter. If this addiction was from a starting hindrance, the Game Master should suggest a new hindrance to replace the old one.

Survival's Rule #2

Loot everything you find.

HEALTH AND WOUNDS

Getting Wounds

Player's character will probably suffer wounds during game sessions. When this happens; the player must check a wound box to indicate where the wound is. If the type or location of the wound is not indicated by the Game Master or a precise game mechanic, the player receiving the wound can choose which wound box to check on their character's sheet. It represent the character trying to protect themself by blocking an attack with their arms or legs. A wound's location can only be checked one time so an attack at the same location will cause a wound to another location chosen by the player or the Game Master. If the location is specified, the player must check that location.

There are two types of wound; "normal" and "critical". When getting an unspecified wound, the player can choose a "normal" wound over a "critical" one but it can be more strategic to not always do it.

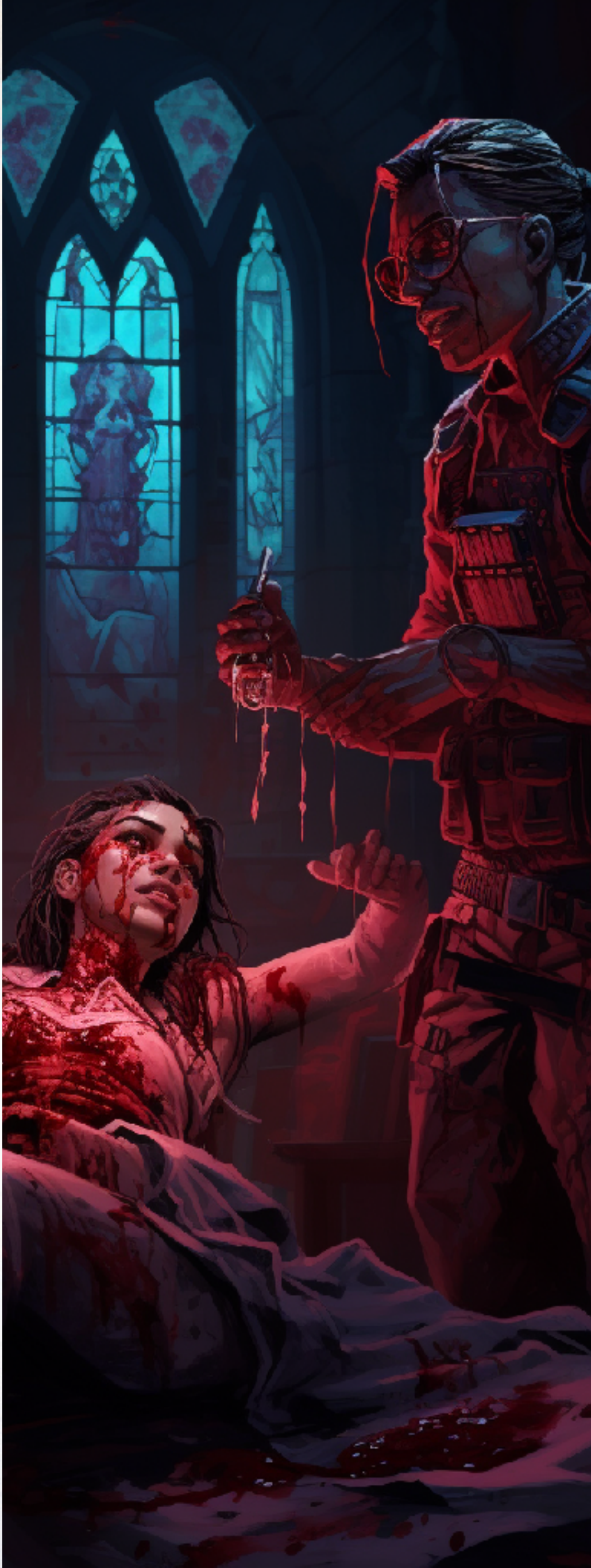
Notes that a powerful attack to a critical location does not automatically cause the death of the character. As an example, a bullet can hit a target's head but not automatically kill it. The bullet hit the head but only scratch it and cause a wound that is a concussion.

Health

The Health value indicates how many wounds and conditions your character can sustain before collapsing and getting the Dying or Unconscious condition. Only the last wound suffered will determine if the character should check the Dying or Unconscious condition. Note that the Dying or Unconscious conditions are effective immediately when the number of wounds and conditions equal the health value of the character. To calculate the Health of a character you have to divide the Muscular rating by 2 and then adding 3. The Health value cannot go under 3 or higher than 16 for a human being.

Non-Lethal Damage

Non-Lethal damage works as normal damage with the exception that it will cause the unconscious condition instead of the dying condition when the health value is reach.



Unarmed attack always cause non-lethal damage. Blunt weapons can also cause non-lethal damage but it should be specified by the attacker when attacking. Bladed weapon cannot be used has non-lethal.

Wounds

Here is the list of all the wounds a human character can get. Some are "Normal" and others are "Critical".

Wounds Summary

Location	Penalties
One arm	*Drop object*, One Arm, Physical and Action Disadvantage
Two arms	*Drop object*, No Arm, Physical and Action Disadvantage
One leg	*Prone*, One Leg, Movement slowed down, Physical Disadvantage
Two legs	*Prone*, No Leg, Crawl, Physical Disadvantage
Chest	**Critical**, *Cause Unconscious at the end of the encounter if doing efforts.*
Abdomen	*Exhausted*
Head	**Critical**, *Stun, Prone,* Mental Disadvantage
Eyes	**Critical**, Blind until healed

One Arm Wounded

The arm is wounded and cannot be used anymore. If an object is hold in that arm, the object is dropped. Actions requiring two hands or arms are impossible. In rare situations, if the story requires it, the Game Master can allow a test with a situational disadvantage. This wound affects mostly all Physical and Action Skills. Objects can be picked with the other arm if they are not too heavy.

Recovery: Normal wounds can be healed with a healing action and a 4 hours rest. It can also be healed by natural healing. See the section about healing for more information.

Two Arms Wounded

Actions requiring a hand or an arm are impossible. Those wounds affect mostly all Physical and Action Skills. If an object was hold in an arm when wounded, the object is dropped and cannot be picked again.

Recovery: Normal wounds can be healed with a healing action and a 4 hours rest. It can also be healed by natural healing. See the section about healing for more information.

One Leg Wounded

One leg is wounded and cannot be used anymore. Character is slowed down. Consider the character as moving half their speed when outside of a combat. Power Move only allows to move to the adjacent zone and Quick Move only allows to move in a zone or to an adjacent one in a straight line. Physical Skills that require using legs are impossible in most cases. If the Game Master decide that an action can be done with only one leg, the test suffers a situational disadvantage. This wound cause the character to go prone but standing up is still possible with the other leg.

For creatures with multiple legs, this rules apply when the creature have half their legs wounded.

Recovery: Normal wounds can be healed with a healing action and a 4 hours rest. It can also be healed by natural healing. See the section about healing for more information.

Two Legs Wounded

Movement is now impossible except for crawling about 1 meter per round. Physical Skills are generally impossible. This wound cause the character to go prone. Standing up is now impossible.

Recovery: Normal wounds can be healed with a healing action and a 4 hours rest. It can also be healed by natural healing. See the section about healing for more information.

Chest (Critical)

This wound is critical and count as double to reach the health limit and the "Dying" condition.

This location is near the vital organs that keep a character alive. A wound to the chest is very painful and can cause the character to fall Unconscious if they continue to be physically active. Every encounter or hour where the character use an action to move (not a Quick Action) or is involved in a combat, the character must check the Unconscious box. The condition must be checked at the end of the encounter.

Recovery: Critical wounds can be healed with a surgery and a 4 hours rest. It can also be healed by natural healing. See the section about healing for more information.

Abdomen

This wound cause vomiting and short of breath. It also cause the Exhausted condition. If the Exhausted condition is already checked, the privation must be checked instead. If the Privation condition is checked, the Dying condition must be checked. The Exhausted condition can be healed independently of this wound.

Recovery: Normal wounds can be healed with a healing action and a 4 hours rest. It can also be healed by natural healing. See the section about healing for more information.

Head (Critical)

This wound is critical and count as double to reach the health limit and the "Dying" condition.

A head wound is a serious injury that stun the character and reduce the efficiency of the character's mental skills. All mental tests suffer a situational Disadvantage. When your character suffers this wound they fall on the ground stunned for a round.

Recovery: Critical wounds can be healed with a surgery and a 4 hours rest. It can also be healed by natural healing. See the section about healing for more information.

Eyes (Critical)

This wound is critical and count as double to reach the health limit and the "Dying" condition.

Your character is blind and actions using sight are impossible or get a situational Disadvantage if the Game Master allows it.

Recovery: Critical wounds can be healed with a surgery and a 4 hours rest. It can also be healed by natural healing. See the section about healing for more information.

Conditions Summary

Condition	Penalties
Bleed	Privation condition at the end of the next scene

Conditions Summary

Internal Bleeding	Dying condition at the end of the next scene
Infected	-1 Quick Action, Disadvantage on all tests
Exhausted	-1 Quick Action
Privation	Disadvantage on all tests
Unconscious	Prone to wounds
Dying	Death at the end of the scene

Bleed

The character lose a lot of blood. This blood loss can leave a blood trail on the ground that can be tracked or smelled by some creatures. This condition cannot be applied multiple times even if multiple attacks with the bleed effect are suffered. Add the Privation condition at the end of the next scene if the character is not bandaged correctly.

Recovery: To stop the bleeding a character can execute a medicine test with a difficulty of 2 and some bandages or a first aid kit dose. A clean bandage is required but any cloth can works with a situational disadvantage since it's prompt to infection. This test requires an action.

Internal Bleeding

The character has an internal bleeding. Add the condition "Dying" at the end of the next scene if the character is not healed with a surgery.

Recovery: This condition can be healed with a surgery or with the natural healing at the beginning of a chapter.

Infected

Your character is infected by a poison, a toxin or a disease. This condition apply the "Dying" condition must be applied at the end of the next scene.

Being infected generally come with one of multiple symptoms like fever and chills, chest discomfort, shortness of breath, confusion or dizziness, cough, nausea, vomiting, or stomach pains, headache, sweats, tiredness, body aches. Those symptoms cause the character to suffer a disadvantage to all their actions.

When in a combat, the character lose a Quick Action. This Quick Action is generally lost because of the of all the symptom of the infection. In the case that the character does not have a Quick Action available for their round, they lose their normal action. Furthermore, this condition cause a Disadvantage to all tests.

Gaining this condition from another source cause the Dying condition. As an example, being poisoned multiple time with the same poison do not cause the Dying condition.

Recovery: This condition can be cure with anti-poison, anti-toxin, antidote or antibiotics and a successful medicine test with a difficulty of 2.

Exhausted

Too much effort, sleep deprivation or intoxication from alcohols, drugs or chemicals can cause this condition. The associated symptoms are discomfort, fatigue, dizziness, weariness, coughing, difficulty to breathe, pain in the eyes, nausea or vomiting.

When in a combat, the character lose a Quick Action. This Quick Action is generally lost because of the dizziness, coughing or vomiting. In the case that the character does not have a Quick Action available for their round, they lose their normal action.

Gaining this condition again cause the Privation condition.

Recovery: This condition is normally recovered with a 4 hours rest.

Privation

This condition occur after 3 days without any water or 7 days without food. Extreme cold or heat or the lack of air can also trigger this condition. Furthermore, an exhausted character will get this condition if more exhaustion happens.

When suffering from Privation, gaining this condition again cause the Dying condition.

When suffering from privation, the character suffer a Disadvantage on all tests.

Recovery: A full night sleep, food and water, a mild temperature and air heal this condition.

Unconscious



Your character has suffered as many wounds as its health value. Your character fall on the ground, stunned, until the end of the encounter.

Recovery: This condition is automatically removed at the end of the encounter. The latest non-lethal wound is automatically healed if this condition was triggered by a non-lethal wound.

A medical test with a difficulty of 2 allows to prematurely wakeup the character.

Dying

Your character is dying and gain the Unconscious condition. Your character has suffered as many wounds as its health value and will die at the end of the scene or the day if they are not helped. If the character die, it's over.

Your character appears weak and everything is an effort. Trying to hide this condition is almost impossible.

Getting another lethal wound while having this condition cause the permanent death of the character.

Recovery: The stabilizing action can be used to push the effect of the dying condition for one more scene if the condition is caused by a wound. It requires a successful medicine test with a difficulty of 2.

To heal this condition, the precise cause of the dying condition must be healed. It's often by reducing the number of wounds under the Health's value.

Role Playing Wounds

Every wounds have mechanical effects on the character but the player must also play their wounded character. Rules will help you to play your character's wounds but it's up to the player to think about what a character with a particular wound can do or not do. Wounds are often paired with pain and small bleeding.

As an example, a character with an arm wounded cannot use it anymore and can be limited in its actions even if the mechanical effects do not impair the actions.

Attending Wounds

After being wounded, the character must attend to their wounds. It can simply be by putting a splint on a leg or a rags on a cut. It generally takes one action to attend to a wound. Unattended wounds are generally painful and cannot be forgotten by the character. Those actions can be considered as automatic if the character has some time to attend to their wounds after being hurt. The situation generally degenerate when the character doesn't have the time to do it or lack of basic items. Any unattended wound will aggravate itself and cause another wound at the end of the next encounter.

Resting and Natural Recovery

A character must sleep at least 6 hours every day and relax for 2 hours for a total of 8 hours break. Doing so remove the exhausted condition and allows the character to potentially heal. Not sleeping and resting for at least 8 hours causes the exhausted condition. When living in a safe place and not struggling for survival, this length of time can be reduced to 4 hours of sleep with a 2 hours of break.

After a good night sleep the character can heal a normal wound with a successful Muscular test with a difficulty of 2. The player can choose the wound healed. Critical wounds can be heal in the same fashion but only when there is no remaining normal wound.

Natural Healing Advantages
In a hospital or a clean place

Nature Healing Disadvantages
In a dirty place or outdoor
Patient moved

Exceptional effects heal additional wounds and catastrophic effects void the next opportunity of natural recovery.

First Aid and Surgery

Wounds can be healed with the Medicine test and some time to recover. First, a First Aid Kit must be used per patient to heal one or many normal wounds. It will cost an additional dose for every critical

Health and Wounds

Natural Healing

After a good night sleep of 8 hours
Muscular Test (2) to heal a wound

Healing

1. Apply First Aid Kit (normal wounds) or Surgery Kit (critical wounds)
2. Takes 4 hours for the Patient and Healer.
3. Medicine Test at the end of the rest with a difficulty of 1 per normal wound and 2 per critical wound that the healer wants to heal.

Stabilizing a Dying Character

No test required but someone must attend to the patient for all the scene.
Medicine Test (2) if the patient is improperly moved or hurt.

wound. A dose of a Surgery Kit can be used instead and will use only one dose for any amount of normal or critical wounds on a single patient. After the application of the First Aid Kit or the Surgery Kit, the patient must be attended for at least 4 hours without moving too much or doing stressful activities. If the patient is wounded during the rest, the healing process is forfeited. The healer must take care of the wounded during those 4 hours.

After the rest, the healer must roll the Medicine test. The difficulty rating to heal normal wounds is 1 per wound that the character wants to heal. Critical wounds are harder to heal so the difficulty is 2 per critical wound. Attending to multiple patients is done with one single test adding all the difficulties together. The First Aid or Surgery Kits doses are used no matter the test result.

When applied on self, the test is done with a situational disadvantage.

Situational Advantage Modifiers
In a hospital or a clean place
Superior First Aid Kit or Surgery Kit

Situational Disadvantage Modifiers
Heal applied on self
Improvised First Aid Kit with rags and splints
Improvised Surgery Kit
In a dirty place or outdoor
Patient moved during the rest

On a success, the targeted number of wounds is healed. On a fail, nothing is healed.

An Exceptional effect heals one additional wound and a catastrophic effect cause a new wound.

Tools are required to heal a wound. A First Aid Kit or a Surgery Kit are the best tools to do it. In case of emergency, it's possible to use other tools and equipment that make sense but with a situational disadvantage. The tools and equipment are generally destroyed after used.

Phil is heavily wounded. He has a wound to an arm, another one to a leg and a wound to the head that is critical. Frank wants to heal Phil to have him ready for another fight. Frank has multiple options. He can use the Medicine action to heal

the arm and the leg with a difficulty of 2. That will use 1 dose of the First Aid Kit. He can also only heal one limb to reduce the difficulty to 1. This will also use one dose in the kit. If Frank wants to heal everything as fast as possible, he can do one Medicine test with a Surgery Kit. The difficulty will be 4 (2 for the two normal wounds and 2 for the critical wound to the head). Frank only has a First Aid Kit and no Surgery Kit. He will have to use 1 dose for the normal wounds and another one just of the wound to the head.

MOVEMENTS

Here are the rules for movements. Generally, a characters don't have to do any test for climbing, jumping or swimming. Test are only required when the situation is stressful or dangerous.

Walking and Running

Movements are managed by the use of zones and not meters or fixed distances. A zone is approximately the size of an average room in a house. When describing an environment, every room or logical location is a zone.

When designing a map, the Game Master can use the walls or natural separations to separate the different zones. They can merge two rooms together if there are too small or separate a large room in two if too big. The important part is that the zones are the same for everybody involved.

When in a zone, a character can generally interact with everything in the same zone and can interact with things in an adjacent zone as at "Short Range".

In a round of combat, a character can move around in a zone and also move to an adjacent zone by using a Quick Action. The character can also sprint across an adjacent zone to another one with a normal Action.

Movements use zones no matter if a character is running or swimming.

Since the exact size of a zone is variable the Game Master can decide that a character needs to do a test to reach a certain distance during a certain duration. When using a Quick Action (Quick Move), the test generally uses the Acrobatics skill and when using an Action (Power Move) the test should use the Athletics one. As an example, the protagonists hear the sound of monsters coming in a hallways. They absolutely need to close the door before the monsters enter the room. The door is at the far end of the next room but there is no direct path to it. The Game Master decide to allow the protagonists to try to close the door in time but requires a successful Athletics test.

Slowed

Some penalties can slow down a character. A character wounded to a leg will move more slowly. Creature with multiple legs can also suffer from this penalty when half their legs are wounded. It can also happen when the terrain is obstructed or difficult. When moving long distance, consider the movement speed as halved. Check the following table when the characters are in a combat:

Penalty	None	1	2
Power Move	2 zones	1 zone	Crawling 1 meter
Quick Move	Move around a zone AND move to an adjacent zone	Move around a zone OR move to an adjacent zone	Crawling 1 meter

Climbing

An Athletics roll is required each round you want to climb. The difficulty is 1 for every meter climbed. You can go slow and only climb one meter per round or try to go faster with an increased difficulty. The difficulty can also be adjusted by the type of surface. Climbing a wall is more difficult than a tree with a lot of branches. Some surfaces without holds can be impossible to climb. Add the situational advantages or penalties only one time no matter how many meters are climbed.

Situational Advantage Modifiers
A lot of climbing holds
Assisted climbing
Not wearing equipment
Repelling
Using superior gear

Here are some suggestion of disadvantages:

Situational Disadvantage Modifiers
Flat wall
Heavy load
Negative slope
Slippy or wet
Using inferior gear

Situational Disadvantage Modifiers
Very high

In some cases using a rope and climbing gear can give a situational advantage to the roll but on some occasions a rope is simply required to try the action. In those cases the rope does not give a situational advantage since it's required.

Failing the roll means a fall to the ground. Check the Falling section for the damage suffered.

When time is not important and the climber can take their time, all the tests can be regrouped in one or a few tests depending of what will be more dramatic and fun. Skip the tests at all if the climb if not that dangerous. Climbing a ladder should generally not require a roll if the situation is not stressful.

Jumping

Doing a long requires an Athletics test. The difficulty is generally of 1 per meter jumped. A fail means the jump was a little short and the distance was not reach. Jump of about 1 meter should not require a test since it's pretty easy for almost everyone. Jump longer than 8 meters is the maximum for a human being so it should also be the limit.

The difficulty of a high jump is completely at the Game Master discretion and requires an Athletics test.

Jumping Advantages
Momentum
No equipment

Jumping Disadvantages
Encumbered
Very High

Acrobatic jumps do not allow to do long distance but can be used to jump over obstacle.

Swimming

Climbing

Athletics test with a difficulty of 1 for every meter climbed in a round. *Regroup tests if time is not important in the scene.*

Jumping

Athletics test with a difficulty of 1 for every meter jumped. *Some long jump can simply be impossible.*

Swimming

Athletics test with a difficulty of 2

Concealing Objects

Sleight of hands test against Investigate

Foraging

Survival test with a difficulty of 2

Hiding

Stealth test against Investigation. *Make the test when someone is looking around and not when the character is getting cover. The Game Master can roll it to keep it secret.*

Scavenging

Survival or Investigate test with a difficulty of 2

Swimming uses zones as for walking and running. Those zones can be a little bit smaller in size since swimming is generally slower than running.

When exact distance is not important, swimming should be manage as a test like the others. The Athletics rating should be used against a difficulty decided by the Game Master. A default difficulty of 2 can be used.

A character with the hindrance aqua-phobia has a fear of water and will generally drown. Swimming with clothing is very hard and should add a situational disadvantage to the test. Here are some examples of situational advantages and disadvantage that can be added.

Swimming with a backpack or large equipments is impossible. Here is a list of advantages:

Situational Advantage Modifiers
Fin
Only swimming suit

Use this list of disadvantages when a character is swimming:

Situational Disadvantage Modifiers
Against the current
Big waves
Clothing and equipment
Shoes or boots

SPECIAL ACTIONS

This section will teach you the rules for some of the actions your character can do. We include many possible actions but a character can do anything they want so it's impossible to have everything in this section. We tried to have the simplest rules for everything so often, you don't have to read the rules and it will works as you think it should.

Commanding Animal

Training an animal is not easy. It takes a long time and selecting the compatible animal is important. Dogs and horses are generally the easiest to tame and train. The important part when commanding an animal is to be considered their friend or master by the animal.

Commanding an animal can generally allow up to three types of actions with a few variations. Some animals can't just not do some action and the Gamer Master have to decide what can or cannot be done. It takes one Quick Action to command an animal.

Here are the list of the 3 types of actions:

- Simple Orders: Come, Stay, Sit
- Complex Orders: Fetch, Search, Track
- Combat Order: Attack, Grab

When the animal is distracted or if the situation can be dangerous for the animal an Insight test can be required to have the animal executing its orders. The difficulty is relative to the situation and advantages and disadvantages can be applied depending of the situation. The commands can be vocal or a gesture. If the test fail, the animal will generally flee or hide.

Insight Test Difficilties	
Simple Order	0
Complex Order	2
Attack Order	4

Situational Disadvantage Modifiers
Crowded Place
Dangerous Terrain
Darkness or Loud Noises
Predator Nearby

It's possible to train the animal and it's managed during downtime. See the section about the time at the beginning of the rules section for all the information.

Concealing Objects

Sometime a character will want to hide an object or a weapon on their own person. A Sleight of Hands test opposed by Investigate as the difficulty is required to have an object hidden. Note that on some situation it can be impossible to hide an object too obvious.

Some situations can provide situational advantages.

Concealing Advantages
Object is small or stackable
Character have hidden pockets

Some situations can cause situational disadvantages:

Concealing Disadvantages
Object is large
Opponent is actively searching
Opponent is palming.

Searching for an object on someone

The situation can be the other way around and a character can search for an object on someone. As always, it's possible to reverse the roll with an Investigate test against a Sleight of Hands rating as the difficulty. Use the same modifiers but reverse the situational advantages and disadvantages.

Concentrate

It's possible to concentrate on something and keep that concentration for a long time. It takes a Quick Action during a combat but when there is no stress,

it's possible to keep this concentration until being too tired.

Concentration breaks when being stun, sleeping or getting the dying condition.

Cooking

Cooking generally doesn't require a test. People cook every days and even if the meal is not very good, it generally does the job of keeping a person feed. A descriptor or a test can still allow to impress someone but is not required. Some ingredients and basic tools are still required to cook. A very good meal with multiple ingredients and well cooked can produce a temporary advantage. It still generally limited to special occasions.

Crafting, Repairing and Upgrading

It's possible to craft, repair or upgrade an item. Crafting is used to create a new object. Finally, the upgrading action allows to upgrade an item of the normal condition to a superior condition.

Tools and Facilities

Crafting, repairing and upgrading items require tools. To make it simply, a kit is required. A kit is a generic set of tools that are use to craft, repair and upgrade certain items. Go with the kit that seems the more logical depending of the item.

Any tools can be use to create, repair or upgrade an item but lacking the right kit cause a Disadvantage.

The corresponding facility is not required but can procure an Advantage to the tests.

Required Scraps

Scraps are the resources used to create, repair and upgrade a tool. It's an abstract resource that can be metallic or plastic parts of old devices or event biological or mineral materials.

The required number of Scraps vary depending of the normal price of the item. See the table for more information.

A successful test use all the required Scraps. If the crafting test fail, the Scraps used are wasted. A

Crafting, Repairing and Upgrading

Requirements

- **Tools** (Appropriate kit)
- **Create:** (Normal Price) Scraps
- **Repair:** 1 Scraps
- **Upgrade:** (Normal Price x 10) Scraps

Test

Use Knowledge or Technicals skill
Create and Repair: Difficulty equal to the (Normal price) /10
Upgrade: Difficulty equal to the (Normal price) /5

Duration

Simple objects: 1 hour
Complex objects: 10 hours

Dismantle Item

Dismantling an item works as creating, repairing or upgrading an item. A successful test gives half the normal price in Scraps.

Simple Item	Required Tools	Optional Facilities	Duration	Skills
Clothing, Armor and Canvas	Sewing Kit	Any	1 hour	Knowledge
Gear, Tools and Weapons	Home Kit, Mechanics Kit, Jeweller's Kit, Watchmaker's Kit	Workbench	1 hour	Technicals
Structures	Home Kit, Welder's Kit	Workbench	1 hour	Technicals

Complex Item	Required Tools	Optional Facilities	Duration	Skills
Battery, Chemical, Medical Supply, Bullets and Explosive	Chemical Kit	Laboratory or Hospital	10 hours	Knowledge
Technologies	Electrician's Kit	Workbench	10 hours	Technicals
Vehicles	Mechanics Kit, Welder's Kit	Garage	10 hours	Technicals

Conditions	Object	Difficulty	Scraps
Creating an Item	None	Normal Price / 10	Same as normal price
Repairing	Inferior Quality Item	Normal Price / 10	1
Upgrade to Superior Quality	Normal Quality Item	Normal Price / 5	10 x Normal price
Dismantling an Item	Of value of 2 Slugs or more	Normal Price / 10	Normal Price / 2

Catastrophic Effect waste all the scraps.

Comestibles: Comestible items do not require Scraps but fresh ingredient. It works exactly as Scraps for every other mechanics.

Test and Difficulty

A successful test is required to create the new item, repair it or upgrade the condition. The skill required can vary depending of the type of item. Go with what seems the more logical.

The difficulty to create or repair is based on the price of the item at the normal quality divided by 10.

The difficulty to upgrade is based on the price of the item at the normal quality divided by 5.

Very complex or very costly items can be divided in multiple parts to make the tests easier. As always, it should be approved by the Game Master.

Items that require chemicals or electronics required the right specialization, it's same for vehicles. Check the masteries section for more information.

Here are some examples of possible Advantages:

Crafting Advantages
During Downtime
Superior Tools
The Right Facility

Here are some examples of possible Disadvantages:

Crafting Disadvantages
Improvised Tools or Wrong Kit
Inappropriate Location

Duration

The time needed to repair, craft of upgrade a weapon depend of the complexity of the object. The duration can be divided in multiple period of time. Simple objects take about 1 hour but complex one can require about 10 hours.

Dismantling Item

Dismantling items is very common and allows to create new stuff with the pieces. Successfully dismantling items generate Scraps. It uses the same tool, facility, skill test and duration as for creating an items. It requires an object of a value of 2 Slugs or more. If the test is successful, the number of Scraps generated is equal half the price of the item. If the test fail, the original item is destroyed and no Scrap are generated, only useless junks.

Destroying Structures

Destroying a barrier or structure generally requires a Brutal Fighting test against the Resistance of the structure. An heavy and hard object can be used as a tool to break a structure. The Game Master can use the following table to evaluate the resistance rating of the structure. The resistance is used as the difficulty for a test. It's also possible to use the Muscular skill without a tools.

Some weapons like explosives can have a situational advantage for destroying objects and structures. On the other side, bullets are good for passing through a structure but not very good at destroying it. A situational disadvantage should be applied to bullets when trying to destroy a solid object. Arrows or stone are generally not good to destroy structures.

Objects also have a Structure value that should be reduce to zero to destroy it. It works in a similar way as the Health value for a character. Larger objects can be divided in small sections of about 1 meter cube to manage the possible destruction of multiple parts.

Remember that destroying structures is generally very loud.

Materials	Resistance	Structure
Glass	-2	1

Crafting Examples

Creating an inferior First Aid Kit, Small (2 Slugs)

Tools: Chemical Kit
Facility: Laboratory
Scraps: 2
Test: Knowledge
Difficulty: 1
Duration: 1 hour

Repairing a Tent, 1 person (5 Slugs)

Tools: Sewing Kit
Facility: Any
Scraps: 1
Test: Knowledge
Difficulty: 1
Duration: 1 hour

Upgrading a Wood Axe (33 Slugs)

Tools: Home Kit
Facility: Workbench
Scraps: 33
Test: Technicals
Difficulty: 6
Duration: 1 hour

Materials	Resistance	Structure
Drywall or Cheap Interior Door	0	1
Normal Interior Door	2	1
Furniture	4	2
Tree, Hardwood, Wooden Fence, Exterior Door or Light Post	6	3
Metal Fence or Ballistic Glass or Wall of Earth	8	4
Security Door	10	5
Brick or Car	12	6
Concrete	14	7
Metal Beam	16	8

Small Objects : Small objects like locks are solid but will generally only required one good hit to break. Use a value that makes sense for the Resistance but only apply a structure of 1. Locks generally have a Resistance value between 4 to 8.

Foraging and Hunting

Foraging and hunting generally takes at least 2 hours. A Survival test against a variable difficulty is required to find food and clean water. The difficulty is equal to the number of days of food and water the character wants to get. Going for plants and mushroom is generally a difficulty of 1 but will only provide one day of food. Small game hunting is a difficulty of 2 and provides 2 days of food that can be shared. Going for bigger preys simply raise the difficulty. The difficulty limit is managed by the Game Master depending of what is available in the region. Exceptional Effect provides an additional day of food and clean water. Catastrophic Effect can mean that the hunter was wounded or intoxicated by the food.

In some region, food and water are easier or harder to find so a situational advantage or situational disadvantage can be applied.

The food provided by foraging and hunting generally needs to be cooked and the water boiled. It can be a mix of some plants, roots, mushroom and small animals.

Even if a character is hunting with a weapon, the survival rating must be used since the hunting expertise is more important than the expertise to hit a target.

Forcing a Door

There are multiple ways to open a locked door.

The first one is by lock picking the lock. It requires a successful Sleight of Hand test with some tools like lock pinking tools. Using very basic tools cause a Disadvantage to the test. Opening a door like that is normally silent.

It's possible to force a door with a tool like a crowbar and a successful Technical test. As with picking the lock, a tool is required to force open a door using this technic. Opening a door this way makes some noise but is fast.

Lastly, it's possible to simply destroy the door. It makes a lot of noise. It can be done without a tool or a weapon but it can take longer. Use the rules for Destroying Structures.

Hiding

Hiding can be very easy in some area but impossible in plain sight. Generally, the Stealth skill is required against the Investigation skill of the one searching.

Sometime it can be as simple as hiding in the dark or in tall grass. Other time it can be trying to hide in a crowd.

Generally, no hiding test are require when getting cover. The test are done when someone is looking around.

As always, the test can be reversed for a character trying to find a hidden character.

Situational Advantage Modifiers
Darkness
Tall Grass or Obstacles to Hide Behind

Situational Disadvantage Modifiers
Bright Light
Investigator with a Great Sense of Smell
Investigator knowing that someone is hiding
No where to Hide

Holding Breath

A character can hold their breath for a few seconds or minutes. An Athletics skill roll can be used to know if the character can hold their breath long enough to resolve the situation. The exact duration is generally not important. The difficulty should be determined by the Game Master depending of the narrative. As a guideline, a difficulty of 1 per minute can be used. Doing an effort at the same time will make the test harder so the test should be rolled every round with the difficulty going up by 1 for every test.

Having a gas mask in a smoke prevent any negative effect.

Situational Disadvantage Modifiers
Cold or Hot Temperature
Making an Effort
Wearing Heavy Equipment

See the section "Asphyxia" if the character cannot hold its breath anymore and no air is available.

Identifying Monsters

Identifying a monster can be done with a Quick Action. It allows to determine if the protagonist knows the monster and its features. A Survival test is required and the difficulty can vary depending on the rarity of the creature or a difficulty of 2 can be used.

On a success the Game Master can give to the player a few information about the monster like its special ways of attacking. A Catastrophic effect allows the Game Master to give incorrect information.

Remember that its not because a player know the characteristics of a monster that the character know it as well.

Identifying Stained Objects

It's possible that a character knows some information about a stained object. It doesn't work as a radar, it's just the character having some knowledge.

As always, the Game Master can rules that no characters can know information about a specific object. If he wants to give some chances to the player, it generally requires an Action and a Knowledge test with a difficulty of 4. A success gives some basic information about the object. Exceptional Effect gives all the information. A failure means that the character knows nothing about the object. Lastly, a Catastrophic Effect give wrong information about the object.

It's suggested that the Game Master secretly do the test using 4 against a difficulty equal to the protagonist's Knowledge.

Improvising a Tool

Improvised weapons, shields or tools are objects picked up rapidly and use has a tool for a precise action. It can be a branch, a chair leg, a piece of glass or anything that can help in a task. It can sometime be hard to find something and an action and a test can be required to find (Investigate) or to dislodge (Muscular) the object. If the object is on the ground, a Quick Action without a test can be enough. The Game Master will have to judge if it's possible to find in the area an object that can be used as a tool for what the protagonists want to do. The Game Master will also have to judge of the efficiency of the weapon or tool based on the list of existing items. Improvised tools are always less effective than object built for a precise purpose. Those tools are always less solid and are of the inferior condition and cause a disadvantage to a test. It still using when a test require a tool to be executed.

The Game Master should consider adding one of the following descriptors to the weapon or shield:

- Will break after the first test

- Will be useless after the encounter
- Will be useless after the scene

Furthermore, a catastrophic effect can destroy the weapon or shield when rolled.

Lighting a Fire

Lighting a fire is a common task but not always an easy one. Starting a campfire with the required equipment is a straightforward task. Generally, no roll is required. When trying to light a fire in difficult conditions the Game Master should ask the players if they have a descriptor that can be useful for the situation. If the character have a fitting descriptor, no roll are required.

If the situation is dire or very stressful, a Survival roll must be asked by the Game Master no matter the descriptors a character can have.

Lighting a house or a building in fire is very difficult without an accelerant or a big source of fire. Some parts can burn but the fire will often die by itself after a few minutes. With an accelerant, the task is a lot easier and the fire can rapidly become out of control.

The rules will not alway precise that fire can burn. A dropped torch or lantern can start a fire depending of the surface it was drooped on. As always, the Game Master should decide if the fire die by itself or go out of control after a few minutes. Logic, realism and the narrative are the best judges for those situations.

Pickpocketing

Pickpocketing someone is done with a Sleight of Hands test opposed by the Investigation rating of the victim. Only small objects can be stolen this way.

A success mean that the object as been stolen. A fail mean that the was not stolen and the victim has feel something strange. Depending of the relation between the thief and the victim, the situation can rapidly escalate.

An Exceptional Effect can allow to grab a second object but a Catastrophic Effect mean the thief as been caught the hand in the bag.

Pickpocketing Advantages

Dark
In a crowd

Pickpocketing Disadvantages

Small Pocket or bag
Suspicious Victim

Recovering Ammunition

It's possible to recover a projectile after throwing it. Use those basic rules to manage recovering.

- Inferior quality projectiles cannot be recovered.
- All projectiles other than bullets, arrows and bolts can be recovered after a fight. Those are generally made of metal and sturdy,
- Half of the arrows and bolts can be recovered after a fight. This also apply to projectiles made of wood.
- Bullets cannot be recovered.

Refining Monsters

As for animal, monster can also be used to create products. Some have acid blood and others have luminescent skin that can be use to light a room. It generally takes an action to take a part of a monster. A Knowledge test can be required to correctly remove the right part. The difficulty rating is generally 2. Failing the test generally waste the part.

Scavenging

When exploring the world and abandoned buildings the characters can find items that can used for crafting or be exchanged for lodging, food and water. Those items are named Scraps.

In new location or any location not already looted dry, the characters can do a Survival or Investigate test to try to get Scraps. The choice of the skill depends of what makes the more sense for the location. The Game Master should describe the room or location where searching makes sense. They should only allow one search per character per location. The difficulty rating is relative to the type of location or if the location was looted before. The default difficulty is 2.

The time required to search a location can also vary depending of the size. The duration of an encounter or one hour can be an average duration to search a house.

A success generally procure a few Scraps. It's generally between 1 to 5. Notes that even a successful test do not allows finding Scraps if the location do not holds any Scraps.

Exceptional effect allow finding more Scraps and catastrophic effect waste more time or may indicate that the character have hurt themself during the search.

Searching

Protagonists can search a room or location for loot, hidden monsters, traps or anything else.

The best way to do it, is to do the test at the last moment. The players should tell the Game Master that the protagonists are searching the room. We can imagine that the protagonists are looking everywhere and moving slowly. Since the protagonists are searching everywhere, it will take more time and probably make more noise. The players can determine how long they want their protagonists to search and the Game Master can adjust the difficulty.

If a monster or a trap is present in the room, the protagonists should be able to do an Investigate test just before being jumped by the monster or fall on the trap. A success means that the protagonists have spotted the danger before being caught.

If the search is for an object, the Game Master can secretly do the test. This way, the players will not know if the test was successful or not. The Game Master can decide a difficulty for finding the object and use it as a rating against the Investigation rating of the protagonists.

Setting Trap

It's possible to set a trap with the right equipment. It takes about a round to set it if it's a mechanical one. More complex one can take a full encounter or one hour. When the trap triggers, a Survival test can be rolled as a test to know if the target has been trapped or harmed. Depending of the trap and the situation, it can be opposed by the Investigate or Acrobatics skills of the prey.

A hidden hole in the ground should use the normal fall damage as 1 per meter. Any pointy objects on the bottom can add additional damage. See knife or spear depending on what is on the bottom of the pit.

Here is a list of some traps:

- Bear Trap
- Hunting Trap
- Noise Trap
- Pit with or without spikes at the bottom
- Rabbit Snare

Some traps require equipment.

Survival's Rule #10

Lashworms = Inflammable blood

Acid Centipede = Acid blood

Flare Lizard = Luminescent Skin

Quilltoid spike = Dagger

TRAVEL AND CAMP

Travels can be fun, stressful and full of adventures. As in real life, it can require some preparation and prioritization. Calculate a trip of 8 hours and a distance travelled of 20km per day and don't worry for rules. Remember that the character is often carrying their equipment and paths and roads are not what they use to be. There are also monsters to avoid. If you want more options, continue reading the rules.

A typical day of travel can look like this but may vary depending of the number of hours of sunlight.

- 8 hours of travelling with some breaks if required.
- 8 hours for miscellaneous activities.
- 8 hours of sleeping and resting.

Force March

It's possible to travel on foot for longer than the 8 hours limit. Double the travel duration and the distance. The character exhaust themself and the exhausted box must be checked. If the character is already exhausted, the privation condition must be checked. Note that the exhaustion condition will disappear at the end of the night sleep if the night is calm and relax.

Travel using Vehicles

Travelling using a vehicle can be a lot faster but it's also a lot louder than walking. There is no speed limit but road can be jam-packed with car wrecks or other obstacles so it's unwise to drive too fast. Highways and roads are not what it used to, caution is advised. Furthermore, high speed uses more fuel so maintaining a speed of 50kph (31mph) is the wisest speed.

A full tank of biodiesel should be refill every day or 300km.

Also calculate 8 hours of travel a day to avoid driving by night. A distance of 300km per day is possible and it's also when the tank will need to be replenished. Multiple drivers can drive non-stop but are affected by the situational Disadvantage of traveling by night.

Use the Drive skill whenever a skill test is required during the travel.

Travel and Camp

Situational Disadvantages

- Bad Weather
- Being Lost
- Difficult Terrain
- Elevation
- High Altitude
- Keep Watch
- Overloaded
- Sneaking
- Tracking
- Traveling by Night

Situational Advantages

- No Equipment
- Using Roads

Basic Camping Activities

- Camp
- Cooking
- Fire

Advanced Camping Activities

- Camouflaging
- Exploring
- Foraging
- Hiding
- Keeping Watch
- Others
- Reinforcing Camp
- Shelter
- Traps

Situational Disadvantages to Travel

Disadvantages can be used to modify tests when traveling. If a test is required at some point during the travel, use the Athletics rating when travelling by foot.

Traveling by night

Travelling by night is generally a very bad idea since it's dangerous and raise the chance to lose their way.

Difficult Terrain

Crossing difficult terrains can slow down the pace. Forests, mountains and swamps are considered difficult terrains.

Bad Weather

Bad weather or snow on the ground reduce visibility and also the ability to move fast. It generally affects all the travel but in some cases it can only affect a few hours of travel. It's often better to wait for a nice weather than travelling during a rainy day.

Tracking

Taking time to check tracks or blood on the ground reduce the travelling speed. It's a complicate task that should be done regularly and missing some tracks means backtracking.

Sneaking

Sneaking means that the characters keep a low profile when travelling. He also avoid letting tracks behind him. It's a safer a way to travel but it reduce the movement speed.

Keeping Watch

When travelling, it's possible to stay on guard and move at a lower pace to avoid being ambushed. When not doing it, the character risks to be surprised more easily.

Overloaded

Pace is affected when overloaded by equipment or heavy load.

High Altitude

Travelling at high altitude reduce the travel speed. When at 2500 meters over the sea level, oxygen is more rare and the movements are more difficult.

Elevation

Climbing a hill or a mountain greatly reduce the movement speed and is a lot harder.

Situational Advantages to Travel

Many conditions can increase the travel speed or negate penalties. The first one multiple the traveling speed by 2 then add 1 to the multiplication for every additional bonus condition.

No Equipment

It's a lot easier to travel with no equipment or only enough for the trip.

Using Roads

Well maintained roads are rare but when one is available, a character can double their travel speed or remove a situational disadvantage.

Travel Distance Modification

Many conditions can slow down or speed up the travel speed of a character or a group. Get the sum of all Disadvantages, reduce this value with the sum of all Advantages, add 1 and then divide the normal travel speed (20 km) by this number.

Becoming Lost

When travelling, there are chances that the characters become lost. A successful Survival Roll opposed by a difficulty of 2 can be required if the characters are not following a road, a river or power lines. A compass or a GPS can also be used to prevent becoming lost or can help for the test. Only one character per group can do the test for a group. A failed test means that the character has become lost and the travel speed is reduce in the best case. If the Game Master wants,

this situation can be a great opportunity to present new locations or story moments.

Camping Activities

After a long day of travel a character must stop to make camp. Multiple activities can be done during this time. A group of characters can share the tasks or help each other for more chance of success if some survival tests are required by the Game Master.

Notes that the following list is only a few suggestions and should not limit the character's possibilities. They all take about 2 hours for one character so every character can choose **4 activities** when camping.

Basic Activities

- **Camp:** Installing the camp and tents for the group and dismounting the camp after the night.
- **Cooking:** Preparing meals and boiling water.
- **Fire:** Getting dry wood and lighting a fire.

Advanced Activities

- **Camouflaging:** Camouflaging and hiding the camp and keeping a low profile.
- **Exploring:** Exploring the surrounding.
- **Foraging:** Foraging and hunting for food.
- **Hiding:** Removing any trace after dismounting the camp.
- **Keeping Watch:** Keeping watch is a crucial method to avoid being surprised during sleep. One person stay awake when the others sleep and there is a rotation. To allow everyone to have at least a 8 hours sleep, the group should go to sleep sooner and one activities per member is required.
- **Others:** Other activity like healing, praying, reading, crafting and relaxing…
- **Reinforcing Camp:** Reinforcing camp for bad weather. Searching for a dry location, digging a trench for rain. Building small walls for winds…
- **Shelter:** Building a temporary shelter.
- **Traps:** Setting up traps and/or alarms around the camp.



TRADING POST

ITEMS, VEHICLES AND HIDEOUTS

This section is about everything your character can buy or find. Your character will live longer with some equipment, a roof over is head and maybe a way to move around.

ITEM MANAGEMENT

Gaining new items and using them in an original way is fun but managing items can be boring sometime. We tried to have a simple way to manage encumbrance without allowing the character to carry everything they want. Antagonists is a survival game so keeping or discarding an item can be a nice dilemma for the players.

Items Weight

Standard Item

Standard items take one space in the inventory and has a weight of 1 if not mentioned differently. Equipment, weapons, clothing kits and armors generally fit in this category.

Stackable Items

Stackable items are indicated with the (Stack) value after the name of the item. A character can stack up to 10 stackable items to count as one. Any items can stack together and not only item of the same kind. They are harder to spot and not noticeable without a test.

Lightweight Items

Lightweight are items that require 100 of them to weight 1. Slugs and bullets are examples of that kind of items.

Large Item

Large item cannot be place in a backpack but up to two large items can be put on the shoulders or strapped to a backpack. They weight 1 and use a space in the inventory but a player cannot carry more than 2 large items. They are easy to spot even for people not looking for it.

Heavy Items

Heavy Items weight more than one and use more space in the inventory. A number following this descriptor indicates the weight but also the number of spaces in the inventory it takes. They are easy to spot even for people not looking for it.

Encumbered and Weight Lifting

The number of objects a character can carry is limited by their Carrying Capacity and what they has to hold them on themself. A character can put items in their pockets so it's generally limited to a maximum of 2 items plus what they can hold in their hands. A bag or a backpack can greatly raise this limit.

A character carrying more weight than their Carrying Capacity becomes encumbered and gets the Exhausted condition and is considered as slowed. A character can never carry more or lift more than their Weight Lift value.

Carrying a Character

Carrying a character works like carrying any other object. Just use the character's weight value define at character's creation. The average character's weight is 20.

Sharing the Weight

It's possible to share the weight of an object. Depending of the size of the object, multiple characters can help. Divide the object's weight by the number of characters lifting together. All the characters moving the object are considered as slowed.

Dragging Objects

When dragging an object consider the object's weight halved. The character dragging the object is considered as slowed.

Item's Duration

Some items like source of power or light have a limited duration. Those items can only be used for a limited time when activated. We measure the length in scene or chapter if the items is used for more than a few seconds. The item is always consumed if used during a scene or chapter no matter if it last a few minutes or hours. Starting to used those items in the middle of a scene or chapter do not allow to use the same item in the next scene. Remember that batteries

and combustible are a lot less efficient than what we have today.

A source of power or light can stop working before the normal duration if a catastrophic effect happens from someone manipulating it. A source of power can explode in certain circumstances.



ITEM'S VALUE

Antagonists is a survival game and your character should be a professional for using their equipment in creative ways. Their equipment can save their life and help them to overcome obstacles.

Items	Trade Value in Slugs
High caliber bullet	1
Low caliber bullet	0.1
Ration Card	1

Ration Card: Ration cards are used in some settlement as money. People working for the community get some ration cards every day that can be exchanged for food and necessary items inside the community. Those are only usable inside the community that issue them.

Outsider Prices

Outsiders pay higher price than members of the community. It range from double to 10 times the normal price. Some temporary deal can still be possible to have reductions. It's also possible to join the community and have an identification card or a tattoo to be associated with the group.

Item's Quality

There are 3 quality conditions for items. When not specified, use the normal value and price. Using an items in an improper way can cause damage to the objet and lower the quality. It's up to the Game Master to decide if and how the quality of an item is degrading.

Quality		Slugs
Superior	Situational Advantage to all tests	x10
Normal	-	x1
Inferior	Situational Disadvantage to all tests	/2

Superior: Those items are of greater quality than most. Those can be freshly crafted or was preserve in good condition during all the years. Some have been upgraded to make them more efficient. Add a situational Advantage on all rolls involving the item, weapon or armor. It cannot be applied multiple times no matter how good the item is. The price of the item is multiplied by 10. If this item is damaged at some point then consider this item as of "Normal" quality. Some items are never involved in a test but the superior quality can be use to show luxury in social tests. Those items are rarer than the normal version and not sold everywhere.

Normal: The item can be used as normal even if the item was created or built many years ago. If the item is damaged at some point then the item fall to the Inferior quality.

Inferior: Inferior items are in bad shape and often rusted. Those items can still be use and useful but are often patched with tape. Add a situational Disadvantage on all rolls involving this item, weapon or armor. Note that many items do not involve test so using an inferior version of those items can be seen as a cheap way to get items. Unfortunately, inferior items are easier to break and a Disadvantage should be applied to a resistance test every time the item is at risk of breaking. Furthermore, having inferior item can influence social test by showing lack of resources.

The price of an inferior item is the half of the normal price. If the item is damaged at some point then consider the item as useless.

Merchants and Qualities

Merchants and traders can sell superior or inferior items but by default, they only have the normal quality of the items. A character can try to save money by buying inferior items but risk to broke the item more easily. In some cases, those items are simply not available or will not give the expected results. It's up to the Game Master to decide what are the available qualities.

Selling Items

Character can sell items at shops and trading posts. The base price is 50% of the normal value of the item. As always, the Game Master can modify this value depending of the rarity or the situation.

People are only interested to buy an item if it can be useful for them or if they know they will be able to sell it for a better price. If it's not the case or if they already have those items in stock, they can refuse to

buy the item or offer less Slugs for it. Furthermore, merchants don't have an infinite number of Slugs so it can happen that a merchant is not able to buy an item from the protagonists.

Haggling

The character can try to negotiate a better price when buying or selling items. A Persuade test opposed by the Persuade rating of the trader is required.

A success will modify the price by 10% and each Exceptional Effects will add another 10%. If the price was not previously fixed it can also modify the price in the other way in case of a failure or Catastrophic Effects. Even after rolling you can refuse the deal if the price is not good enough for you but remember that it can changes the mood of the vendor.

Each characters in the group can negotiate for their own items to buy or to sell or another character can do it for the entire group. Either ways, negotiating after a failing attempt is a bad idea and can suffer a Disadvantage on the test.

Catastrophic Effects can decrease the relation between the character and the trader.

Notes

Price cannot be negotiated at character creation.



ILLEGALITY

Stealing

The protagonists can try to steal items from a vendor or any other character. Sometime, it can be as easy as taking an object when the merchant is not watching. Often, it will require more strategy. Either ways, stealing is the easy part. Merchants are not stupid and they don't put expensive objects near the clients. They also known what they own and they will rapidly be aware of any missing items.

Communities are small and people don't have a lot so stealing is severely punished. When in doubt, people will be searching for the stolen goods and outsiders are often the first suspects. Merchants can be essential for the survival of a communities so they are often protected by the entire group.

Black Market

Buying or selling items to the black market is possible. When an item is illegal to own in a community, the price sky rocket.

First, the character must find someone willing to buy or sell the item. It's not always an easy task and the Game Master should include this kind of transaction as a game plot. It's all about secrecy and trust in this domain. The communities are small so it's very hard to keep secrets so the risk is high. The price of the item can raise from double to 10 times the normal price.

Here are the items a player can buy or sell to the black market.

- Alcohol (in some community)
- Biodiesel and oil (in some community)
- Counterfeit objects
- Drugs
- Illegal services
- Illegal weapons to own in the community
- Stained items



• Stolen objects

SCAVENGERS TRADING GUILD

The Scavengers Trading Guild offer services for the poor but many people use their services. They offer food, ration and lodging for Scraps.

They offer pretty must the same services as other food and lodging providers but accept Scraps instead of Slugs as payment.



SCRAPS

Scraps are generally objects from before the outbreak that are not too much rusted or used. They are mainly used for crafting but those items have some value for some and can be traded. Scraps are a mix of pieces of metal, electronics, fabric, chemicals and organics that can still be use. Not all junks are Scraps, only those still valuable.

The Scavengers Trading Guild buy and sell those items.

Trading at the Scavengers Trading Guild

The Scavengers Trading Guild is generally ready to buy and sell scraps that can be used to repair or even create new stuff. They also offer lodging for Scraps.

Scraps Exchange Rate	
Buying 1 Scraps	2 Slugs
Selling 1 Scraps	1 Slugs

For more information about lodging, check the lodging section further in this chapter.



STAINED ITEMS

Stained items are items that have been corrupted by the Glare or supernatural powers. Items from the Glare generally look very weird but the one changed by supernatural powers look like regular one. Either ways, they feel different when touched or wield. They generally emanate coldness when touched.

Those items are really hard to identify them as stained without touching them but when someone does, it's pretty obvious that the item is not an ordinary one. The stained can spread to the wearer of the item, leaving a cold shiver to the spine for days. Transporting many stained items cause strange effect like cold hands, cold feet and cold breath that can be detected.

Those stained items are generally avoided and destroyed by the common folk to limit the corruption. Vendors will generally refuse to buy one and can alert the authority if someone is offering to sell one.

People buying or selling those items generally stay far from settlement and only deal with shady people or the black market.

There is no list of stained items in this section since those objects are hard to get and not generally sold in trading post.





WEARABLE

Clothing

Normal clothing generally includes a shirt, pants, underwear and shoes. Extended kit can also include a hat, gloves, boots and jewelleries. Instead of buying every individual elements the character only have to choose and pay for the descriptors and then decide what is included with the kit.

Clothing style weight 1 for the entire kit since it's light and distributed on the body. Additional clothing style in a backpack also have a weight of 1 per kit even if it includes many pieces and shoes or boots.

Style Descriptors

Clothing use style descriptors. Instead of buying each piece of clothing, the character only needs to buy the descriptor that please them. Those descriptors can be bought with Slugs. The character can choose the combination of descriptors they want for the style of clothing. Note that some combination does not make sense so check with your Game Master. It's possible to have many outfits with different descriptors. Remember that descriptors can be positive or negative depending of the situation. For example, intimidating clothing will not works well in a party or in a court room.

Style Descriptors	Slugs
Camouflage	2
Chemical Protection Coating*	8
Chic	5
Colorfull	2
Concealing	2
Dark	2
Durable	4
Extended Kit*	4
Expensive	10
Faction Recognition*	1
Fire Resistant*	3
Flamboyant	2
Hermetic	6
Impermeable	4

Style Descriptors	Slugs
Intimidating	2
Light	2
Non-Conductivity*	5
Ragged	0.5
Revealing	1
Standard	1
Uniform*	5
Warm*	4

Chemical Protection Coating: Gives a situational advantage to Muscular tests against any chemical and acid.

Extended Kit: Extended kit add many items to the normal clothing kit. It can include a hat or a cap, a scarf, a belt and jewelry. It's more about style than rules but those can still be used as descriptors.

Faction Recognition: Those standard clothing or addition to other clothing allows to be recognized as a member of a faction.

Fire Resistant: Gives a situational advantage on Muscular tests against fire. Clothing with this feature is often welder's suit or firefighter's suit.

Non-Conductivity: Gives a situational advantage on Muscular tests against electricity. This feature is generally included in boots.

Uniform: A uniform that allows to be identified as part of a group of person doing a precise occupation. It can be a police uniform, military uniform, medical white coat, scientific lab coat or any other one. Choose one when buying this style descriptor.

Warm: Gives a situational advantage on Muscular tests against cold.

Alex is buying new clothings for his travel. He bought a kit with the dark, durable and impermeable descriptors for 100 Slugs. No need to describe every pieces of clothing but we can imagine Alex with a robust dark raincoat, some standard clothing under and some boots.

Armor



Armor can have the same descriptors as clothing. Simply add the price of the clothing to the armor to have the protection and the descriptors.

The armor value is generally added to the resistance test when receiving attack or getting hit by something. Body armor can be combined with head, arm or legs armor but it's not possible to have two armors at the same position. Armor with the "All" value for the location cannot be combined.

Armor weight 1 by default as many other items but some are very heavy. The weight must not be counted when worn.

Armor	Location	Armor	Slugs
Anti-Grizzly Armor ***(Heavy 8)***	Full	7	65
Armor Jacket ***(Heavy 3)***	Body	3	15
Armored Jumpsuit ***(Heavy 2)***	Body	5	50
Armored Trench Coat ***(Heavy 3)***	Body	4	30

Armor	Location	Armor	Slugs
Ballistic Vest	Body	2	8
Crusader* Breastplate ***(Heavy 4)***	Body	5	40
Crusader* Chain Mail ***(Heavy 4)***	Body	4	20
Crusader* Plate Armor ***(Heavy 5)***	Body	7	90
Crusader* Scale Mail ***(Heavy 4)***	Body	3	10
Crusader* Spint Armor ***(Heavy 5)***	Body	6	75
Full Body Armor ***(Heavy 4)***	Body	6	75
Hazmat Suit*	All	0	20
Helmet, Crusader ***(Heavy 2)****	Head	1	8
Helmet, Military ***(Heavy 2)****	Head	1	4
Helmet, Motocycle ***(Heavy 2)****	Head	1	4
Helmet, Sport*	Head	0	5
Helmet, Welding ***(Heavy 2)****	Head	1	5
Highwayman Coat ***(Heavy 2)***	Body	3	20
Padded Vest	Body	1	5
Reinforced Boots*	Feet	0	3
Reinforced Gloves*	Hands	0	3

Crusader Armor: Those armor generally look like medieval armor with great design. The Crusader faction forbid everyone who is not a Crusader to buy, sell or wear those armors.

Hazmat Suit: Come with the following free style descriptors; Chemical Protection Coating, Colourful, Hermetic, Impermeable, Uniform.

Helmet, Crusader: Helmets can work as a descriptor and protect against minor wounds to the head. Furthermore, this helmet provides some protection that can be added to the overall armor value. The Crusader helmet look like a medical helm.

Helmet, Military: Helmets can work as a descriptor and protect against minor wounds to the head. Furthermore, this helmet provides some protection that can be added to the overall armor value.

Helmet, Sport: Helmets work as a descriptor and can protect against minor wounds to the head. Those kind of helmets include football, hockey or bicycle helmet.

Helmet, Motorcycle: Helmets work as a descriptor and can protect against minor wounds to the head. Furthermore, this helmet provides some armor that can be added to the overall armor value.

Helmet, Welding: Helmets work as a descriptor and can protect against minor wounds to the head. It also protects the eyes against bright light but it's very hard to see in normal light. Furthermore, this helmet provides some armor that can be added to the overall armor value.

Highwayman Coat: Those armors are made of thick leather. It's mostly wore by the nefarious members of the Highwayman faction causing confusion when someone not in the faction wear the armor.

Reinforced Boots: Boots work as a descriptor against minor wounds to the feet. They only protect the feet and not the all legs.

Reinforced Gloves: Gloves work as a descriptor against minor wounds to the hands.


Hazmat Suit


Padded Vest


Ballistic Vest


Highwayman Coat


Armor Jacket


Crusader Scale Mail


Armored Trench Coat


Crusader Chain Mail


Armored Jumpsuit

Shield

A shield adds its value to the armor value like any piece of armor. Only one shield can be used effectively. A shield always use a hand even for a strapped one. Using a shield can allow to use the Full Defence action in more situations. It's possible to hit someone or something with a shield. See the weapon's statistics further in this chapter.

Armor	Location	Armor	Slugs
Shield, Ballistic ***(Large, Heavy 2)***	None	2	20
Shield, Crusader ***(Large, Heavy 3)***	None	2	40
Shield, Homemade ***(Large, Heavy 3)***	None	1	5

Tattoo

Tattoo works like clothing but with a limited range. Tattoos can generally be hidden or shown depending of the location on the body. The descriptors should only be applied when the tattoos are seen.

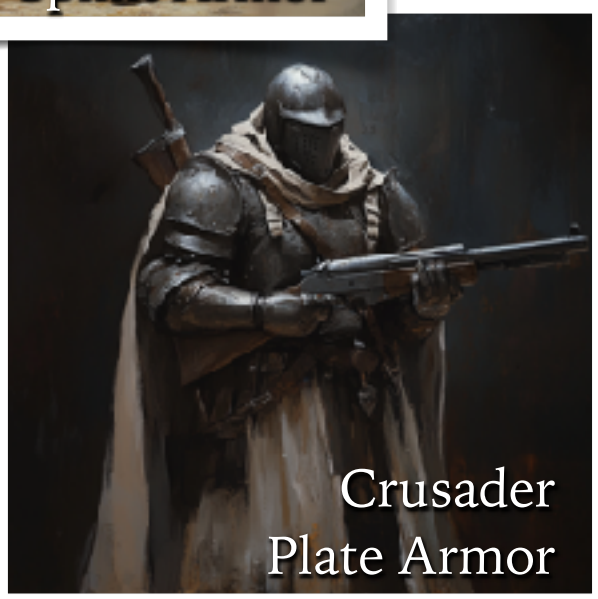
Use descriptors when using the tattoos during the game but feel free to describe it when the character gets it.

Style Descriptors	Slugs
Artistic	5
Expensive	10
Faction Recognition	1
Flamboyant	2
Funny	2
Intimidating	2
Sexy	2


Crusader Breastplate


Full Body Armor


Crusader Splint Armor


Crusader Plate Armor

CONSUMABLES

Power Supply



Multiple items allow to power devices. Those items exist in many types but to make item's management easier we regroup all models in one. As an example, even if multiple models of batteries exist, we only use one that fit all devices.

Power Supply	Duration	Slugs
10 x Battery *(Stack)**	1 Scene	1
5 x Battery, rechargeable *(Stack)**	1 Scene	1
Battery, Car *(Heavy 5)**	1 Chapter	1
Biodiesel Can*	1 Scene	1
Biodiesel Drum *(Heavy 55)**	1 Chapter	10
Biodiesel Tank *(Heavy 340)**	1 Story	100
Coal, Bag *(Heavy 12)**	1 Chapter	10
Coal, Small bag*	1 Scene	1
Oil Can*	1 Scene	1
Oil Drum *(Heavy 55)**	1 Chapter	10
Oil Tank *(Heavy 340)**	1 Story	100
Propane, Small Tank*	1 Scene	1
Propane, Tank *(Heavy 3)**	1 Chapter	10
Propane, Big Tank *(Heavy 15)**	1 Story	100

Battery *(Stack)*: Each battery last for the duration of a scene. It can be used on almost any devices.

Battery, Car *(Heavy 5)*: Each battery last for a chapter but are not very convenient to carry.

Biodiesel Can: Biodiesel can be used for some equipments, generators or vehicles.

Biodiesel Drum *(Heavy 55)*: Biodiesel can be used for some equipments, generators or vehicles.

Biodiesel Tank *(Heavy 340)*: Biodiesel can be used for some equipments, generators or vehicles. This tank is large enough to provide propane to an entire settlement.

Coal, Bag *(Heavy 12)*: Coal can be used for heating, cooking, lighting and also generators.

Coal, Small Bag: Coal can be used for heating, cooking, lighting and also generators.

Oil Can: Oil can be used for some equipments, heating, cooking and lighting.

Oil Drum *(Heavy 55)*: Oil can be used for some equipments, heating, cooking, lighting and also generators.

Oil Tank *(Heavy 340)*: Oil can be used for some equipments, heating, cooking, lighting and also generators. This tank is large enough to provide propane to an entire settlement.

Propane, Small Tank: Propane can be used for heating and cooking.

Propane, Tank *(Heavy 3)*: Propane can be used for heating and cooking.

Propane, Big Tank *(Heavy 15)*: Propane can be used for heating and cooking. This tank is large enough to provide propane to an entire settlement.

Dispensable Light Source



Light Source	Duration	Slugs
20 x Candle *(Stack)*	1 Scene	1
10 x Flare, Signal (Disposable) *(Stack)*	1 Scene	1
10 x Light Stick *(Stack)*	1 Scene	1
Fireworks *(Stack)*	1 Round	1
Matches, box of 100 *(Stack)*	1 Round	1
Matches, Waterproof, box of 10 *(Stack)*	1 Round	1
Torch, homemade*	1 Scene	1

Torch, homemade: A torch can procure light for the duration of a scene. Note that torches can be fire hazards.



Food and Ration

Food and Ration	Slugs
Alcohol, 70%	2
Alcohol, Pure	20
Animal Food (1 day) *(Stack)**	0.1
Banquet (per person)	20
Beer, Bottle	1
Cigarettes, Pack	1
Cigars, Box	1
Coffee, Bag	1
Honey, 1 litre	2
Iodine *(Stack)**	1
Liquor, Bottle	1
Liquor, Inferior Bottle	0.5
Liquor, Superior Bottle	10
Meals (1 day)*	0.1

Food and Ration	Slugs
Meals, Superior (1 day)*	5
Ration (1 day) *(Stack)**	1
Ration, Inferior (1 day)*	0.5
Ration, Superior (1 day) *(Stack)**	10
Salt, 1kg	1
Seeds	1
Sugar, 1kg	1
Water, Bottle	0.5
Wine, Bottle	2
Wine, Inferior Bottle	1
Wine, Superior Bottle	20

Animal Food (1 day) *(Stack)*: It's enough food for an animal for a day. A human can also eat that food but they will need 3 rations a day and the Game Master can give a negative temporary descriptor to the character due to the poor quality and taste of the food.

Iodine *(Stack)*: Iodine is used to purify water. It can purify enough water for 10 days.

Meals, Cheap (1 day): Meals must be eaten in the same day as they are purchased. It includes food and something to drink. Those meals are not very good and a character can get a negative temporary descriptor if he eat this kind of food too often.

Meals, Good (1 day): Meals must be eaten in the same day as they are purchased. It includes food and something to drink.

Ration (1 day) *(Stack)*: It's what is needed to survive for a day. It's possible to eat only the half of a ration and keep the other half for another day. Doing so will generally apply a negative temporary descriptor. Ration includes food and something to drink. Rations do not have expiration date.



Medical Supplies

Medical Supplies	Slugs
10 x Bandages, Clean *(Stack)**	1
Adrenaline Shot *(Stack)**	2
Antitoxin *(Stack)**	1
Antitoxin, Rare *(Stack)**	3
Disinfectant	1
Disposable Respirator (1 use)	3
Emergency Burn Kit (1 use)*	5
First Aid Kit (10 uses)	3
First Aid Kit, Large (20 uses)	5
First Aid Kit, Small (5 uses)	2
Medication *(Stack)**	2
Medication, Rare *(Stack)**	5
Painkiller *(Stack)**	3

Medical Supplies	Slugs
Portable Oxygen Unit (1 use)	7
Potassium Iodide *(Stack)**	2
Sleeping Pill *(Stack)*	1
Surgery Kit (10 uses)	12
Surgery Kit, Large (20 uses)	20
Surgery Kit, Small (5 uses)	8
Syringe, Clean *(Stack)*	1

Adrenaline Shot *(Stack)*: Adrenaline shot can be use to stabilize a dying character instead of attending to them. It can also be used to procure a situational advantage if a patient with the Dying condition is moved improperly. The Adrenaline Shot can be used by the patient if the syringe can be easily accessed.

Antitoxin *(Stack)*: Remove the effect of common infection. Multiple doses can be required.

Antitoxin, Rare *(Stack)*: Remove the effect of powerful toxins from bacteria, mushrooms, toads and snakes. It also works with some manufactured toxins like sarin. Multiple doses can be required.

Bandages, Clean *(Stack)*: Those bandages are clean and are better to stop bleeding. Add a situational advantage to first aid test to stop bleeding.

Emergency Burn Kit (1 use): The emergency burn kit procure a situational advantage when stabilizing or healing a character that has suffered burns.

First Aid Kit: One dose can be used to heal any amount of normal wounds on a patient or one critical wound. See the First Aid and Surgery section for more information.

Medication *(Stack)*: Medication can be used to treat any minor sickness or disease. It can generally be found as some pills. Multiple doses can be required.

Medication, Rare *(Stack)*: Rare medications are used to treat major sickness or disease. It includes Antibiotics, Insulin and other rare and costly medications. Antibiotics are used to treat diseases caused by bacteria. Insulin is treated to control Diabetes. Multiple doses can be required.

Painkiller *(Stack)*: Allow the character to ignore the effect of all his wounds for the duration of an encounter. Each time a wound is ignored a new wound is opened. The effects of wounds are ignored and also the count to the “Dying” condition.

Potassium iodide *(Stack)* : The Potassium iodide pills procure a situational advantage when stabilizing or healing a character that has suffer minor radiation. It can also be used as a prevention before accessing a radiated zone.

Surgery Kit: One dose can heal any amount of wounds on a patient. See the First Aid and Surgery section for more information.



GEAR

Travel Gear

Travel Gear	Slugs
10 x Iron Tent Stakes *(Stack)*	1
Backpack, Large (24 slots) *(Stack)*	3
Backpack, Large (24 slots) Waterproof *(Stack)*	4
Backpack, medium (16 slots) *(Stack)*	2
Backpack, medium (16 slots) Waterproof *(Stack)*	3
Backpack, small (8 slots) *(Stack)*	1
Backpack, small (8 slots) Waterproof *(Stack)*	2
Bag *(Stack)*	1
Bag, Waterproof *(Stack)*	2

Travel Gear	Slugs
Bedroll	1
Binoculars	10
Blanket	1
Blanket, Thermal	2
Blanket, Waterproof	3
Bottle, empty	0.5
Box, Small Waterproof	1
Camp Bed, Folding *(Large)*	2
Camp Stove, Propane *(Heavy 2)*	5
Canteen (1 quart)	1
Carabiner *(Stack)*	1
Chalks (box)	1
Climbing Gear	5
Compass	1
Fire Bellow, Telescopic *(Stack)*	1
Fishing Line	1

Travel Gear	Slugs
Fishing Rod and Tackle *(Large)*	4
Grappling Gun	10
Grappling Hook	2
Hemp Twine	1
Ice Cleats	1
Match Case, Waterproof	1
Pedometer *(Stack)*	1
Rope (150m)*	4
Rope (50m)*	2
Rope, Climbing (150m)*	5
Rope, Climbing (50m)*	3
Scuba Gear	10
Shoulder Bag, Heavy Canvas	1
Skis and Boots	5
Sleeping Bag	2
Sleeping Bag, Polar	3
Snowshoes	2
Spork *(Stack)*	1
Tarpaulin, Large	7
Tent, 1 person	5
Tent, 2 persons	7
Tent, 3 Persons *(Large)*	10
Tent, 4 Persons *(Heavy 2)* *(Large)*	14
Tent, 5 Persons *(Heavy 2)* *(Large)*	20
Tent, 6 Persons *(Heavy 2)* *(Large)*	25
Tent, Large Canopy *(Large)*	8
Tent, Medium Canopy *(Large)*	5
Tent, Small Canopy *(Large)*	3
Tinderbox (10 uses)*	1
Water Bag (1 gallon)	1
Water Bag (5 gallon) *(Heavy 5)*	2

Backpack: Backpacks can help carrying more items but do not procure more carrying weight. The number of slots determine the total weight the backpack can holds..

Rope: This rope can be useful to attach stuffs but not much to climb even if it can works.

Rope, Climbing: This rope should be used to climb. It's not a good type of rope to attach stuffs.

Scuba Gear: Procure an Advantage on Athletics and Acrobatics tests when swimming.

Tinderbox (10 uses): Tinderbox allows to start a fire more easily and rapidly. It can provide a situational advantage to tests if time is critical.

Refillable Light Source



Lights	Duration	Slugs
Flashlight, Crank	1 Scene	6
Flashlight, Headlamp	1 Scene	5
Flashlight, Metal	1 Scene	3
Flashlight, Plastic	1 Scene	1
Flashlight, Waterproof*	1 Scene	3
Lamp, Oil *(Large)*	1 Scene	1
Lantern, Biodiesel *(Large)*	1 Scene	3

Lights	Duration	Slugs
Lantern, Candle *(Large)*	1 Scene	1
Lighter, Oil *(Stack)*	1 Scene	1
Searchlight*	1 Scene	3
Signal Gun		3
10 x Signal Gun Ammunition *(Stack)*	1 Scene	1

Flashlight, Waterproof: Those flashlights resist water splash and can work underwater. It's also possible to have the descriptor "Waterproof" to other type of flashlight. Just add 25 Slugs to the price of other flashlight types.

Searchlight: The searchlight use a battery.

Tools



Tools	Slugs
Air Compressor, 60-gallon *(Heavy 28)*	10
Alchemy Kit, Basic	1
Blowtorch, Oil	2
Chain (per meter)	1

Tools	Slugs
Crowbar *(Large)**	3
Duct Tape	1
Fire Extinguisher, Chemical *(Large)*	7
Fire Extinguisher, Chemical Portable	5
Gloves, Electricians	1
Gloves, Gardener	1
Hand Drill	2
Lineman's Climbers	1
Lock-Picking, Gun*	10
Lock-Picking, Tools	3
Magnifying Glass	2
Mechanic's Tool Chest *(Heavy 22, Heavy 40 full)*	10
Microscope, Laboratory	8
Microscope, Pocket	2
Padlock, Cheap Combination *(stack)**	1
Padlock, Good Combination *(stack)**	2
Padlock, Key *(stack)**	1
Pry-bar	2
Pulley, Steel	1
Safe-Cracking Tools	20
Saw, Hand	2
Saw, Pocket Wire *(Stack)*	1
Scissors	1
Shovel *(Large)**	2
Shovel, Folding	3
10 x Tie Wraps *(Stack)*	1
Tool Belt and Safety Strap	5
Tool, Bomb disposal Kit	10
Tool, Chemical Kit	8
Tool, Cooking Kit	2
Tool, Electrician's Kit	8
Tool, Home Kit	5

Tools	Slugs
Tool, Jeweller's Kit	6
Tool, Mechanics Kit	6
Tool, Sewing Kit	2
Tool, Watchmaker's Kit	3
Tool, Welder's Kit	10

Crowbar *(Large)*: A crowbar can used as a decent weapon. See the weapons' section for more information.

Lock-Picking, Gun: Lock-picking gun works like lock-picking tools but destroy open the lock. It's easier to use so it add a situational advantage when used. It can be used multiple time. This kink of tool do not works on combination locks.

Padlock, Cheap Combination: Padlock with combination requires the right combination to open. It's possible to try every possible combination but it will take about an hour or an entire encounter. Breaking the lock requires an hard object and a muscular test with a difficulty of 4.

Padlock, Good Combination: Padlock with combination requires the right combination to open. It's possible to try every possible combination but it will take about a week or an entire chapter. Breaking the lock requires an heavy object and a muscular test with a difficulty of 8.

Padlock, key: Padlock with key cannot be guessed like padlock with combination but someone with skills and the tools can pick the lock. It's generally a difficulty of 4. Breaking the lock requires an heavy object and a muscular test with a difficulty of 8.

Shovel *(Large)*: A shovel can used as a decent weapon. See the weapons' section for more information.

Technologies

Technologies	Slugs
Alarm Clock	1
Battery Charger, Electric*	10
Battery Charger, Solar*	20
Binoculars, Stabilized	15



Technologies	Slugs
Camera, Digital	15
Camera, Security	10
Defibrillator*	20
Detonator, Remote	7
Detonator, Wired	2
Drone and Remote*	30
Geiger Counter	10
Goggles, Night Vision	30
GPS Handheld	10
Lamp, 6-Watt Fluorescent	3
Laptop	25
Metal Detector *(Large)*	12
Metal Detector, Small	6
Mic, Directional	3
Motion Detector Alarm Set	15
PC System *(Heavy 4)*	20
Phone, Smart *(Stack)*	15
Portable Satellite Antenna *(Large, Heavy 4)*	50
Projector	3

Technologies	Slugs
Radio Jammer	5
Radio, CB*	5
Radio, Ham*	3
Rangefinder	3
Solar Panel, Foldable *(Large)**	30
Tablet, Smart	11
Walkie-Talkie (2)	10
Watch, Automatic	8
Watch, Smart	6
Watch, Standard	3

Battery Charger: The battery charger requirer electricity. It allows to recharge up to

Battery Charger, Solar: Can recharge up to 4 rechargeable batteries or a car battery every day of sunlight. It's about 3 hours per battery.

Defibrillator : Defibrillator can be use to stabilize a dying character instead of attending to them. It can also be used to procure a situational advantage if a patient with the Dying condition is moved improperly. Require a battery.

Drone: The drone comes with a remote and a screen to see through the drone's camera. The drone armor is 0. The drone requires batteries.

Radio, CB: This kind of radio has a maximum range of 18km.

Radio, Ham: This kind of radio has a maximum range of 15km.

Solar Panel, Foldable *(Large)*: Can recharge up to 9 batteries or 3 car batteries each day of sunlight.

Miscellaneous

Miscellaneous	Slugs
Alarm Clock, Mechanical	1
Animal Care Kit	2
BBQ Grill, Propane *(Heavy 5)*	5
Bell	1

Miscellaneous	Slugs
Book, Blank	1
Book, Diary	1
Book, Dictionary	2
Book, Encyclopedia	4
Book, Novel	1
Book, Religious	2
Briefcase	1
Camera, Analog	1
Camera, Instant	5
Camera's Instant Film (600 Photos)	1
Camera's Roll of Film (36 Photos)	1
Cane	1
Chemical Toilet, Portable *(Large)*	5
Clutches *(Large)*	1
Collectable (Stamps, coins…)	2
Cosmetics	1
Dice, Loaded	2
Dice, Set *(stack)*	1
Disc, DVD	1
Disc, Music	1
Disc, Vinyl	1
Disguise Kit	2
Eye Patch	1
False Identification Card*	5
False Identification Tattoos*	5
Firecrackers (10 uses)	1
Flute	1
Gas Mask	3
Gas Mask Tank	1
Glass Vial, Empty *(Stack)*	1
Gold Bar	32
Grenade Canister, Empty	2
Guitar *(Large)*	2

Miscellaneous	Slugs
Handcuffs	3
Insulated Tank (5 gallons) *(Heavy 7 Full)*	3
Invisible Ink	2
Limb Splint	1
Manacles	3
Maps	2
Mask, Surgeon	1
Mirror, Large	2
Mirror, Small	1
Paint, Can	1
Paint, Spray	1
Paper, Pad	1
Parachute	20
Pen, Box	1
Pencil, Box	1
Playing Cards, Deck	1
Razor	1
Religious Item	1
Safe (500 lbs) *(Heavy 275)*	10
Safe, personal *(Heavy 4)*	3
Sex Toy	1
Sketch Pad	1
Straightjacket	4
Sunglass *(Stack)*	1
Tablet, Writing	1
Telescope, Large *(Large, Heavy 2)*	15
Telescope, Small	3
Turntable	3
Umbrella *(Large)*	1
Wallet	1
Wheelchair *(Heavy 5)*	8
Whistle *(Stack)*	1
Wingsuit	30

False Identification Card: False identification card are associated to a person and a faction or community. There is generally no photo on the paper but a small description of the person. It allows to be recognized as a member of the community. It can be required to enter the community or trade with it or have a price without the outside tax. Since those are false, they can detected as such and the punishment for using those paper is generally punished by death.

False Identification Tattoos: Those tattoos are associated to a faction or community. It allows to be recognized as a member of the community. It can be required to enter the community or trade with it or have a price without the outsider's tax. The tattoos cannot be easily remove and removing it leaves marks that can still be recognized. Since the tattoos are not done by the official tattooist it can be recognized as false.

Glass Vial, Empty (stack):

Invisible Ink: Invisible ink becomes visible near a source of heat.

WEAPONS

Weapons Properties

Skill: It's the skill used to attack with the weapon. In some rare situations it can be substitute with another one. When the skill is not mentioned the value must be used as the rating for the attack.
Level: A bonus or a penalty directly added to the skill rating used when attacking.
Range: The maximal range of the weapon.
Ammo: The number of ammo available before a reload is required. Reloading a weapon requires a full action.
Descriptors: Descriptors for the weapons.
Slugs: The price of the weapon.

Exceptional Effects

Those effects are activated when at least one Exceptional Effect is rolled.

Blast: An Exceptional Effect can be use to do an additional wound.
Bleed: An Exceptional Effect cause the Bleeding condition. This effect can only be applied once.
Blind: An Exceptional Effect cause Blindness for a round. This effect can only be applied one time per round.
Ignite: An Exceptional Effect cause the Burn effect. This effect cannot be applied multiple time. See the Elemental Effects section for more information.
Disarm: An Exceptional Effect Disarm an opponent. See the Close Combat Maneuver for more information.
Exhaustion: An Exceptional Effect cause the exhausted condition.
Knockdown: An Exceptional Effect cause a Knockdown to the opponent. See the Close Combat Maneuver for more information.
Pinning Shot: An Exceptional Effect prevent the enemy's movement until an action is used to recover. This power only works on human-size targets.
Shove: An Exceptional Effect can be used to Shove a human-size opponent. See the Close Combat Maneuver for more information.

Weapon General Descriptors

Area: Cause effects to everything in short range or in a cube of 10 meters per 10 meters per 10 meters.
Heavy Gun: This weapon can only be used by a character with the Heavy Gunner specialization.
Battery: Use batteries as ammunition. Every usage drain a battery. Some weapons can hold multiple batteries.
Biodiesel: Use biodiesel as ammunition.
Brace: A Quick Action is required to activate this effect. After movements from the opponent, a failed attack cause a wound to the attacker.
Breach: This weapon or tool is effective against structure and confer an advantage to any test to destroy objects.
Burn: A successful attack test cause the Burn effect. This effect cannot be applied multiple time. See the Elemental Effects section for more information.
Burst: Allow Burst fire.
Cause Pain: Cause pain and force the target to make noise.
Choke: Cause asphyxiation and the target will have to check their "Privation" box if the attack test is successful. If the box is already checked, the target is stun instead.
Discreet: Not visible except if someone is actively searching. A test with an advantage is required if someone is actively looking for the weapon.
Exhaustion: Cause the exhausted condition if the attack test is successful.
Explosive: Explosive damage is resisted with Muscular + Armor (if it apply) no matter the skill used to attack.
Fragile: Break after the first use.
Full Automatics (FA): Allow firing in full automatics mode.
Fuse: Explode a few seconds after lighting or triggering the fuse. The explosive explodes at the end of the round. It's also possible to "cook" the fuse with a Quick Action and have it explode on impact.

Gas: Can be filled with any chemical that is inhaled.
High Caliber: Use a Slugs as ammunition. Also count as Piercing.
Inoffensive: Do not do a wound even if the attack test is successful.
Immobilize: A successful test prevent the enemy's movement until an action is used to recover. This feature only works on human-size targets or bigger if the weapon is larger as well. Sometime, it can be hard for the victim to recover. Some less intelligent victims like animals can be unable to recover.
Large: Large item, limited to 2 on a character.
Light: Can be used as a light source.
Loud: Cause a lot of noise.
Parabolic: Use a parabolic trajectory and can only be used at long range.
Piercing: Reduce the armor rating by 5 to a minimum of zero when calculating the difference between the ratings. It only applied to the armor value and not to the overall resistance value.
Reach: The weapons can hit an enemy at Short range.
Return on Miss: Return to thrower if not target has been hit.
Rocket: Use rocket as ammunition.
Smoke: Cause smoke that block line of sight and cause Asphyxia (see the Holding Breath and Asphyxia sections for more information).
Stun: Cause the stun condition if the attack test is successful. The effect can only be applied on human-size opponent.
Surplus: Surplus firearms are old firearms that can still be used. They are still reliable but quite rare.
Thrown: Can be used as a thrown weapon using the Finesse Fighting skill.
Trap: Should be place in the ground before being use.
Two-handed: The weapon must be used with two hand.
Versatile: Allows using the weapon with one or two hands. Add 1 level to the skill when using the weapon with two hands.



Projectile Weapons



Projectile weapons are very useful to keep the distance with an opponent. They are generally silent and a lot cheaper than firearms.

Weapon	Skill	Level	Range	Ammo	Descriptors	Slugs
Banger	Finesse	+0	Short	1	Explosive, Fragile, Fuse, Loud	1
Blowdart Pen	Finesse	+0	Short	1	Bleed, Discreet, Stack	4
Blowgun	Finesse	+1	Short	1	Bleed, Two-handed	5
Bola	Finesse	+1	Short	1	Pinning Shot	5
Bomb, Nail	Finesse	+3	Short	1	Area, Blast, Bleed, Explosive, Fragile, Loud	9
Bomb, Pipe	Finesse	+3	Short	1	Area, Blast, Explosive, Fragile, Fuse, Knockdown, Loud	9
Bomb, Smoke			Short	1	Area, Fuse, Inoffensive, Smoke	1
Boomerang	Finesse	+1	Short	1	Knockdown, Return on Miss	4
Bow, Compound	Finesse	+3	Long	1	Bleed, Large, Two-handed	46
Bow, Homemade	Finesse	+1	Short	1	Bleed, Large, Two-handed	5

Weapon	Skill	Level	Range	Ammo	Descriptors	Slugs
Bow, Rudimentary	Finesse	+2	Short	1	Bleed, Large, Two-handed	17
Bow, Longbow	Finesse	+2	Long	1	Bleed, Large, Two-handed	23
Bow, Recurve	Finesse	+3	Short	1	Bleed, Large, Two-handed	34
Brick	Finesse	+1	Short	1	Fragile, Shove	1
Dart, Throwing	Finesse	+1	Short	1	Bleed	6
Dynamite Stick	Finesse	+4	Short	1	Area, Blast, Breach, Explosive, Fragile, Loud	18
Firework	Technicals	+1	Short	1	Ignite, Explosive, Fragile, Fuse, Loud	2
Greek Fire Bomb	Finesse	+2	Short	1	Area, Burn, Explosive, Fragile, Inoffensive	5
Grenade, Anti-tank*	Finesse	+4	Short	1	Area, Blast, Breach, Explosive, Fragile, Knockdown, Loud, Shove	18
Grenade, Burning*	Finesse	+3	Short	1	Area, Blast, Burn, Explosive, Fragile, Inoffensive, Smoke	18
Grenade, Flashbang*	Finesse	+3	Short	1	Area, Blind, Exhaustion, Explosive, Fragile, Inoffensive, Loud	9
Grenade, Fragmentation*	Finesse	+4	Short	1	Area, Blast, Bleed, Explosive, Fragile, Knockdown, Loud, Shove	18
Grenade, Gas*	Finesse	+2	Short	1	Area, Gas	81
Grenade, Illuminating*	Finesse	+2	Short	1	Area, Burn, Fragile, Light, Inoffensive	18
Grenade, Incendiary*	Finesse	+6	Short	1	Area, Burn, Explosive, Fragile, Inoffensive	72
Grenade, Offensive*	Finesse	+4	Short	1	Area, Blast, Breach, Explosive, Fragile, Knockdown, Loud, Shove	18
Grenade, Sting*	Finesse	+2	Short	1	Area, Explosive, Fragile, Inoffensive, Loud, Shove, Stun	5
Javelin	Finesse	+3	Long	1	Bleed, Large, Pinning Shot	81
Knife, Throwing	Finesse	+2	Short	2	Bleed, Stack	30
Lasso	Finesse	+1	Short	0	Inoffensive, Immobilize	12
Molotov Cocktail	Finesse	+3	Short	1	Area, Burn, Explosive, Fragile, Inoffensive	9
Net	Finesse	+1	Close	1	Inoffensive, Immobilize	6
Net, Heavy	Brutal	+2	Short	1	Inoffensive, Immobilize	33

Weapon	Skill	Level	Range	Ammo	Descriptors	Slugs
Rock	Brutal	+1	Short	1	Heavy 2, Shove	3
Rock, Heavy	Brutal	+2	Short	1	Heavy 4, Knockdown	0
Shuriken	Finesse	+1	Short	3	Bleed, Burst, Stack	11
Slingshot	Finesse	+1	Short	1	Shove, Two-handed	3
Spear, Throwing	Brutal	+3	Short	1	Bleed, Large, Pinning Shot	50
Spray and Lighter	Finesse	+2	Close	5	Burn, Inoffensive, Two-handed	18
Stone	Finesse	+0	Short	1	Shove, Stack	0
Throwing Blade	Finesse	+1	Short	2	Bleed	7

Banger: Banger are small explosives that can be light and thrown. There were used for celebration but they are now used as a way to repulse monsters.

Bola: Bola can only be used against human-size opponents.

Firework: Fireworks are explosive that are self-propelled.

Close Combat Weapons



Close combat weapons greatly vary in size and weight. Some can be hidden in a pocket and others must be attached on a backpack to carry them. No matter the size, they generally do a mess.

Weapon	Skill	Level	Range	Ammo	Descriptors	Slugs
4”x4” Wood	Brutal	+1	Close	-	Large, Shove, Versatile	4
Baseball Bat	Brutal	+2	Close	-	Shove, Versatile	13
Bayonet	Brutal	+1	Close	-	Bleed, Piercing	4
Blackjack	Brutal	+2	Close	-	Knockdown	7
Bottle, Broken	Brutal	+1	Close	-	Bleed, Fragile	1
Bottle, Empty	Brutal	+1	Close	-	Fragile, Shove	1
Boxing Gloves	Brutal	+0	Close	-	Knockdown	1
Branch	Brutal	+1	Close	-	Fragile, Large, Shove, Versatile	0
Bullwhip	Finesse	+1	Short	-	Bleed, Cause Pain	7
Burning Torch	Brutal	+2	Close	-	Ignite, Fragile	3
Caltrops, bag		4	Close	1	Bleed, Cause Pain, Trap	28
Chain	Brutal	+2	Close	-	Shove	7

Weapon	Skill	Level	Range	Ammo	Descriptors	Slugs
Chainsaw	Brutal	+4	Close	25	Bleed, Breach, Biodiesel, Large, Loud, Piercing, Two-handed	34
Cleaver	Brutal	+3	Close	-	Bleed	22
Club	Brutal	+2	Close	-	Shove, Two-handed	5
Cricket Bat	Brutal	+3	Close	-	Shove, Versatile	26
Crowbar	Brutal	+1	Close	-	Breach, Large, Shove, Versatile	5
Dagger	Brutal	+2	Close	-	Bleed	11
Fire Poker	Brutal	+2	Close	-	Large, Shove, Versatile	13
Flashlight, Metal	Brutal	+1	Close	-	Light, Shove	12
Garrote	Finesse	+1	Close	-	Choke, Inoffensive, Stack, Two-handed	2
Golf Club	Brutal	+1	Close	-	Large, Shove	2
Hammer	Brutal	+2	Close	-	Shove	7
Hatchet	Brutal	+2	Close	-	Bleed, Thrown	13
Hook	Finesse	+1	Close	-	Bleed, Disarm, Versatile	6
Ice Pick	Finesse	+2	Close	-	Bleed	14
Knife	Finesse	+2	Close	-	Bleed, Stack	16
Knuckles, Brass	Brutal	+1	Close	-	Discreet, Shove	2
Knuckles, Spiked	Brutal	+1	Close	-	Cause Pain, Discreet, Shove	2
Mace Spray	Finesse	+2	Close	25	Blind, Exhaustion, Inoffensive	7
Machete	Finesse	+2	Close	-	Bleed	14
Nunchaku	Finesse	+1	Close	-	Shove	2
Pepper Spray		6	Close	3	Choke, Inoffensive	85
Piolet (Ice Axe)	Finesse	+2	Close	-	Bleed	14
Razor Blade	Finesse	+1	Close	-	Bleed, Discreet, Stack	4
Retractable Stick	Brutal	+1	Close	-	Shove	2
Scalpel	Finesse	+1	Close	-	Bleed, Discreet, Stack	4
Shield, Ballistic	Brutal	+2	Close	-	Shove, Large	7
Shield, Homemade	Brutal	+2	Close	-	Shove, Large	7
Shiv	Brutal or Finesse	+1	Close	-	Bleed, Discreet, Fragile, Stack	1
Shovel	Brutal	+1	Close	-	Large, Shove, Two-handed	1

Weapon	Skill	Level	Range	Ammo	Descriptors	Slugs
Sledgehammer	Brutal	+4	Close	-	Knockdown, Breach, Large, Heavy 2, Shove, Two-handed	38
Spear	Brutal	+3	Short	-	Bleed, Brace, Large, Piercing, Shove, Two-handed	56
Staff	Brutal	+2	Close	-	Knockdown, Large, Shove, Versatile	15
Stake	Brutal	+2	Close	-	Bleed, Piercing	16
Stun Baton	Finesse	+3	Close	3	Battery, Inoffensive, Stun	6
Switchblade	Finesse	+2	Close	-	Bleed, Stack	16
Sword, Fencing Foil	Finesse	+3	Close	-	Bleed	27
Sword, Katana	Finesse	+3	Close	-	Bleed, Two-handed	22
Sword, Medieval	Brutal	+4	Close	-	Bleed, Large, Shove, Two-handed	42
Sword, Rapier	Finesse	+3	Close	-	Bleed, Large	26
Tactical Baton	Brutal	+2	Close	-	Shove	7
Taser (touch)	Finesse	+3	Close	3	Battery, Inoffensive, Stun	6
Tire Iron	Brutal	+1	Close	-	Shove	2
Truncheon	Brutal	+2	Close	-	Shove	7
Unarmed	Brutal or Finesse	+0	Close	-	Knockdown	0
Wood Axe	Brutal	+3	Close	-	Breach, Bleed, Knockdown, Large, Shove, Two-handed	34

Small Arms



Small arms are great weapons to keep enemies at distance. They are short so easy to hide and cause a lot of damage. Unfortunately, they are generally very loud.

Weapon	Skill	Level	Range	Ammo	Descriptors	Slugs
Crossbow, Hand	Small Arms	+1	Short	1	Bleed, Piercing	8
Crossbow, Pistol	Small Arms	+2	Short	1	Bleed, Piercing	29
Dragon's Breath Wand*	Small Arms	+2	Short	1	Biodiesel, Burn, Inoffensive, Large, Two-handed	5
Grenade Launcher*	Small Arms	-	Long	1	Grenade, Large, Loud, Two-handed	40
Pen Gun	Small Arms	+1	Short	1	Bleed, Discreet, Loud, Stack	6
Pistol, .22 Short Automatic	Small Arms	+2	Short	6	Bleed, Loud	25
Pistol, .25 Derringer	Small Arms	+1	Short	1	Bleed, Discreet, Loud, Stack	6
Pistol, .32 Automatic	Small Arms	+2	Short	8	Bleed, Loud	25
Pistol, .45 Automatic	Small Arms	+3	Short	7	Bleed, Burst, Loud	73

Weapon	Skill	Level	Range	Ammo	Descriptors	Slugs
Pistol, Automatic	Small Arms	+3	Short	8	Bleed, Burst, Loud	73
Pistol, BB	Small Arms	+0	Short	1	Bleed	3
Pistol, Beretta M9	Small Arms	+3	Short	15	Bleed, Loud	50
Pistol, Glock 17 9mm Automatic	Small Arms	+3	Short	17	Bleed, Burst, Loud	73
Pistol, IMI Desert Eagle (.50AE)	Small Arms	+4	Short	7	Bleed, High Caliber, Knockdown, Loud, Shove	192
Pistol, Model P08 Luger (7.65mm)	Small Arms	+3	Short	8	Bleed, Loud, Surplus	50
Revolver, .32	Small Arms	+2	Short	6	Bleed, Loud	25
Revolver, .44 Magnum	Small Arms	+3	Short	6	Bleed, Loud	50
Revolver, 9mm	Small Arms	+3	Short	6	Bleed, Loud	50
Revolver, BB	Small Arms	+0	Short	5	Bleed	4
Shotgun Pistol	Small Arms	+3/+2	Short/ Long	1	Bleed, Large, Loud	36
Shotgun, Sawed-Off	Small Arms	+3	Short	2	Bleed, Loud	38
SMG, Skorpion (7.65mm)	Small Arms	+3	Short	20	Bleed, FA, Loud, Two-handed	85
SMG, Uzi (9mm)	Small Arms	+3	Short	32	Bleed, FA, Loud, Two-handed	98
Taser Gun (dart)	Small Arms	+4	Short	1	Battery, Inoffensive, Stun	17

Dragon's Breath Wand: The dragon’s breath wand is an artisan weapon that throw flames. It’s a long metal cylinder that look like a hand canon.

Long Arms



Long arms are harder to hide since they are larger than rifle. They are generally more precise and powerful. Since they are pretty common they are not as costly as the small arms.

Weapon	Skill	Level	Range	Ammo	Descriptors	Slugs
Assault Rifle, AK-47 (7.62x39mm)	Long Arms	+4	Long	30	Bleed, FA, High Caliber, Knockdown, Large, Loud, Shove, Two-handed	436
Assault Rifle, AK-74 (5.45mm)	Long Arms	+3	Long	30	Bleed, FA, Large, Loud, Two-handed	139
Assault Rifle, FN FAL Light Automatic (7.62x51mm Nato)	Long Arms	+4	Long	20	Bleed, Burst, High Caliber, Knockdown, Large, Loud, Shove, Two-handed	309
Assault Rifle, Galil (5.56x45mm)	Long Arms	+3	Long	20	Bleed, FA, Large, Loud, Two-handed	121
Assault Rifle, Heckler & Koch G36	Long Arms	+3	Long	30	Bleed, FA, Large, Loud, Two-handed	139
Assault Rifle, M16 A2 (5.56x45mm)	Long Arms	+3	Long	30	Bleed, Burst, Large, Loud, Two-handed	99

Weapon	Skill	Level	Range	Ammo	Descriptors	Slugs
Bazooka	Long Arms	+5	Short	1	Area, Blast, Breach, Explosive, Large, Loud, Rocket, Shove, Two-handed	535
Crossbow, Compound	Long Arms	+3	Long	1	Bleed, Large, Piercing, Two-handed	69
Crossbow, Recurve	Long Arms	+2	Long	1	Bleed, Large, Piercing, Two-handed	35
Crossbow, Repeating	Long Arms	+2	Short	5	Bleed, Large, Piercing, Two-handed	38
Crossbow, Rifle	Long Arms	+3	Long	1	Bleed, Large, Piercing, Two-handed	69
Flame Thrower	Long Arms	+5	Short	25	Biodiesel, Burn, Inoffensive, Large, Loud, Two-handed	52
Gewehr 43	Long Arms	+3	Long	7	Bleed, Large, Loud, Surplus, Two-handed	52
Karabiner 98k	Long Arms	+3	Long	5	Bleed, Large, Loud, Surplus, Two-handed	52
Lee-Enfield MK III	Long Arms	+2	Long	10	Bleed, Burst, Large, Loud, Surplus, Two-handed	43
M1 Garand	Long Arms	+2	Long	8	Bleed, Large, Loud, Surplus, Two-handed	26
M1903 Springfield	Long Arms	+2	Long	25	Bleed, Burst, Large, Loud, Surplus, Two-handed	43
M1917 Enfield	Long Arms	+2	Long	6	Bleed, Large, Loud, Surplus, Two-handed	26
Machine Gun, FN Minigun 5.56mm	Long Arms	+3	Long	200	Bleed, FA, Large, Loud, Two-handed	139
Machine Gun, M134 Minigun (7.62x51mm Nato)	Long Arms	+4	Long	4000	Bleed, FA, High Caliber, Knockdown, Large, Loud, Shove, Two-handed	436
Mini-Flamer	Long Arms	+2	Short	5	Biodiesel, Burn, Inoffensive, Large, Two-handed	7
Pipe Gun	Long Arms	+3/+2	Short/ Long	1	Bleed, Large, Loud, Two-handed	30
Rifle, .22 Bolt-Action	Long Arms	+2	Long	6	Bleed, Large, Loud, Two-handed	26
Rifle, .30 Lever-Action Carbine	Long Arms	+3	Long	6	Bleed, Large, Loud, Two-handed	52

Weapon	Skill	Level	Range	Ammo	Descriptors	Slugs
Rifle, .30-06 Semi-Automatic	Long Arms	+4	Long	5	Bleed, Burst, High Caliber, Knockdown, Large, Loud, Shove, Two-handed	309
Rifle, BB	Long Arms	+0	Short	1	Bleed, Large, Two-handed	3
Rifle, Bolt-Action	Long Arms	+4	Long	5	Bleed, High Caliber, Knockdown, Large, Loud, Shove, Two-handed	241
Rifle, Elephant Gun (138mm)	Long Arms	+5	Long	2	Bleed, High Caliber, Knockdown, Large, Loud, Shove, Two-handed	370
Rifle, Single Shot	Long Arms	+2	Long	1	Bleed, Large, Loud, Two-handed	18
Rifle, SKS Carbine (7.62x39mm)	Long Arms	+4	Long	8	Bleed, High Caliber, Knockdown, Large, Loud, Shove, Two-handed	241
Rocket Launcher	Long Arms	+5	Long	4	Area, Blast, Breach, Explosive, Large, Knockdown, Loud, Rocket, Shove, Two-handed	1014
Shotgun, 12-gauge (Pump)	Long Arms	+3/+2	Short/ Long	5	Bleed, Large, Loud, Two-handed	43
Shotgun, 12-gauge (semi-auto)	Long Arms	+3/+2	Short/ Long	5	Bleed, Burst, Large, Loud, Two-handed	71
Shotgun, Double-Barrel	Long Arms	+3/+2	Short/ Long	2	Bleed, Large, Loud, Two-handed	33
Sniper Rifle, Barrett Model 82 (.50 BMG)	Long Arms	+4	Long	11	Bleed, High Caliber, Knockdown, Large, Loud, Shove, Two-handed	241
Sniper Rifle, Galil Sniper (7.62x51mm)	Long Arms	+3	Long	20	Bleed, Knockdown, Large, Loud, Shove, Two-handed	86

Traps and Artillery

Traps are dangerous weapons that cause a lot of damage to the unsuspecting passerby.

Weapon	Skill	Level	Range	Ammo	Descriptors	Slugs
Biodiesel Can		3	Short	1	Area, Blast, Explosive, Fragile, Ignite, Loud	9
Biodiesel Drum *(Heavy 55)*		4	Short	1	Area, Blast, Burn, Explosive, Fragile, Loud	20
Biodiesel Tank *(Heavy 340)*		9	Short	1	Area, Blast, Burn, Explosive, Fragile, Loud	623
Caltrops, bag		3	Close	1	Bleed, Cause Pain, Trap	14
Claymore*	Technicals	+5	Close	1	Area, Blast, Breach, Explosive, Fragile, Loud, Shove, Trap	18
Land Mine	Technicals	+4	Close	1	Area, Blast, Breach, Explosive, Fragile, Knockdown, Loud, Shove, Trap	9
Mortar, Large	Technicals	+5	Long	1	Area, Blast, Breach, Explosive, Heavy Gun, Knockdown, Loud, Parabolic, Shove	312
Mortar, Small	Technicals	+4	Long	1	Area, Blast, Breach, Explosive, Heavy Gun, Knockdown, Loud, Parabolic, Shove	156
Oil Can		3	Short	1	Area, Blast, Explosive, Fragile, Ignite, Loud	1
Oil Drum *(Heavy 55)*		4	Short	1	Area, Blast, Burn, Explosive, Fragile, Loud	10
Oil Tank *(Heavy 340)*		9	Short	1	Area, Blast, Burn, Explosive, Fragile, Loud	100
Petard*	Technicals	+3	Short	1	Blast, Breach, Explosive, Fragile, Loud, Trap	9
Plastic C-4	Technicals	+5	Close	1	Area, Blast, Breach, Explosive, Fragile, Knockdown, Loud, Shove, Trap	18
Propane Tank *(Heavy 3)*		4	Short	1	Area, Blast, Burn, Explosive, Fragile, Loud	10
Propane, Big Tank *(Heavy 15)*		9	Short	1	Area, Blast, Burn, Explosive, Fragile, Loud	100
Propane, Small Tank*		3	Short	1	Area, Blast, Burn, Explosive, Fragile, Loud	1

Weapon	Skill	Level	Range	Ammo	Descriptors	Slugs
Squib*	Technicals	+2	Short	1	Blast, Breach, Explosive, Fragile, Loud, Trap	5
Trap, Bear	Technicals	+3	Close	-	Bleed, Cause Pain, Immobilize, Trap	69
Trap, Hunting	Technicals	+3	Close	-	Bleed, Cause Pain, Immobilize, Trap	69

Claymore: Claymore are directional mine. They fire in an 60 degrees arc.

Petard: A petard is a small bomb made of a metal or wooden box filled with powder, used to blast down a door or to make a hole in a wall.

Propane Tank: Propane tanks do not explode when thrown. It requires a powerful impact that pierce the tank and fire to light the propane.

Squib: A squibs is a small explosive connected to two wires and a small battery.



Ammunition



Ammunition	Slugs
10 x BB *(Lightweight)**	1
10 x Low Caliber Ammunition FMJ *(Lightweight)*	1
10 x Mini Dart (Blowdart Pen) *(Stack)*	1
10 x Slingshot Ball *(Lightweight)**	1
20 x Arrow or Bolt *(Stack)*	1
Arrow or Bolt, Explosive *(Stack)**	2
Arrow or Bolt, Fire *(Stack)**	1
Dart	4
Explosive Shell, Large (Mortar)	20
Explosive Shell, Small (Mortar)	9
High Caliber Ammunition FMJ *(Lightweight)*	1
Rocket	10
Slingshot Stone *(Lightweight)*	Free
Stone *(Stack)*	Free

Arrow or Bolt, Explosive *(Stack)*: Explosive arrows or bolts explode on contact. It add the Area and Loud descriptors to arrow or bolt.

Arrow or Bolt, Fire *(Stack)*: Fire arrows or bolts are more complex than just gasoline on a projectile. It required a good mix of flammable ingredients that will burn just the right amount of time and not unbalance the projectile. Fire add the Ignite descriptor to the list of descriptors of the bow.

BB *(Lightweight)*: BBs are small spherical projectiles used for BB gun.

Slingshot Ball *(Stack)*: Used instead of small stones. It adds 1 damage.

Bullet Calibers and Types

We only use two calibers for bullets: high and low calibers. When getting bullets, make abstraction of the exact caliber and simply note high or low caliber. High caliber are for bullets doing 1 to 6 damage and high caliber do 7 or more damage. Note that high caliber bullets are also used as money for trading. 10 low caliber bullets worth 1 high caliber bullet named Slugs.

By default, a character will use Full Metal Jacket (FMJ) bullets when firing a weapon. No additional rules are required.

Special ammunition gives situational advantage in some situation.

Bullet Type	Slugs
10 x Less-lethal, Low Caliber*	1
10 x Normal Ammunition (FMJ), Low Caliber	1
3 x Polymer Tipped, Low Caliber*	1
5 x Armor Piercing (AP), Low Caliber*	1
5 x Subsonic Ammunition* *(Lightweight)*	1
Incendiary Shell*	1
Normal Ammunition (FMJ), High Caliber	1
Polymer Tipped, High Caliber*	2

Armor Piercing (AP): Add the Piercing descriptor to the attack.

Incendiary Shell: Those kind of shell are for shotgun only. It adds the Ignite effect if the target is hit.

Less-lethal: The target will get the Unconscious conditions instead of the Dying condition if the number of wounds caused by this bullet reach the Health value of the target.

Polymer Tipped: Add 1 to the damage value for the attack test.

Subsonic Ammunition: Subsonic ammunition reduce the rating of a firearm by 2 but produce a lot less noise. When outdoor, it can almost be considered as silent.



Weapon Accessories



Accessories	Slugs
Bandolier (50 bullets)*	4
Bayonet	2
Bipod*	5
Chest Harness with Pockets (100 bullets)*	6
Choke Tube*	2
Concealable Holster*	4
Confort Grip	4
Extended Clip*	3
Handle*	4
Hidden Arm Slide*	7
Holographic Sight *(Stack)**	5
Holster*	3
Laser Gunsight *(Stack)**	8
Mini-Flashlight *(Stack)**	5
Projectiles Pouch *(Stack)**	1
Quiver *(Stack)*	1
Recoil Pad*	4

Accessories	Slugs
Red Dot *(Stack)**	4
Silencer/Suppressor, homemade*	3
Silencer/Suppressor*	20
Speed Loader*	4
Telescopic Sight*	10
Thermal Imaging Scope*	50
Tripod*	7

Bandolier (50 bullets): Allow to access ammunitions without using an action to search in a backpack.

Bipod: Can only be used when prone. Remove the Combat Disadvantage when firing at long range or procure a situational advantage if the penalty was already removed by another accessory.

Chest Harness with Pockets (100 bullets): Allow to access ammunitions without using an action to search in a backpack.

Choke Tube: The Choke Tube modify the firing spread of a shotguns to a wide spread. It takes a normal action to add or remove the choke tube. A wide spread allow to hit up to 2 adjacent targets with a single shoot. Use the highest resistance for the test and apply a disadvantage.

Concealable Holster: Small arm can be readied with a Quick Action and this holster cause a situational disadvantage to someone trying to detect a weapon.

Comfort Grip: Comfort grip allows to use the aim action and move in the same round. The weapon should still be directed at the target during all the round.

Extended Clip: Double the ammunition capacity of the weapon. This accessory can only be applied to firearms with 5 or more bullets.

Handle: Remove the Combat Disadvantage caused by the recoil when firing more than one shot in a round with an automatic weapon. It requires holding the weapon with two hands.

Hidden Arm Slide: Discreet Weapons mounted on the arm slide can be readied with a Quick Action. This holster procure a Disadvantage to someone trying to detect the weapon.

Holographic Sight: Procure a Combat Advantage when firing at close or short range. Cannot be used with a red dot.

Holster: Small arm can be readied with a Quick Action.

Laser Gunsight: Procure a Combat Advantage when firing at close or short range. The laser gunsight can be seen and can make stealth harder with a situational Disadvantage. Cannot be used with a red dot or an holographic sight. Require a battery.

Mini-Flashlight: Used as a flashlight. Require a battery.

Projectiles Pouch: Can carry 20 projectiles. Allow to access ammunitions without using an action to search in a backpack.

Recoil Pad: Reduce the recoil when firing more than one shot in a round with long arms or military weapons. Remove the Combat Disadvantage caused by the recoil when firing multiple shots.

Red Dot: Procure a Combat Advantage when firing at close or short range. Cannot be used with an holographic sight.

Silencer/Suppressor: Help to stay concealed when firing.

Silencer/Suppressor, homemade: Help to stay concealed when firing. Can only be use for one encounter.

Speed Loader: Can only be used by revolver. Reloading a revolver becomes one Quick Action.

Telescopic Sight: Remove the Combat Disadvantage when firing at long range or procure a situational advantage if the penalty was already removed by another accessory.

Thermal Imaging Scope: Remove the Combat Disadvantage when firing at long range or procure a situational advantage if the penalty was already removed by another accessory during the night.

Tripod: Remove the Combat Disadvantage when firing at long range or procure a situational advantage if the penalty was already removed by another accessory.



CHEMICALS

Usage

Chemical are generally put in containers. The container can then be thrown to release the gas or liquid. Depending of the type of chemicals, a grenade canister or a glass vial can be used depending if the substance is corrosive or not. Toxin-Breather generally use gas mask tank to store chemicals and be able to consume them at their leisure.

Type

There are multiple types of chemical. Depending of the type, the chemical must be used in different ways.

Contact: The effect of the chemical is activated when it touch a surface.

Ingested: The effect of the chemical is activated when eaten or drank.

Inhaled: The chemical is activated when inhaled. They are generally gas.

Injected: Those chemicals activate when it's injected in a body.

Effects

Similar chemicals effects generally do not stack but the effect can be repeated if the target stay in the presence of the chemical.

Chemical Containers

When buying chemicals, the product is sold in containers of various shapes and forms. It's generally perfect to keep in a backpack but not to throw at enemies or inhale in a gas mask. To make it ready to throw, the chemical must be put in an empty grenade canister or in a glass vial. To make it easy to breathe, it can be put in a gas mask tank.

Chemical	Type	Effects	Slugs
Acid	Contact	Burns small objects and skin but only activate at the end of the encounter. Resisting to the acid is done with a difficulty of 4. *Acid effect cause normal damage but target the armor first if available and not already destroyed. When the armor is destroyed, acid works like any other damage.*	2
Acid, delayed	Contact	Burns small objects and skin but only activate at the end of the encounter. Resisting to the acid is done with a difficulty of 4. *Acid effect cause normal damage but target the armor first if available and not already destroyed. When the armor is destroyed, acid works like any other damage.*	3
Ammonia Salts	Inhaled	Wake up someone stunned or Unconscious. Toxin-Breathers at level 1 are immune to this effect.	1
Anormal Repellent	Inhaled	This liquid is based on predator's urine that can be harvested from dead creature. The scent of this liquid cause smaller beast to not approach the zone.	2
Aphrodisiac Oil	Ingested	This oil arouses sexual desire.	2
Berserker	Inhaled	Cause someone to become very aggressive and attack everyone around them for the duration of an encounter. Toxin-Breathers at level 1 are immune to this effect.	4
Candy Pill	Ingested	Raise moral for 1 day but drop it for 2 days when the positive effects end. The Game Master can give temporary positive and negative descriptors during those time. Toxin-Breather can raise the number of day with a positive descriptor by it's level. It can also reduce the number of days with the negative effect by the same amount with a minimum of 0.	2
Chloroform	Inhaled	Stun a target that fail a Muscular test against a difficulty of 4. The test must be done every round that the character is affected by the chloroform succeed the test. On a fail, the character is stunned for the duration of a round or until the chloroform is removed. Toxin-Breathers at level 1 are immune to this effect.	3
Clotting Gel	Contact	Remove bleeding without any test	3
Cold Blood	Inhaled or Injected	Allows to ignore very hot temperature for the duration of a scene.	1
Devil Gas	Inhaled	Allow ignoring the exhausted condition such as discomfort, fatigue and weariness cause by crying, sneezing, coughing, difficulty to breath, pain in the eyes, nausea and vomiting. The effects last for the duration of an encounter.	3
Disconnect	Inhaled or Injected	Allows to ignore pain caused by wounds. This does not reduce the effects of wounds but only allows to not feel the pain. It's generally used against torture. The effects last for the duration of an encounter.	1
Extinguishing Powder	Contact	When this powder is released in the air, it will extinguish fire. It will also prevent objets covered by the powder to catch fire.	1

Chemical	Type	Effects	Slugs
Fireproof Oil	Contact	An object or a person covered by this oil is immune to fire for 3 rounds after catching in fire. After burning for this period of time, the oil will not protect anymore. The oil protect against fire but not against asphyxia caused by smoke.	3
Fokus	Inhaled or Injected	Raises all the Mental skills by 1. The effects last for the duration of an encounter. The Toxin-Breather can increase the Mental skill bonus by 1 for each of their Toxin-Breather's level.	3
Food Preservative	Contact	Prevent food to rot for the duration of a chapter.	3
Forget Pill	Ingested	Make the target forget the scene when the pill was ingested. Also cause fatigue, nausea and vomiting. Toxin-Breathers at level 1 are immune to this effect at level 4.	2
Hallucinogen	Ingested	Create hallucination and cause a situational disadvantage to most actions. It last for the duration of an encounter. Toxin-Breathers at level 1 are immune to this effect at level 4.	2
Harmonium	Inhaled or Injected	The character feels relaxed and the drug cause the Exhaustion condition to be checked. The effects last for the duration of an encounter and then the character can uncheck the Exhaustion condition. Toxin-Breathers at level 1 are immune to this effect.	1
Hot Blood	Inhaled or Injected	Allows to ignore very cold temperature for the duration of a scene.	1
Liquid Nitrogen	Contact	Allow to freeze any kind of object and make it fragile. It generally gives a situational advantage to a damage test to destroy the object.	2
Lust	Inhaled or Injected	Raises all the Social skills by 1 when used actively for an action but reduce them by 1 to resist against a social skill. It also reduce all the Mental skills by 1. The effects last for the duration of an encounter. Toxin-Breathers can add one to all social skills for each of their level and ignore the negative effects.	5
Madness Juice	Ingested or Inhaled	This liquid cause madness. The person who ingest or inhale this product have a hard time to concentrate and all mental test are done with a disadvantage. Furthermore, the person will have chaotic behaviours. The effects last for the duration of an encounter.	3
Neuroboost Gas	Inhaled	Inhaling this gas cause a wound that can be resisted with a muscular test with a difficulty of 3. Exceptional Success provide additional Quick Actions every rounds but Catastrophic Effects cause additional wounds. No matter the result of the test, the gas provides a 1 Quick Action each round for the duration of an encounter. A Toxin-Breather at level 1 double the number of Quick Actions provided by the gas.	3
Oil of Protection Against Acid	Contact	This oil protect against acid and can stay on a target for the duration of an encounter. It negate the effect of any acid but become ineffective after.	2

Chemical	Type	Effects	Slugs
Poison	Ingested	To resist to the poison, a target must succeed a Muscular test against a difficulty of 5. On a fail, the poison causes the infected condition, nausea and vomiting. Also cause a situational disadvantage to most actions. The effects last for the duration of a scene. Toxin-Breathers at level 1 are immune to this effect at level 4.	3
Primal	Inhaled or Injected	Raise all the Physical skills by 1. Reduce all the Mental skills by 1. The effects last for the duration of an encounter. Toxin-Breathers can add one to all Physical skills for each of their level and ignore the negative effects.	2
Sleep Gas	Inhaled	Stun the target for the duration of a round if a Muscular test against a difficulty of 4 fail. If the target stay in the gas a new test every round is required.	3
Sleeping Pill	Ingested	Those pills help to sleep at night. It gives a good resting night sleep but cause the user to be unaware of their surrounding during the night. It's also a lot more harder to wakeup someone who use a Sleeping Pill.	1
Smoke	Inhaled	It's normal smoke that is generally produced by fire. See the Holding Breath and Asphyxia sections for more information.	0
Stimulant	Inhaled or Injected	Powerful stimulant that causes damage to the nervous system but keeps the character alive. A muscular test against a difficulty of 0 is require or the character suffers the Unconscious condition. No matter the result, it allows ignoring the Dying effect for the duration of an encounter.	2
Superglue	Contact	Stick 2 objects together after they touched each other for 2 complete rounds. A Muscular or attack test with a difficulty of 4 to separate.	1
Tear Gas	Inhaled	Causes crying, sneezing, coughing, difficulty to breathe, pain in the eyes. Cause a situational disadvantage to most actions for the duration of an encounter.	2
The Fog	Inhaled	It's no normal mist but a strange thick and eery mist. Entering the fog cause nausea and vomiting and the Exhaustion condition. After every hours, the character must check the Privation box if it's not already checked. If the box is checked, the Unconscious condition must be checked instead. The Unconscious condition last until the Fog vanish. The Toxin-Breather at level 1 is immune to The Fog and it gives them bonuses. See the Toxin-Breather section for more information.	2
Toxic Gas	Inhaled	Malicious gas that affect nervous system and cause internal damage. A Muscular test is required to resist against a difficulty of 5. The wounds are automatically critical. Toxin-Breathers reduce the difficulty by 1 for every level.	5

Chemical	Type	Effects	Slugs
True Sight	Inhaled	Replicate the effect of the power Feel the Glare. The effects last for the duration of an encounter.	4
Wolverine	Inhaled or Injected	When Wolverine is consume, a Muscular test against a difficulty of 4 is required or a critical wound is suffered and nothing else happens. If the test is successful, no damage is suffered and it heal 1 normal wound per round until no wounds are left.	4



ANIMALS

Animals are generally sold with a leach or in a cage. One or multiple downtime period with the animal is required to become their master and then train it.

Animal	Slugs
10 x Mouse	1
5 x Gosling	1
5 x Rat	1
Alpaca	80
Bird, of Prey	20
Bird, Small	4
Buffalo	60
Cat	2
Chickens	3
Cow	50
Cow, Dairy	55
Dog	8
Dog, Guard	16
Dog, Hunting	25
Dog, Wild	6
Donkey or Mule	10
Duck	5
Emu	30
Goat	20
Honey Bee (hive)	15
Horse, Draft	40
Horse, Gaited	50
Horse, Ridding	35
Horse, Warm Blood	75
Horse, Wild	30
Ox	35
Pig	15
Pony	26

Animal	Slugs
Rabbit	2
Sheep	16
Snake	7
Turkey	4

Animal Armor

It"s possible to have an armor for an animal. There are 2 versions for every armor; a small and a large one. Small armors are for dog-size animal and large one can fit on a horse.

Armor	Location	Armor	Slugs
Metal Armor, Large	Full	3	20
Metal Armor, Small	Full	2	14
Padded Armor, Large	Full	2	8
Padded Armor, Small	Full	1	5

Animals Feeding

Animals must be fed daily. It's generally possible to share normal ration but animal food is a lot cheaper.

VEHICLES

Working Vehicles

The majority of the vehicles are not working anymore. The rust damaged the metal beyond repair for all the vehicles that were outside. Tires cracked and have deflated and good tires are rare. Since gasoline has evaporated a long time ago, it's even harder to have a working vehicles. It's hard but it's not impossible. Some people have worked to keep vehicles in good shape and working parts can be scavenged. It's also possible to create biodiesel to have vehicles running.

All-in-all, working vehicles are rare and scarce. Vehicle are also generally loud and draw attention.

Vehicles Prices

Vehicle's price can greatly vary depending on the location but we tried to still have an average value for each. An aircraft can be worthless if no one knows how to pilot one so the price can dramatically go down. Often, a vehicle is so expensive that no one can pay the full price for it so arrangements must be made.

Vehicles Fuel

Many vehicles need fuel to works and the only fuel available is biodiesel. It's unfortunately not very efficient. Here is how long a vehicle can works with biodiesel:

- **Biodiesel Can:** 1 Scene
- **Biodiesel Drum *(Heavy 55)*:** 1 Chapter
- **Biodiesel Tank *(Heavy 340)*:** 1 Story

Light vehicles like motorcycles require half the amount but heavy vehicles like construction vehicles and flying vehicles require double the amount.

Vehicles Maneuvers

Driving normally is easy and doesn't require a test but when the speed is high and the road is dangerous, some tests can be required a key points.

Tight Turn

Taking a tight turn can be a difficult task. The Game Master can ask for a drive test with a difficulty relative to the situation. By default

Situational Advantage Modifiers
Low Speed

Situational Disadvantage Modifiers
Bad Visibility
High Speed
Wet Road

Ramming

Ramming another vehicle or a being is possible when going at great speed. It requires a Drive test against the opponent Drive skill if done against another moving vehicle. When a being is involve, the Acrobatics rating can be used as a difficulty. The damage caused by the vehicle is equal to its Structure and Armor added together. So two vehicles of the same weight will have a hard time to damage each other. If a wound is done, the rammed vehicle has a situational disadvantage to all the handling tests until the next round.

Crash

Being in a crashing vehicle can be very deadly for the passengers. A vehicle crashing at full speed cause damage to the passengers equal to the Structure and Armor values of the vehicle. The value can be resisted with the Muscular skill and any armor worn. Any Exceptional Effect cause an additional wound.

Situational Advantage Modifiers
Wearing a Seatbelt

Vehicle Properties

Drive: Modification to any drive test done with the vehicle. It's also used against Finesse Attack.
Speed: The speed of the vehicle compared to the Athletics skill. This value can be used against an athletics test if a living being is racing against a

vehicle. Double this value to get the maximum speed of the vehicle in kilometres per hours.
Structure: Equivalent to the health for a character. When a vehicle suffer as many wound it stop working.
Armor: Armor value is used against brutal attack.
Seats: Number of passengers. Seat can also be use as storage. Add 10 for every seat used to store items.
Trunk: Number of items that can be put in the trunk. Note that there is no restriction for large items.
Slugs: The price are for working vehicles.

GROUND VEHICLES

Bikes and Motorcycles



Vehicle	Drive	Speed	Armor	Structure	Seats	Trunk	Slugs
Bicycle	+1	Athletics x2	2	1	1	0	4
Bicycle, Motocross	+2	Athletics x2	3	1	1	0	6
Motorcycle	+2	110	5	3	2	2	120
Motorcycle, Cheap	+2	100	4	3	2	2	70
Motorcycle, Luxury	+4	130	6	3	2	2	300
Motorcycle, Off-Road	+3	115	6	3	1	0	200
Motorcycle, Sport	+4	125	5	3	2	2	200

Vehicle	Drive	Speed	Armor	Structure	Seats	Trunk	Slugs
Scooter	+1	20	4	2	2	2	8
Motorcycle wound locations: Front Tire, Back Tire, Motor, Gas Tank, Frame							

Cars



Vehicle	Drive	Speed	Armor	Structure	Seats	Trunk	Slugs
Car	+2	100	6	5	5	50	320
Car, Cheap	+0	90	5	5	5	40	100
Car, Luxury	+4	110	7	5	5	60	730
Car, Muscle	+4	130	8	5	2	40	900
Car, Police	+4	120	9	5	5	40	1300
Car, Sport	+4	125	6	5	2	30	500
Formula 1	+4	180	5	3	1	2	270
Limousine	+0	90	10	6	12	200	780
Offroad	+2	90	8	6	5	70	630
SUV	+0	95	8	6	7	90	380

Car wound locations: Front Right Tire, Front Left Tire, Back Right Tire, Back Left Tire, Motor, Gas Tank, Frame (x3)

Trucks



Vehicle	Drive	Speed	Armor	Structure	Seats	Trunk	Slugs
18-Wheeler Truck	+0	80	11	8	4	1000	1240
Ambulance	+2	90	8	6	8	60	730
Boat Haulage	+0	70	9	6	2	40	250
Box Truck	+0	80	8	7	6	100	350
Bus	+0	70	8	4	70	200	880
Car Transporter	+0	80	9	8	2	200	440
Fire Truck	+0	80	12	8	10	200	1200
Flat-bed Trailer	+0	80	9	7	2	200	380
Garbage Truck	+0	70	13	9	4	200	1020
Highway Maintenance Truck	+0	40	7	5	2	20	70
Livestock Truck	+0	70	9	7	2	1000	560

Vehicle	Drive	Speed	Armor	Structure	Seats	Trunk	Slugs
Logging Truck	+0	80	9	7	2	200	380
Panel Truck	+0	80	8	6	4	200	300
Pickup Truck	+2	90	8	6	4	100	610
Refrigerated Truck	+0	80	8	7	2	200	300
RV, Small	+0	90	9	8	6	200	630
RV, Large	+0	80	10	10	8	200	960
Semi-Trailer Truck	+0	80	10	8	2	200	540
Big Foot Truck	+1	45	9	8	2	40	320
Snow Plow	+0	80	9	8	2	200	440
Straight Truck	+0	70	8	7	3	200	280
Tanker Truck	+0	80	9	9	2	40	430
Tow Truck	+0	80	9	8	4	10	420

Truck wound locations: Front Right Tire, Front Left Tire, Back Right Tire, Back Left Tire, Motor, Gas Tank, Frame (x3)

Construction Vehicles



Vehicle	Drive	Speed	Armor	Structure	Seats	Trunk	Slugs
Backhoe	+0	75	11	6	1	10	360
Bulldozers	+0	30	13	8	1	10	260
Cement Truck	+0	80	14	10	2	10	1100
Compactor	+0	40	11	6	1	10	200
Crane Truck	+0	80	13	9	4	10	1000
Crawler Dozer	+0	50	13	8	1	10	450
Dump Truck	+0	70	14	10	4	200	1300
Excavator	+0	30	12	7	1	10	200
Forklift	+2	30	11	4	1	0	190
Front Loader	+0	70	13	8	1	10	620
Grader	+0	75	12	7	1	10	500
Loader	+0	75	12	7	1	10	500

Vehicle	Drive	Speed	Armor	Structure	Seats	Trunk	Slugs
Tipper Truck	+0	60	13	8	2	200	680
Trencher	+0	70	11	7	1	10	400
Truck wound locations: Front Right Tire, Front Left Tire, Back Right Tire, Back Left Tire, Motor, Gas Tank, Frame (x3)							

Military Ground Vehicles



Vehicle	Drive	Speed	Armor	Structure	Seats	Trunk	Slugs
APC	+0	35	24	6	10	200	1600
Armored Truck	+0	35	20	6	5	8	720
Humvee	+0	45	20	5	5	6	770
Tank	+0	35	32	8	6	100	2800
Vehicles wound locations: Front Right Tire, Front Left Tire, Back Right Tire, Back Left Tire, Motor, Gas Tank, Frame (x3)							

The Heavy Gun specialization is required to use guns and cannons mounted on those vehicles.

Other Ground Vehicles



Vehicle	Drive	Speed	Armor	Structure	Seats	Trunk	Slugs
ATV	+0	45	6	3	2	4	34
Carriage	+0		2	5	6	50	8
Snowmobile	+0	60	6	3	2	4	50

AIR VEHICLES

Helicopters



Vehicle	Drive	Speed	Armor	Structure	Seats	Trunk	Slugs
Aerial Crane	+0	150	6	5	2	10	380
Air Ambulance	+1	200	5	4	20	200	1150
Helicopter	+2	150	4	3	4	40	240
Helitack	+2	200	5	6	4	60	1020
Tandem Rotor	+0	150	7	7	36	1000	5000

Aircraft



Vehicle	Drive	Speed	Armor	Structure	Seats	Trunk	Slugs
Jet	+1	430	6	7	30	200	4000
Jumbo Jet	+0	500	7	7	500	1000	88000
Piston Aircraft	+2	350	4	4	6	100	450
Regional Jet	+0	225	5	6	20	200	650
Transport Jet	+0	200	8	10	4	2000	3000
Turboprop	+1	350	5	5	8	200	800
Water Bomber	+0	180	7	7	8	100	700

Military Air Vehicles



Vehicle	Drive	Speed	Armor	Structure	Seats	Trunk	Slugs
Fighter Jet	+4	1500	8	6	2	20	12000
Gunship	+1	220	7	7	4	40	1000

The Heavy Gun specialization is required to use guns and cannons mounted on those vehicles.

Other Air Vehicles



Vehicle	Drive	Speed	Armor	Structure	Seats	Trunk	Slugs
Air Balloon	+0	7	0	2	4	2	40
Glider	+0	60	3	2	2	2	80
Hang Glider	+0	25	0	1	1	0	15
UAV	+0	75	3	2	0	0	160

WATER VEHICLES

Boats



Vehicle	Drive	Speed	Armor	Structure	Seats	Trunk	Slugs
Airboat	+0	110	5	5	3	10	100
Bowrider	+2	40	6	4	6	40	100
Cabin Cruiser	+3	10	7	4	6	60	75
Catamaran	+2	60	6	4	8	200	200
Dinghy	+3	30	1	2	8	100	4
Ferry	+0	20	8	10	300	2000	6000
Fishing Boat	+0	20	5	4	5	30	36
Houseboast	+0	10	8	6	20	400	86
Hydrofoil	+0	55	5	3	4	40	70
Jetski	+3	30	2	2	2	2	16

Vehicle	Drive	Speed	Armor	Structure	Seats	Trunk	Slugs
Lifeboat	+3	40	1	1	8	40	5
Motor Yacht	+3	60	6	5	12	20	330
Motorboat, small	+1	40	4	2	3	10	30
Pontoon	+0	10	5	5	12	100	35
Runabout	+2	30	5	4	6	100	60
Sailboat	+0	5	5	4	5	40	200
Speed Boat	+2	65	5	5	8	30	170

Other Water Vehicles



Vehicle	Drive	Speed	Armor	Structure	Seats	Trunk	Slugs
Canoe	+0	Athletics	2	1	3	3	56
Canvas and Wood Canoe	+0	Athletics	1	1	3	3	8
Inflatable Raft	+0	Athletics	0	1	3	3	4
Kayak	+1	Athletics +1	1	1	1	1	6
Steel Row Boat	+0	Athletics	2	2	3	3	10
Submarine, Small	+0	15	5	1	2	2	300

VEHICLE ACCESSORIES

Items	Slugs
Auto Luggage Carrier	2
Auto Spot Light	4
Bike Trailer	2
Dog Backpack	2
Jack	2
Mobile Home	225
Motorcycle Sidecar	3
Plow	6
Portable Air Pump	3
Radiator	3
Saddle	3
Saddlebags	2
Sail	8
Tire	4
Tire Repair Kit	2
Tire Snow Chains	3

VEHICLE MODIFICATIONS

Items	Slugs
Front Shovel*	40
Mounted Weapon*	5 + Weapon price
Plated Armor*	+50% Slugs of the base price
Spikes*	+50% Slugs of the base price
Spikes on Wheels*	60

Front Shovel: The front shovel can only be installed on heavy vehicle at the Game Master's discretion. The shovel can be used to move obstacle from the road. When ramming a target it add 5 to any damage test.

Mounted Weapon: Mount a weapon on the vehicle to be used by the passengers.

Plated Armor: Add 1 point of armor to the vehicle.

Spikes: Spikes are generally used for intimidation and disallow a creature to jump on the vehicle. Use the statistics of the dagger for the damage value.

Spikes on Wheels: Spikes on wheels are dangerous when hitting a being from the side of the vehicle. It automatically add the bleeding effect to the damage if a wound is done. It's also devastating against tires and add a situational advantage to the damage test.

LODGING



Lodging

Items	Slugs
Clothing Cleaning Service	0.1 per day
	1 per chapter
	21 per story
Lodging, Cheap*	0.5 per day
	3.5 per chapter
	15 per story
Lodging, Standard*	1 per day
	7 per chapter
	30 per story
Lodging, High*	3 per day
	21 per chapter
	90 per story
Lodging, Luxury*	10 per day
	70 per chapter
	300 per story

Lodging, Cheap: A bed and a locker in a dormitory and two cheap meals but enough for the day.

Lodging, High: A clean bed in a private room. The room comes with two quality meals. A bath or a shower can also be available. The clothing cleaning services is included if available.

Lodging, Luxury: A luxury room with a double bed. Alcohol and meals are serve. A bath or a shower can also be available. The clothing cleaning services is included if available.

Lodging, Standard: A bed and a small trunk in a small shared room for two or four occupants. This is accompanied by two standard meals.

HIDEOUT



Hideout Descriptors

Player's character can find hideouts and use it has a home. When they find a new place, the place can have some structure ready to use and some that will need work. The Game Master can randomly select some structures or choose the one that fit the location.

Hideout can also have descriptors that can be used during the game. The Game Master should choose the ones that fit best.

Suggestions of Descriptor
Cozy
Crumbled
Dangerous Area
Difficult to Reach
Discreet
Fire Hazard
Good Location
Luxurious
Multiple Entraces
Natural Protection
Near Water Source
Poorly Insulated
Secure Area
Smelly
Undefendable
Unprotected Sewers
Water leak
Weak Structure

Hideout Construction

Hideouts can be improved and extended with new structures, buildings and rooms. Some hideouts can only allow a limited number of rooms that fit the building. In some cases, structure can be constructed outside of the main building. Every room has a price for the setup. The price includes the materials and the construction.

Structure can require water, power or workers to operate. The following logos will be associated with every structure. Without the required resources, the structure is useless.



Some key structures can provide water, power and light. Check for those logos:



Basic Structures

Structure	Ressources	Slugs
Barracks (4 beds)*		10
Bathroom*		6
Chamber (1-2 beds)*		10
Dormitory (12 beds)*		20
Field Hospital*		45
Infirmary*		28
Kitchen or Restaurant*		20
Latrine*		5
Private Room*		12
Restroom*		14
Small Chamber (1 bed)*		3
Storage Room*		3
Workshop*		15

Barracks: Room with 4 bunk beds.

Bathroom: Room with a toilet and a bath that required water.

Chamber (1-2 beds): Chamber with 1 or 2 beds and some furnitures.

Dormitory (12 beds): Large room with 12 beds.

Field Hospital: Room with 6 beds and medical supplies. Procure situational advantages for medicine tests. Require power.

Infirmary: Room with 1 beds and some medical supplies. Procure situational advantage for medicine tests. Require power.

Kitchen or Restaurant: A room with tables, stoves and storage for food. Procure situational advantage for survival tests when preparing and cooking food. Require water and power.

Latrine: Cheap restroom that does not require water.

Private Room: A private room to store private equipment.

Restroom: 4 toilets. Require water.

Small Chamber (1 bed): Small chamber with a bed.

Storage Room: Room with shelfs for storage.

Workshop: Procure situational advantage to technicals tests when repairing item.

Advanced Structures

Structure	Ressources	Slugs
Animal Pen*		4
Armory*		16
Auto Shop*		11
Bar*		8

Structure	Ressources	Slugs
Bell Tower*		22
Boat House*		14
Catacombs*		8
Cells (4 cages)*		14
Cemetery*		4
Cold-Storage Room*		22
Communication Center*		12
Crematorium*		8
Distillery*		31
Dock*		2
Dojo*		10
Escape Tunnel*		28
Fighting Pit*		4
Forge*		8
Furnace Room*		38
Gambling Den*		10
Gaming Room*		8
Garage*		20
Garden, Exterior*		2
Garden, Hydroponic*		80
Greenhouse*		6
Gym*		11
Hangar*		80
Laboratory*		-6

Structure	Ressources	Slugs
Lavatory*		4
Library*		20
Lounge*		4
Marketplace*		5
Morgue*		7
Observatory*		24
Office*		3
Panic Room*		4
School*		6
Shooting Range*		9
Shop*		9
Showers*		8
Shrine*		8
Smokehouse*		6
Sport Court*		8
Swimming Pool*		12
Vault*		18
War Room*		4
Warehouse*		6
Watchtower*		16
Yard*		4
Zen Den*		5

Animal Pen: Outdoor location to hold animals. Requires water but can provide food.

Armory: Secure place to store weapons.

Auto Shop: Large room to store a vehicle. Procure a situational advantage to technicals tests when repairing vehicles. Require power.

Bar: Room with a counter and many tables and chairs.

Bell Tower: Watchtower with a bell for alarm.

Boat House: Room to store up to 4 boats.

Catacombs: A room, often underground, to place coffins and pay respect to the dead one.

Cells (4 cages): Room to restrain people.

Cemetery: An outdoor place to bury the dead and pay them respects.

Cold-Storage Room: Room keeps food longer. Require power.

Communication Center: Room with a radio and an antenna. It allows to communicate with other settlements and hideouts. Require power.

Crematorium: A place to burn the dead.

Distillery: Room with alembics that allow creating alcohol. Require water and power.

Dock: Wooden dock for boats.

Dojo: Room to train in martial arts.

Escape Tunnel: Tunnel that allow to escape the hideout. It can be behind a secret door.

Fighting Pit: Room to fight in front of a small crowd.

Forge: Room to create metallic items.

Furnace Room: Room with a large furnace and a storage place for coal or woods. Procure heat to the hideout.

Gambling Den: Room with gambling table.

Gaming Room: Room with many games.

Garage: Room to store a ground vehicle.

Garden, Exterior: Exterior garden are very handy. They only require rain from time to time and a few seeds. The biggest drawbacks are it required a lot of place and time to manage it and remove the weeds. It procure enough food to sustain two persons. When planting the seeds, it takes about a month and a half to have vegetables.

Garden, Hydroponic: This interior garden fit in a room and procure enough food for 6 persons. Require power and water. It takes an average of one month to have vegetables after planting the seeds.

Greenhouse: Large external room that procure food for 6 persons. Require water.

Gym: Room to train with multiple weights.

Hangar: Room to store an air vehicle.

Laboratory: Room with laboratory's equipment. Require power.

Lavatory: Room with a toilet and a washbasin. Require water.

Library: Room with a lot of books. Procure a situational advantage to knowledge test when in the room.

Lounge: Large room to relax.

Marketplace: Room to welcome visitor and clients.

Morgue: Room to store the dead.

Observatory: Tower to observe.

Office: Room to do paper work.

Panic Room: Secure room.

School: Room with many chairs and desks.

Shooting Range: Room to fire weapons.

Shop: Room with a counter and a storage section.

Showers: Large room with many showers.

Shrine: Room that can be customized for a define religion.

Smokehouse: Room to smoke meat and fish to be able to keep it longer.

Sport Court: Large room to play sports.

Swimming Pool: Room with a swimming pool.

Vault: Very secure room.

War Room: Large room with a large table and many chairs.

Warehouse: Large room with a lot of place for storage.

Watchtower: Tower for watchers.

Yard: Area immediately adjacent to a building.

Zen Den: Room to relax.

Hideout Accessories

Items	Ressources	Slugs
Antenna		20
Barbed Wire		6
Barricaded Windows*		2
Decorations*		10
Fences*		18
Fences, Electric		25
Freezer*		6
Furnace*		20
Heater, Electric*		8
Heater, Wood		2
Lights*		12
Moat		2
Ozone Sanitizing System		11
Power Generator (Coal, Hydro, Solar, Oil...)*		200
Rain Collector*		20
Reinforced Doors*		24
Reinforced Walls*		16
Running Water*		3
Sand Bags		2
Security System*		12
Solar Array*		120
Still*		40
Storage Tank*		40
Traps*		8
Water Boiling System		11
Water Pump		48
Water Tower*		80

Barricaded Windows: Protect the hideout.

Decoration: Improve the look of the hideout. It's good for the morale and for first impression.

Fences: Fences around the hideout.

Freezer: Allows to keep food longer. Require power.

Furnace: Procure heat to the hideout and can be connected to a Power Generator.

Heater, Electric: Can heat a room. Require power.

Lights: Procure lights in all the hideout. Require power.

Power Generator: Must be connected to a furnace for coal or wood, a storage tank filled with oil or biodiesel, a dam with a turbine or a solar array. Procure Power.

Rain Collector: Collect water.

Reinforced Doors: Replace standard doors with reinforced doors

Reinforced Walls: Replace standard wall with reinforced walls.

Running Water: Plumbing system to procure running water in the hideout.

Security System: Security system with alarms and cameras. Require power.

Solar Array: Should be connected to a Power Generator.

Still: Produce biodiesel from organics elements. Produce 1 drum of biodiesel per day. Require water and power.

Storage Tank: Allow to store a large quantity of liquid.

Traps: Traps to hurt intruders.

Water Tower: Water reserve that used gravity to procure running water.

Suggestions of Hideout

Suggestions of Hideout
Airplane or Helicopter Wreck
Farm
Gated Community
Hospital
Junkyard
Mall
Oil Rig
On or Under a Bridge
Police Station
Prison
Restaurant
School
Shipwreck
Skyscraper



Suggestions of Hideout
Small Island
Subway Station
Trailer Park

Abandoned Restaurant

It was a small family restaurant. It was popular but not much now. Water is leaking from the roof but it's still possible to find dry places to sleep.

- 1 Floor Building, usable roof and no basement

Descriptors

- Water Leak (from the roof)
- Smelly

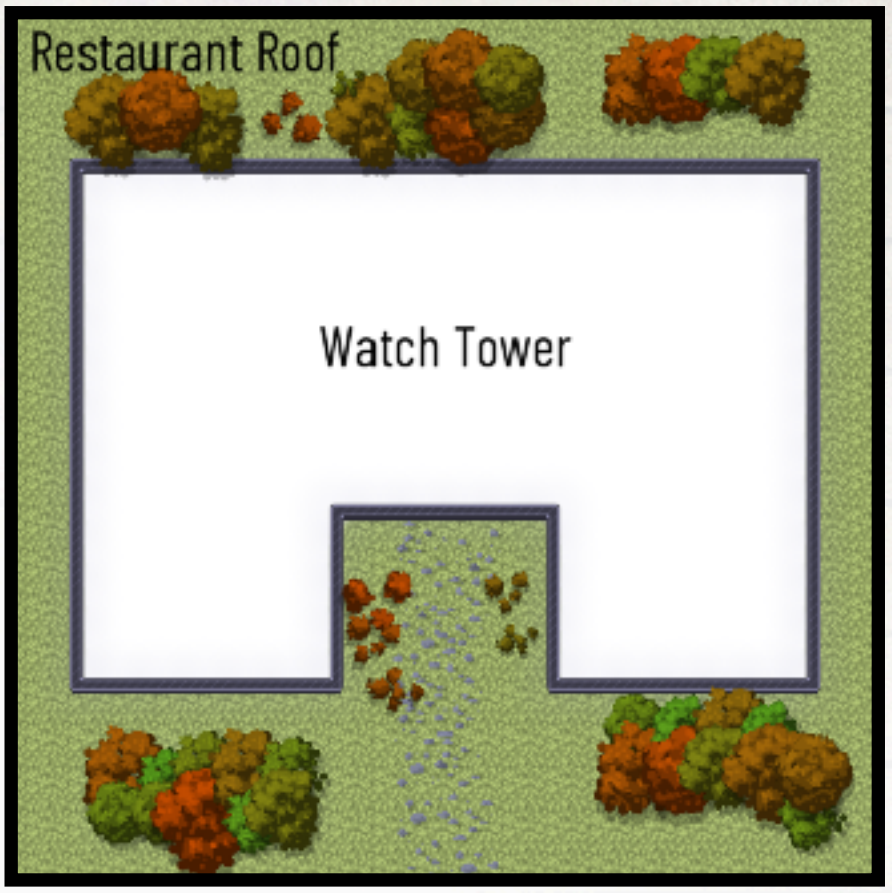
Structures

- Barrack (4 beds)
- Kitchen (without water and power)
- Restroom (without water)
- Storage Room
- Watchtower (on the roof)
- 3 x Empty Room

Accessories and Services

- Barricaded Windows
- No Water
- No Power
- No Light
- No Heater





Grace's Settlement

Large settlement builded with large containers near the docks. A large walls of at least 3 containers high circle the settlement. Many cranes can be operated to move containers.

- Multi-buildings and no basement

Descriptors

- Water Leak (from the roof)
- Smelly

Structures

- Animal Pen
- Armory
- Auto Shop
- Bar
- 15 x Barrack (4 beds)
- 10 x Chamber (1-2 beds)
- Dock
- Fighting Pit
- Gambling Room
- Garden, Exterior
- Greenhouse
- Kitchen

- Infirmary
- Restroom
- Storage Room
- Latrine
- 15 x Private Room
- School
- Shop
- 5 x Storage Room
- 6 x Watchtower
- War Room
- Workshop

Accessories and Services

- Distillery
- 10 x Furnace
- Lights
- Power Generator (Biodiesel)
- 6 x Still
- Storage Tank
- Running Water
- Power
- Lights
- Heaters

HIRELINGS

Hiring Mercenaries

In a lot of ways, a mercenary is managed like a relationship. The price of a mercenary varies greatly depending of the tasks needed. Their loyalty will also vary greatly depending of the situation, what is asked and how much they are paid.

A lot of hirelings will prefer to be hired for at least a chapter or a week. Try to use flexible time frame like scene, chapter or story to avoid managing payment every day.

A risk premium can also be asked by the hireling if the job look too dangerous.

Mercenaries	Slugs per Chapter	Slugs per Story
Bodyguard	4	18
Carrier	2	9
Guide	3	15
Handyman	3	12
Mercenary	7	30
Scout	2	9
Servant	3	12
Spy	12	36

Services

Mercenaries	Slugs per Service
Practitioner*	1 per Skill Rating
Prostitute	3
Runner (Messenger)	3
Skilled Artisan	1 per Skill Rating
Spy	5
Teacher or trainer	1 per Skill Rating

For some services, the prices are based on the skill rating of the hireling. You can use the Skill Rating for any test.

If you are a player, stop reading here. The following chapters are for Game Masters only



GAME MASTER

HOW TO RUN THE GAME

This section is on how to run a game and players should not read what's in this section

GAME MASTERING

50% - 50% Story

We like to think that a role playing game is about 50% the story of the Game Master and the other 50% is the stories of the players. Be sure to leave enough place for the players to create stories. This is not a solid rules but just a suggestion. Some game sessions can completely be about the Game Master's story and others can focus on a protagonist's story.

The best way to do it is to talk to your players about what they want to do. It can be a group or individual goals. Use the players' Edges, hindrances and contacts to create stories about the characters. If you need a new non-player character, first check the protagonists' contacts before creating a new one.

Everybody should have Fun

You are the Game Master and you can do whatever you want. There is no rule or system that limit you... except for the Rule of Fun. As a Game Master your priority is to be sure that everyone has fun. If you don't like a rule, you can ignore it or change it.

If you ask yourself if a character can do something or not, ask yourself if it's fun or not instead.

There is a nice balance between being too generous or too cheap with the players but if everyone at the table is having fun, you are in the right spot.

Powers generally have a duration but the right limit is the fun factor. If the power is not fun anymore, it should halt. It's the same thing for a puzzle. If the players do not find the solution to one of your puzzle, add some hints when they do not have fun anymore. It's also ok to have a non-player character giving the straight answer after some time if everyone is bored.

Lastly, don't forget that you also need to have fun. If you don't have fun because of a rule or a power used by the protagonists, you have the right to change it. As always, communication is the key.

Game Preparation

As a story teller, you will have to create a story or use one already made. Don't worry, we have suggestions for you further in this section. First, prepare a few ideas, locations, non-player characters and monsters. You will be able to improvise when playing so no need to have everything ready. It's not always easy to know what you have to prepare before a game session and what you will have to improvise during the game. You will have to do some test sessions with your friends to find out what is the information you are required to have a smooth game session.

Here are some stuffs that you can prepare before the game:

- Have some non-player characters ready. A name is the minimum if you don't want to improvise it. Add an occupation and a motivation for some. It's always easier to manage a non-player character when you know what they do and what they want. There is more information about creating non-player characters further in this book.

- Prepare some locations. Divide those locations in small rooms or smaller locations. Add some details and descriptions using bullet points.

- As for oppositions, have some monsters ready to use. Use the one from this book or create one with a short description and a general rating. Add more information if you have time.

- Write some events and encounters as a bullet list. It will be fast and easy to create but also fast and easy to read when playing the game.

Encourage Creativity

Encourage player's creativity when they are playing. A power, a skill and an item can be use in many different ways. Allow non-traditional use of everything in the game. If a player try to abuse something you can limit that player when it's not fun anymore. Remember that everything can break so don't leave too many powerful items in the hands of the players for too long.

- Encourage the use of the environment you describe. It's true for combats but also for any scenes. Try to add items, objects and details that the players can use in scenes. Be sure that those details are not the only way to succeed but simply more options for the players.

- Create a playground but let the players decide how they want to play in it.

- Encourage the use of improvised weapons and tools in combats and other situations.

Consequences

Consequences in a game are important. The protagonists can do a lot of things in a role playing game but they must know that there is always a consequence for any action. If failing at something does not have a consequence, the players will start losing interest.

Don't hesitate to recall the players some possible consequence when they want to do something. It can be like "Your character knows that if he attack this person in the middle of the bar they will probably be arrested and their equipment confiscated.".

Here are some ideas of consequences:

- Attracting monsters
- A wound
- Bad reputation
- Being arrested
- Being attacked
- Being exiled
- Higher price when trading
- Losing a contact or a friend
- Losing an item

Killing a player's character is also possible but it should be avoided most of the time.

In some situations, the consequence can be accompanied by a reward for having taken a risk. "You fall into a pit and suffer a wound but you see an old cadavers with a backpack near where you have landed."

Narrative Events

You are the Game Master and you control the narrative. Don't worry about skipping rolls or not following the rules when the players are not involve. Narrative events must be quick and narrated without interruption to roll dice.

Part of combat can also be skipped or just narrated if the players or not involve. A combat between non-playing character and monsters can easily be narrated with the ending decided by the Game Master.

Dark Topics

As always, be sure that everyone is fine and comfortable at your table. It's perfectly fine to not like some subjects so avoid those that your players do not like. Be sure to talk to your players before introducing sensitive subjects. The context and the way to give details is also very important.

As an example, in Antagonists, slavery can be a reality. When we talk about slavery, we also talk about violence and non-consensual sex. You can completely avoid this topic or not give too much details about it.

Timer

A timer can be a nice tool to use during a game session. When an encounter should be stressful, you can ask a player to rapidly decide what their character will do.

If the player is not fast enough to answer, you can start counting out loud from 10 to 0. If the player is not able to decide before zero, the character miss their turn.

If the player is not fast enough, the protagonist has frozen and has miss precious seconds and has done nothing. Those systems force the player to think fast and do unoptimized actions for the situation. It's a lot like in the real world.

Recapitulation and Retrospective

When starting a game session have a player summarizing the last one. Add some elements if they forget some events or characters. You can also ask some important and fun questions to the players. Vary the questions from time to time and don't have too much questions at the same time. Here are some example:

- What were the best moments in the last session?
- What didn't work well during the last session?
- Are you still on track for your character's goal or group goal?
- What do you think your contacts are doing right now.
- What are the goals of the group for this session.

Have a short retro moment at the end of each session. Ask the player what they liked and what they didn't like during current session. It will help you adjust for your next session.

Starting the Game Without Power

At the character's creation, the player must choose a source of power and some powers. If you want, you can ask the players to skip this step. Play a session or a few and let the players play the moment that will give them powers. Be sure to talk to the players before the game session to know which source they prefer. You will have to prepare a few ideas for those sessions but you can secretly ask every players about how they want it to happen and play it with the group.

Those sessions can be a great way to know the characters better and it will shorten the character's creation progress.

Equipment Management

Managing equipment can be boring but it can also be a great way to improve creativity. Equipment and items can be used to solve problem. A rope can be used to climb but also to attach something or someone. It's also possible to create one by attaching multiple piece of clothing. Encourage cleaver ways to use objects.

Managing Ammunition

Your players should not be bore for managing their ammunition, they must be terrified of running out of them. Antagonists is a survival game after all. There is a limit for the number of ammunition a character can carry. Be sure that this limit is respected. Also remember that vendors do not have unlimited items so they cannot sell unlimited ammunition.

Using Item Condition

As mentioned before, they are 3 conditions for items. Normal that do not have any modification, inferior that cause a situational disadvantage to any tests using the item and superior one that add a situational advantage.

Try to use those conditions when the characters find an item to give to that item some progression. You can start with an inferior version that can be better than nothing, than let the protagonists find the normal version. Finally, let the protagonists upgrade the item or give to them the superior version.

Breaking Items

Remember that items can break and the condition can degrade. They can often be fixed during a downtime but the player will miss that item until the end of the encounter. It can be a nice way to add some challenges to the players.

A character jumping into water or falling on the ground can break some items. Let the player think about everything in their backpack that is not water proof.

How Dangerous is the World?

The world is pretty dangerous. Monsters are lurking everywhere and going outside the safety of a community is very dangerous. Even being inside guarded walls is dangerous with creatures trying to sneak in looking for a free snack.

It's important to tell your players that danger can be everywhere but do not have a combat encounter every time they move outside. Try to replace combat for ambiance. It can be a big monster sighting, the howl of a wolf-like creature or the sound of firearm's shots in the distance.

Lastly, the environment is also dangerous. The weather can be extreme, ruined building can collapse and the strange vegetation can also kill the characters.

Managing the Number of Players

Probably, the best number of players is between 3 and 5. There are many good reasons to not go over 5 players. The first one, is that the more players in a game the harder it will be for the Game Master to manage everyone and to include every character's story. The second reason is that the more players, the less time every players will have under the spotlight to role-play. The third one, is to avoid a pace issue. More players take more time on every encounters and can stall the games. The last reason is a scheduling issue, more players mean that it will be harder to have everyone around the table at the same time.

There are also some challenges to only have 1 or 2 players. Less players also mean less ideas to solve puzzles and overcome obstacles. The players will have more time to role-play and to create the stories of the characters so they will have to be more involve in the game.

Managing Missing Players

Sometime, one or multiple players will miss your game session. Be sure to talk to the group to know what they want to do if this happens.

The first question that will come to your mind is what to do with the missing player's character. Here are so suggestions to handle the situation but maybe the best way to do it is asking the missing player what they prefer.

- Ignore the character, the character is just not there to continue the story and will be back at the next session. You don't always have to find a reason to explain why the character is not there. All the players know that the player is not there so as their character.

- You can play the character as the player do it. It can be useful if the character was required for the story progression.

- Let another player play it. This can be tricky if the player is not playing the character as the owner. It can also be frustrating for the owner if the character die or lose something during the session.

- Include the disappearance of the character in the story:

  - The character has vanish in the morning. They was hunting or getting food and fall into a hole or get lost and was not able to come back before the next session.

  - The disappearance is related to their Source of Power. Maybe their patron wanted to talk to them or had a short mission for them.

  - The character is sick, have food poisoning or hangover.

  - A gate to the Glare has opened on the character was trapped for a day or more.

  - The character needs to help one of their friends or contacts and will be back for the next session.

DICE ROLLING

Dice rolling is an important mechanics in role playing game. It adds tension and stress for everyone involved. One important job for the Game Master is to determine when a player must roll the dice to succeed a task. Too much rolls can be tedious so reserve rolls for actions that are uncertain and critical.

Check the following rules about descriptors that are great tools to remove some rolls and puts lights on the characters strengths.

Since all the rolls are opposed rolls and can be rolled by either characters involved in the action, the Game Master can decide to roll dice or let the player roll for them.

Storytelling Method

If you want to focus on the story you can ask the players to roll for you on every tests. It will make combat faster and not slow down the action with a lot of rolls from the Game Master. This way, the players are always in control of the action. As an example, when an enemy attack a player you can ask the player to roll a dodge action with an Acrobatics VS enemy's attack rating. This way, you don't have to roll and you can focus on describing what is happening.

Mystery Method

You can also play the other way around and roll for the players. You can always secretly roll the dice versus the player's skills. This way, the players can focus on roleplaying without stopping to roll dice. This is working for any roll. For example, the Game Master can roll the rating of a lock versus the **Sleight of Hands** rating of a player. If the lock win the test, the player was not able to pick the lock. This method can also be used to hide the difficulty rating from the players.

Hybrid Method

Do what you want. Roll some dice or ask the players to do it from time to time. Find the best way to do it for your group and your kind of game. Keep some mystery and some suspense for the players.

Using Descriptors

Dice Rolling

Why multiple ways to roll?

We put a lot of thinking in the rolling mechanics to allow fluidity in the ways of rolling a test. Some Game Master prefer to roll dices to keep some mysteries but some prefer to not roll dice to give more time to the narration. The best thing about the system is that you can choose and adjust the method whenever you want.

Descriptors are a great mechanics to fasten the game and to keep a nice flow. When you are not sure if a character need to roll dice or not, check if the character have a descriptor that fit the task instead. If the character have a descriptor that fit, skip the roll and go on with your storytelling. Do this only if the situation is not dramatic.

There is a nice balance to have with dice roll and using the descriptors for automatic success. Dice rolls are fun and important to have dramatic events but it can slow down the rhythm. Try to find the right balance between the two for your group.

Situational Disadvantages

Situational disadvantages are a great way to make situations more difficult but also to push the players to find situational advantages that can be applied to the action to balance the situation.

Use the following common situational disadvantages when you can:

- Darkness, fog, heavy rain, smoke, heavy winds
- Slippy floor
- Enemy behind cover or opponent prone at long range.

Try to find other situational disadvantages that can be applied to the player's actions whenever you can. The players will have to use strategies to counter your penalties.

Challenging Actions

Challenging actions are important events in a game that should not be resolved by a simple test. When the challenge is great, allow the players the resolve it in multiple rounds to keep the stress and suspense longer. Try to divide the action in multiple tests that can be managed by an extended tests. It will allow the players to not win or lose too rapidly. Also allow the players to change the strategy between rolls and try getting the upper hand on tests.

As an example, repairing a vehicle can simply require a successful technicals test. It can be perfect if it's not an important scene in the story and should be done quickly. If the scene is important, repairing the vehicle should be managed as a challenge with an extended test. Let the players decide how they want to do it but you can divide the task as multiple actions.

As an example, your can divide a repairing test like that:

- Multiple technicals tests should succeed to fully repairing the vehicle.
- A character can or should use the muscle skill to raise the vehicle.
- One or many knowledge tests can be require to figure out the best way to repair the vehicle.

TEMPORARY DESCRIPTORS

Temporary descriptors are great ways to manage the conditions and the moral of the characters. It's generally used by the Game Master but the players can also give some suggestion of temporary descriptors that can affect their character. Characters are used to harsh life but a little bit of happiness and luxury can be good for the spirit. The Game Master can allow a "Good Mood" descriptor when a character is happy. Unfortunately, sadness, extreme stress or travelling in bad weather can penalize a character with a "Bad Mood" or the "Diseased" descriptor. The descriptor can be given by the Game Master whenever the character does an actions after the nice or the awful event.

Generally, the temporary descriptor's effect is only use one time at a certain moment and is then removed. Those can be told to the players or kept secret by the Game Master. Here is a list of suggestions:

Suggestions of Temporary Descriptors

Bad Mood
Blinded
Dirty or smelly
Diseased
Distracted
Drunk or High
Encumbered
Good Mood
Lose an item
Unbalanced

Bad Mood: It's a general descriptor that is used if the character moral is low. It can happen if the characters are camping for too long or use cheap logging. Sleeping outside without the proper equipment and bad weather can also cause this temporary descriptor. This descriptor can be used by the Game Master to give one situational disadvantage to any test. The players can make suggestions on when to use it or the Game Master can decide the appropriate moment. It can also be used has a narrative event.

Blinded: The character is blinded by a powerful light, blood in the eyes, a superficial injury or any other pertinent cause. The effect last for a short time and the recovery is automatic.

Encumbered: A character becomes encumbered when he carry more than his carrying capacity or a very large object. The character will rapidly become exhausted and their movement is greatly reduce. The character is slowed and check the exhausted box.

Dirty or Smelly: It's a descriptor that can be giving to a character. It can affect social encounter in a narrative way or add a situational disadvantage to a test.

Diseased: A character neglecting their sleep or cleanliness have more chance to get sick. Check the Disease and Sickness section for more information.

Distracted: Distraction happens when there is too much things going on at the same time. It can also happens when a character has something on their mind. It can be use in a narrative way or as a situational disadvantage to a test.

Drunk or High: Depending of the level of intoxication, the effect can vary. The associated symptoms are discomfort, dizziness, fatigue, weariness, crying, sneezing, coughing, nausea and vomiting.

Good Mood: It's a general descriptor that is used if the character moral is high. Drinking a nice wine, relaxing and drinking a nice coffee, sleeping in clean sheets or bathing are examples of things that can give this descriptor. If the character eat an exceptional meal prepared by a good cook they can also be rewarded by this temporary descriptor. This temporary descriptor can add a situational advantage to any one test in the day or the next one. When in a "good mood", the players can make suggestions on when to use it or the Game Master can decide the appropriate moment. It can also be use in a narrative way.

Lose an item: This one is a special one. It generally happens when the character has been drunk or slept on an inappropriate place. The character lost an item. It can be by distraction or the character can have been robbed. Maybe the character will find the item after a few hours or days or maybe it will have to try to catch the thief.

Unbalanced: Being unbalance can happen when someone is on an unstable ground. It can be caused

by jumping on a table or a piece of furniture. An unbalanced character is slowed and an Acrobatics test can be required if the character is on the edge of a cliff. Furthermore, the character suffer a situational disadvantage to all their dodge actions.

CHARACTER MANAGEMENT

Awarding Experience

The experience system is based on a mix of what the players do and the actions of the characters. Here are how the players can be awarded experience point or XP for their character. Give the XP at the end of each game session.

Give the base XP when players join together to play a game of Antagonists for a few hours. Adjust the XP if the session is shorter or longer than usual. The most important part is to find a good balance in the progression. Talk to the players regularly to find out if they find it too fast or too slow.

- If you want the characters to advance at a medium and regular pace, award a base of 4 XP per game session.
- If you want the characters to advance slowly for a long campaign, award 2 XP per game session.
- For a short campaign, award 6 XP to allow the players to get more from the game in a short period of time.

Also award bonus XP to the group when they play well and the session is epic. Award 1 XP for any topic that was true during the game session. Every players must help in each topic for the group to gain a bonus reward. The group or the Game Master should help a player who struggle with a topic.

- **You are happy (Game Master):** You worked hard to prepare the game so it's important that you like it. Everybody stay focused and positive during the game session. This reward can be given at every session if you have fun.
- **Epic moment (Players):** The players have lived an epic moment together. Maybe it was something nice in the story or maybe it was something that the players have done. The important part is that the players had fun and will remember this session. This reward can be given at every session or often.
- **Protagonists' story (Protagonists):** A protagonist has reach one of their goals or faced a big challenge and survive. It can be by resolving a riddle or making a hard choice. This reward is to encourage players to find goals for their characters. The player's character background should be part of the story so encourage the players when they add new elements to your story. Award this XP if the players participate in the story. Even if this reward is for a protagonist's action and the players decide what their protagonist's goals are, the Game Master is the one who decide if this XP is awarded. This reward should not be given at every session to let the protagonists some time to develop their goals.
- **Story or character development (Story):** The Game Master's story has progress in a significant way. You can also give this XP at the end of a chapter.

Progression	Base
Regular	4 XP
Slow	2 XP
Fast	6 XP

Since having a great gaming session requires the participation of every players; the same amount of XP is given to all the characters. Missing players can also gain the same amount of XP since missing a game is already sad enough.

Post-session talk

Before ending the session, talk to the players and let them know how they can be better at role-playing in your game.

Awarding Rewards

To encourage the characters to progress, the Game Master can award rewards other than experience points. It can be a non-player character willing to give a reward or it can be a descriptor. Try to prioritize creative and unique rewards like items to Slugs since it's cooler and the characters can also sell it if they want. The reward for some mission can also be negotiated upfront so the players know why they are doing the mission.

Here is a list of rewards the Game Master can give to the characters. Try to find something that fit your story.

- A favour from a non-player character
- Access to free services
- Advantage

- Party, banquet, public honour or a monument to honour the protagonists
- Business with a percentage of the profit
- Costly item
- Free transportation
- Membership to an organisation
- Minor descriptor
- New friendship or contact
- Personal Assistant
- Place to stay for free or very cheap.
- Rank or an important position in a group (as a minor descriptor)
- Scraps (for crafting and upgrading weapons)
- Slugs
- Stained item
- Temporary descriptor

Minor Descriptor

The Game Master can award a minor descriptor when the characters finish an epic action or a chapter. It should be something related to the story or what is happening. Those can be bond to a place, a person or a type of monsters to limit the effectiveness.

Remember, those are descriptors and don't give bonus, they only fasten the game by removing test when a character try to do something related to a descriptor. Here are some example:

- Being in Maryse's good graces
- Know Jack's secret
- Know the faster route to the subway
- Master chief for cooking rats
- Montreal's sewers explorer (Sewer knowledge)
- Quilltoid hunter (Quilltoid knowledge)

Managing Plot Hindrances

A player can choose one or many plot hindrances for their character. Be sure to take time to think about it and include it in your story. It should be a hindrance and something bad for the character. If you have no idea on how to include it, ask the player to choose another one to be sure to not waste it.

Plot hindrances in the group

Something nice to include is a relation between the plot edges and hindrances of the characters in the group. Work with the players to find something interesting. As an example, a character with the Dark Secret hindrance can have killed someone in cold blood. The person killed can happen to be another protagonist's father. Keep the identity of the murderer and the victim a secret to the group at the beginning of the campaign and reveal it for a dramatic climax.

Managing Contacts and Companions

The character's contacts can be nice to use. Instead of using a fresh new non-player character, try to use a character's contact. Players have taken time to think about their contacts so it's important to include them all. It will add some nice role playing moments.

Remember that contacts are not slave and the relationship with the characters can decrease if they are not treated nicely. Some will expect to be paid and others will help but not take risk. A contact can leave or decide to stop to talk or help the protagonists. Even better, a contact can become an enemy if the protagonists are awful.

Keep track of the relation between the player's character and the contacts. You can also do it for a group of contacts or a faction. As always, use descriptors. Here are some suggestion.

Suggestions of relation
Aggressive
Annoyed
Aversion
Bitter
Cheated
Compassion
Disappointed
Disliked
Doubtful
Feared
Hated
Heartbroken
Infuriated
Insulted

Suggestions of relation
Liked
Loved
Neutral
Offended
Passive
Revulsion
Sceptical
Suspicious
Terrified
Vengeful

Non-player Companion

Non-player companions are characters that are following the protagonists. They can be human or they can also be an animal following their trainer. They are pretty complex to manage since they are in most of the scene. Be sure that companion does not slow down the game pace and the story. Non-player companion must be nice and not tedious.

There is no easy ways to manage non-player companion since it's more job for the Game Master but here are some helping hints:

- You can ask the players to manage what the companion does. You can roll the test or also ask the players to do it. The players can use the companions as a second character and do everything. Ask the players what they prefer. Depending of the number of players, it can severely slowdown the pace if the players have multiple characters to manage.

- If it's not important for the narration, ignore all non-player characters for some scene. Those can be immune to everything and stay in the background. They can also manage their own food and water so the players have nothing to do. You can still ask the protagonists to pay a fee per chapter for the companions well-being if you think that the non-player characters cannot do it by themselves.

- If the characters want to actively use a non-player character in a scene like a fight, those characters are not immune anymore and can die or be hurt. Just summarize their actions and do not roll for the tests if it's not critical.

You will have some difficult situations to manage. What happens if the group decide to use a vehicle that only allow 4 persons in and the non-player character is the fifth one? It's up to you to decide. What is better for the narrative or more fun? Is it funnier to let the players struggle to find a way to include the fifth passenger or it will only slow down the game? It can be a case-per-case situation or you can warn the players before hand.

Killing contacts and Companions

Generally there are two ways of killing character's contact in a game. The first one is killing one in a combat. It's generally fine. If the contact is involve in a combat, it's possible that they die. If the player wants the contact to die old they must be sure that the contact is out of harm's way.

The other way for killing contact is to do it narratively as an event part of the story. It can be a very nice narrative moment but it can be unfair for the player to lose a contact without being able to do something. In that case, we suggest that you talk to the player and find a way to bring a new contact to replace it. Check how many point it cost to the player at character's creation and create a new character of approximately the same amount or ask the player to create one.

Disease and Sickness

Diseases and sicknesses can affect the protagonists. It's generally possible to recover without medicines but it's generally harder.

- **Type:** Type of disease or sickness.
- **Getting the disease:** How to get the disease or sickness.
- **Effects and Symptoms:** List of effects and symptoms and when they appear.
- **Medicine Treatment:** A way to treat the disease or sickness is with a Medicine test and some medicines. To recover this way, the patient or another character must administer the medicines and do a Medicine. The test can only be done after a full night sleep. The difficulty for the Medicine test is noted in the disease description. A successful test reduces the Effects and Symptoms by 1 level. An Exceptional Effect reduce by 2 level but a Catastrophic Effect raise the level by 1.

- **Natural Recovery:** It's possible to recover from disease and sickness with natural means. It requires a good night sleep and then a Muscular test. The difficulty for the test is noted in the disease description. A successful test reduces the Effects and Symptoms by 1 level. A successful test reduces the Effects and Symptoms by 1 level. An Exceptional Effect reduce by 2 level but a Catastrophic Effect raise the level by 1.

Anthrax

- **Type:** Disease, bacteria
- **Getting the disease:** Breathing spores, eating or drinking contaminated food or water. Getting spores in a cut.
- **Effects and Symptoms:**
  - **Level 1 (end of day 1):** Small blisters or bumps on the skin, swelling around the sore, sore with a black centre on the face, neck arms or hands. Fever and chills, chest discomfort, shortness of breath, confusion or dizziness, cough, nausea, vomiting, or stomach pains, headache, sweats, tiredness, body aches and the Exhaustion condition.
  - **Level 2 (end of day 2):** Infected condition
  - **Level 3 (end of day 3):** Dying condition
- **Natural Recovery:** Muscular test with a difficulty of 4.
- **Medicine Treatment:** Medication (rare) with a Medicine test with a difficulty of 2.

Bubonic Plague

- **Type:** Disease, bacteria
- **Getting the disease:** A bite of an infected flea.
- **Effects and Symptoms:**
  - **Level 1 (end of day 1):** Fever, headache, chills, and weakness and one or more swollen, painful lymph nodes and the Exhaustion condition.
  - **Level 2 (end of day 2):** Infected condition
  - **Level 3 (end of day 3):** Dying condition
- **Natural Recovery:** Muscular test with a difficulty of 6.
- **Medicine Treatment:** Medication (rare) with a Medicine test with a difficulty of 4.

Chicken Pox

- **Type:** Disease, bacteria
- **Getting the disease:** Person to person by touching blisters, saliva or mucus.
- **Effects and Symptoms:**
  - **Level 1 (end of day 1):** Red itchy skin rash, fever, headache, sore throat, or stomachache and the Exhaustion condition.
  - **Level 2 (end of day 3):** Infected condition
  - **Level 3 (end of day 6):** Dying condition
- **Natural Recovery:** Muscular test with a difficulty of 3.
- **Medicine Treatment:** Antibiotics with a Medicine test with a difficulty of 2.

Cold

- **Type:** Sickness, virus
- **Getting the disease:** A cold is a virus that can be caught from someone having it.
- **Effects and Symptoms:**
  - **Level 1 (end of day 1):** Coughs, malaise, sneezes and the Exhaustion condition.
  - **Level 2 (end of day 3):** Transform into Influenza (flu).
- **Natural Recovery:** Muscular test with a difficulty of 0.

Gangrene

- **Type:** Disease, bacteria
- **Getting the disease:** Bacteria in open wound.
- **Effects and Symptoms:**
  - **Level 1 (end of day 1):** Red, purple or black skin in the affected area and the Infected condition.
  - **Level 2 (end of day 2):** Spread to another limb.
  - **Level 3 (end of day 3):** Dying condition
- **Medicine Treatment:** Medication (rare) with a Medicine test with a difficulty of 3. Imputation of the affected limbs.

Hepatitis

- **Type:** Sickness, virus
- **Getting the disease:** Exposure to infective blood through drug injection or sexual intercourse.
- **Effects and Symptoms:**
  - **Level 1 (end of day 1):** Yellowish skin, poor appetite, abdominal pain and the Exhaustion condition.
  - **Level 2 (end of day 7):** Infected condition.
- **Natural Recovery:** Muscular test with a difficulty of 5.
- **Medicine Treatment:** Medication with Medicine test with a difficulty of 4.

Influenza (Flu)

- **Type:** Sickness, virus
- **Getting the disease:** A cold is a virus that can be caught from someone having it.

- **Effects and Symptoms:**
  - **Level 1 (end of day 1):** Coughs, malaise, sneezes, sore throat, muscle or body aches, headaches, fatigue (tiredness), fever and the Exhaustion condition.
  - **Level 2 (end of day 2):** Infected condition.
  - **Level 3 (end of day 7):** Transform into Pneumonia.
- **Natural Recovery:** Muscular test with a difficulty of 2.
- **Medicine Treatment:** Medicine test with a difficulty of 4.

Leprosy

- **Type:** Disease, bacteria
- **Getting the disease:** Months of close contact with someone who has leprosy.
- **Effects and Symptoms:**
  - **Level 1 (end of day 1):** Discoloured patches of skin, nodules on the skin, thick, stiff, or dry skin, ulcers on the soles of feet, and the Infected condition.
  - **Level 2 (end of month 1):** Cause a disadvantage to all social tests.
- **Medicine Treatment:** Medication (rare) with a Medicine test with a difficulty of 6.

Measles

- **Type:** Sickness, virus
- **Getting the disease:** Measles is a virus that can be caught from someone having it.
- **Effects and Symptoms:**
  - **Level 1 (end of day 1):** High fever, cough, runny nose and a rash all over the body the Exhaustion condition.
  - **Level 2 (end of day 3):** Infected condition.
- **Natural Recovery:** Muscular test with a difficulty of 6. Go away within 10 days even without a successful test.

Mumps

- **Type:** Sickness, virus
- **Getting the disease:** Mumps is a virus that can be caught from someone having it.
- **Effects and Symptoms:**
  - **Level 1 (end of day 1):** Mild pain in the front of the neck and in the front of the ears, trouble chewing, testicle pain and tenderness, fever, headache, muscle aches, tiredness, loss of appetite and Exhaustion condition.
  - **Level 2 (end of day 7):** Infected condition.
- **Natural Recovery:** Muscular test with a difficulty of 8. Go away within 14 days even without a successful test.

Parasitic Infection

- **Type:** Disease, bacteria
- **Getting the disease:** A parasite as enter the body. It can be microscopic or it can be the size of an egg or bigger.
- **Effects and Symptoms:**
  - **Level 1 (end of day 1):** Abdominal pain, diarrhea, nausea or vomiting, gas or bloating, dysentery, rash or itching around the rectum or vulva, stomach pain or tenderness, feeling tired, weight loss and the Exhausted condition.
  - **Level 2 (end of day 2):** Infected condition.
  - **Level 3 (end of day 7):** Dying condition.
- **Natural Recovery:** Muscular test with a difficulty of 8.
- **Medicine Treatment:** Medication with a Medicine test with a difficulty of 4.

Pneumonia

- **Type:** Sickness, virus
- **Getting the disease:** A Pneumonia is a virus that can be caught from someone having it or from an untrained flu.
- **Effects and Symptoms:**
  - **Level 2 (end of day 1):** Coughs, Fever, Malaise, Sneezes and the Exhausted condition.
  - **Level 2 (end of day 2):** Infected condition
  - **Level 3 (end of day 3):** Dying condition
- **Natural Recovery:** Muscular test with a difficulty of 0.
- **Medicine Treatment:** Medication with a Medicine test with a difficulty of 2.

Rabies

- **Type:** Sickness, virus
- **Getting the disease:** Bites from an infected animal.
- **Effects and Symptoms:**
  - **Level 1 (end of day 7):** Fever, headache, muscle aches, loss of appetite, nausea, and tiredness and the Exhaustion condition.
  - **Level 2 (end of day 8):** Infected condition.
  - **Level 3 (end of day 9):** Dying condition
- **Medicine Treatment:** Medication (rare) with a Medicine test with a difficulty of 2 within the first 8 days. There is no way to cure someone at level 3.

Radiated

- **Type:** Sickness

- **Getting the disease:** Exposure to high doses of radiation.
- **Effects and Symptoms:**
  - **Level 1 (end of day 1):** Weakness, fatigue, fainting, confusion, bleeding from the nose, mouth, gums, and rectum, bruising, skin burns, open sores on the skin, sloughing of skin, dehydration, diarrhea, bloody stool, fever, hair loss, inflammation of exposed areas, nausea and vomiting, including vomiting of blood, ulcers (sores) in the mouth, esophagus (food pipe), stomach or intestines and the Exhaustion condition.
  - **Level 2 (end of day 3):** Infected condition.
  - **Level 3 (end of day 7):** Dying condition
- **Natural Recovery:** Muscular test with a difficulty of 10.
- **Medicine Treatment:** Medication (rare) and a Medicine test with a difficulty of 10.

Smallpox

- **Type:** Disease, bacteria
- **Getting the disease:** Person to person by touching blisters, saliva or mucus.
- **Effects and Symptoms:**
  - **Level 1 (end of day 1):** High fever, fatigue and severe back pain, and less often, abdominal pain and vomiting and the Exhaustion condition.
  - **Level 2 (end of day 2):** Infected condition
  - **Level 3 (end of day 3):** Dying condition
- **Natural Recovery:** Muscular test with a difficulty of 4.
- **Medicine Treatment:** Medication with a Medicine test with a difficulty of 5.

Tuberculosis

- **Type:** Disease, bacteria
- **Getting the disease:** Spread in air from a person to another person.
- **Effects and Symptoms:**
  - **Level 1 (end of day 1):** A bad cough that makes you cough up blood and phlegm, chest pain, weakness or tiredness, weight loss, a lack of appetite, chills, fever, night sweats and the Exhausted condition.
  - **Level 2 (end of day 2):** Infected condition.
  - **Level 3 (end of day 730):** Dying condition.
- **Natural Recovery:** Muscular test with a difficulty of 8.
- **Medicine Treatment:** Medication (rare) with a Medicine test with a difficulty of 6.

Typhoid Fever

- **Type:** Disease, bacteria
- **Getting the disease:** Drinking contaminated water or food washed with contaminated water.
- **Effects and Symptoms:**
  - **Level 1 (end of day 1):** Prolonged high fever, fatigue, headache, nausea, abdominal pain, and constipation or diarrhoea and the Exhausted condition.
  - **Level 2 (end of day 7):** Infected condition.
  - **Level 3 (end of day 14):** Dying condition.
- **Natural Recovery:** Muscular test with a difficulty of 6.
- **Medicine Treatment:** Medication with a Medicine test with a difficulty of 5.

Brucellosis (Undulant Fever)

- **Type:** Disease, bacteria
- **Getting the disease:** Drinking unpasteurized milk from infected animals, or close contact with their secretions.
- **Effects and Symptoms:**
  - **Level 1 (end of day 1):** Fever, chills, loss of appetite, sweats, weakness, fatigue, Joint, muscle and back pain, Headache and the Exhausted condition.
  - **Level 2 (end of day 7):** Infected condition.
- **Natural Recovery:** Muscular test with a difficulty of 4.
- **Medicine Treatment:** Medication with a Medicine test with a difficulty of 4.

Dead Protagonist

A player's character dying in a game can be very nice for the narration and the story. It can be a remembrance for the players that they are playing in a dark universe and death is always near.

Unfortunately, sometime, a character dying can break the story and end it prematurely. Fortunately, there are some tricks to keep the story continuing.

First of all, you should talk to the player to know what they want for their character. Some may want to continue with the same character and others will find this a great opportunity to create a new character and try something new.

Characters with powers get their powers from a powerful entity from another world. Those entities use the characters for some strange purposes. If they need it, they can try to save a character from death.

Everything has a cost and the death of a character shouldn't be taken lightly.

If the player want to try a new character but need some time to think about the new one:

- The character is back from the dead but for a limited time. They will have to do one last task for their entity and will die for good after. If the character takes too long for completing the task, their will die anyways.

If the player want to keep their character, you can choose the following suggestion:

- The entity allows the character to come back from the dead but not without some issues. Some wounds will take a lot of time to heal at the Game Master discretion. Furthermore, the Game Master should choose one or many hindrances to give to the character. They can be temporary or permanent. Furthermore, the entity can give one or many tasks to the character.

Anyways, witnesses of the death will be shocked to see the character alive. It's another drawback to add to the situation.

THE WORLD AS WE KNOW IT

Weather

To help you have more diversity on your weather description, here are some options. Roll one die for each columns or choose what you prefer. Higher value on the dice are generally more extreme so you can adjust those results by checking one or two rows under if you find the result too extreme. It's rare to have rain without seeing clouds so when rolling for precipitations, do not go over the result you got when rolling for clouds.

If you want more consistent and realist results, note your latest results and for the next day, you can simply roll one die for each column but a result of 1 reduce the result by 2 rows, a result of 2 to 10 reduce the latest result by 1 row, a result of 11 to 19 raise the value by 1 row and lastly, a result of 20 raise the result by 2 rows.

	Temp.	Winds	Cloud	Prec.
1 2	Extreme Cold	Calm	Clear	None
3 4	Freezing	Gentle Breeze	Few	Dew
5 6	Very Cold	Breeze	Light	Light
7 8	Cold	Strong Breeze	Isolated	Drizzle
9 10	Mild	Moderate	Scattered	Moderate
11 12	Warm	Gale	Cloudy	Downpour
13 14	Hot	Strong	Broken	Pounding
15 16	Very Hot	Violent	Obscured	Heavy
17 18	Canicular	Storm	Heavy	Rainfall
19 20	Extreme Heat	Hurricane	Overcast	Severe

Temperature (Temp.): The temperature is based on the average of the region for the season. In very cold region, a result of "Extreme Heat" can be very nice but unusual.

Winds: In some regions, powerful winds can be tornados or hurricanes. On a result of 16 or more, winds can extinguish fire or spread it. It can also impair projectiles. A result of 20 can penalizes all tests.

Cloud Coverage (Cloud): Cloud coverage can affect the visibility. A result of 16 or more make the day pretty dark and can penalize character's test when visibility is important.

Precipitation (Prec.): Precipitation can be rain, snow or hail depending of the temperature. Mild temperature in arctic region can produce hail. On a result of 16 or more on the precipitation column can penalize physical tests. It's also a lot harder to start a fire when everything is wet. Multiple days with high precipitation can cause flood.

Lastly, here is a list of extras for your weather.

Roll	Extra
1-5	None
6	Mist
7	Fog
8	Haze
9	Lightning and Thunder
10	Earthquake

Managing Travels and Encounters

Travelling is dangerous and characters should encounter interesting scenes during a journey. Manage travel like any other quest with story parts and choices for the players. If the travel is not a part of your story, simply jump to the destination. No



need to have slow moments during your game session.

Try to avoid repeating actions or scene during the travel. Group many rolls in one or a few for all the travel. Even if the travel has a duration of many days, try to avoid asking for test for every day.

Here are some ideas for your encounters. Those can happen when the characters are traveling or when they are camping. Choose some that you like and fit your story. Try to merge at least two suggestions to make things more interesting. Have multiple encounters with a link between each other.

Sometime, encounters like that can be seen by the players as a waste of time since it's not related to the main story. In those cases, add a nice reward that can be useful for the main story.

Encounters	
1	Abandoned Hideout*
2	Armed Caravan*
3	Bad Order*
4	Blood Trail*
5	Box from the Sky*
6	Burned Car*
7	Cadaver*
8	Campsite*
9	Chasm*
10	Difficult Terrain*
11	Earthquake*
12	Faction*
13	Fall*

Encounters	
14	Flare*
15	Flash Flood*
16	Glare*
17	Hideout Location*
18	Injured Person*
19	Landslide*
20	Lost*
21	Loud Noise*
22	Mine Field*
23	Monsters*
24	Natural Location*
25	Occupied Hideout*
26	Old Bridge*
27	Patrol*
28	Place of Interest*
29	Quicksand*
30	Radio Tower*
31	River to Cross*
32	Roadblock*
33	Shrine*
34	Stolen House*
35	Storm*
36	Thick Fog*
37	Thieves' Ambush*
38	Toll*
39	Traveling Merchant*
40	Wildfire*

Abandoned Hideout: The protagonists find an hideout. There is stuff to loot and some have a distinctive signs on it. During the visit the owner of the hideout comes back and accuses the protagonists of thievery. Maybe the hideout is also boobytrapped. The owner or a friend of the owner (if the protagonists kill him) can also come back later in the story and ask for reparations.

Armed Caravan: The protagonists meet an armed caravan. They are selling equipment and are willing to trade. Maybe they also need help and information and may hire the characters for a task. Since they are well armed, violence or thieving are not recommended for the protagonists.

Bad Odour: The protagonists fall into a strange stuff. The odour is awful and can attract monster. Rapidly cleaning the clothing is impossible. A predator can follow the characters afterward. Going inside a shelter or a community may also endanger the inhabitants.

Blood Trail: The protagonists find a blood trail or footsteps in the mud. They can follow the tracks to something wounded or maybe, it's a trap. Either ways, the characters should be curious about it. If they don't go see, they can later find someone that has bleed to death.

Box from the Sky: A box attached to a parachute fall from the sky in the distance. The protagonists can go check what is in the box but they must hurry and take risk to be sure to arrive first. Another group can be already there looting or ready to attack the first group of persons coming. There are supples and documents in Chinese in the box.

Burned Car: A burned car is on the side of the road. The car was in working condition some days ago. The character can look around the find the person or the group that where driving the car. They can stumble on the drivers or maybe the one that ignite the car.

Cadaver: The protagonists find a cadaver on the side of the road. Their equipment is still with them. They was carrying strange items or maybe a letter for someone. Maybe they has a key to open a door to a secret place. Who was this person and how they die? It can be a simple why to start a side quest.

Campsite: The protagonists stumble on an old campsite. Maybe some hints can help the characters to determine how many person was there and when they have leaved. Maybe the protagonists will want to track the strangers. If they don't, they will fear to be followed and jump on at anytime. The strangers can be seen later in your story.

Chasm: The protagonists must cross a chasm. They can use ropes or maybe try to jump but it's risky. Maybe they must leave equipment, vehicles and mounts behind. What will happen to all of that when the characters will come back.

Difficult Terrain: The terrain is difficult to cross. Rumbles, screes or vines block the way. Maybe the protagonists will have to find another way, climb over the obstacles or destroy it. If it's red vines, the protagonists will have to be careful to not be infected. The protagonists can have to use the same way on their way back but add a difficulty this time. It can be a monster chasing the protagonists or everything collapsing on the protagonists. Either ways, time is of the essence.

Earthquake: The ground start shaking and the protagonists need to take cover. Buildings are falling and a race to safety with obstacle can be required. This encounter can be mixed with any other encounter to make things worst.

Faction: The players find the location of a faction. It can be a big faction or a small one. Factions have goals and specific behaviours. They are a lot more complex than a simple group of bandits. It's the occasion to introduce a faction in your story. Check the Faction section further in this book for more information.

Fall: A hole open below the feet of a protagonist. A failed roll cause the protagonist to fall into the hole. If they fail the test, they find himself many meters below. Their leg can be broken and they will need help to get out. Maybe something terrifying is hidden into the hole or a tunnel is leading to a bigger complex like an old train or metro tunnel. Maybe it can be faster to use this tunnel but what lurk in this dark place? The protagonists can also find the cadaver of another traveler.

Flare: A flare appears in the sky, maybe somebody needs help or it can be a trap. The flare can also attract other peoples or creatures. The protagonists can find people fighting a big creature or trapped in sinking sand. If the characters ignore the flare, they can find dead people where the flare was launch.

Flash Flood: The weather change rapidly. The heavy rain cause a dangerous flash flood. Flash flood can also cause landslide. The protagonists need to find a safe place to stay or something that float. Swimming monsters can also be attracted.

Glare: There is a strange opening to the Glare. The protagonists can enter the Glare or something can get out of it. It can be a nice way to save time in the travel. Where this tunnel in the Glare will lead? It's about taking risk for a reward.

Hideout Location: The protagonists stumble on a nice location for an hideout. It can be an aircraft, a scrapyard, an abandoned warehouse or anything nice. It can be a way to give a nice haven to the protagonists. Unfortunately, other persons can also want this place or monsters can be lurking around. Anyway, it can be a temporary place to stay or the protagonists can want to improve the place.

Injured person: Someone is injured and asking for help. Maybe the person is really asking for help or maybe it's a trap and hidden thieves are waiting to ambush the characters. Try it the way you want. If the protagonists help the person, he can become an ally for later or maybe he's a bad person and will try to betray the protagonists.

Landslide: A landslide happens. The protagonists must test how fast they can avoid falling into holes or avoid falling objects. They can also become trapped underground in an unknown location. Mix the encounter with another one and it can be epic.

Lost: The protagonists become lost if they fail their survival test. It can be a way to introduce a new location that the protagonists shouldn't have visited otherwise.

Loud Noise: The protagonists make a loud noise by accident. The noise can attract curious visitors. Don't make it too obvious about what will be attracted? Maybe make the protagonists continue the current quest with more stress since they know that they have been detected.

Mine Field: The protagonists cross a mine field. Maybe they notice the first mine when they are already in the middle of it. It can be a sign post that have fallen on the wrong side. Try to add some context for the mine field. It can be an old route that the military have protected with mines or a base can be near.

Monsters: The characters hear a strange howling. One or many monsters are hunting the protagonists. It often the protagonists that hunt the monsters so try the other way around. Try to add as much ambiance as possible since a monster's attack is pretty common and another combat can be boring. Maybe it can be a very large monster. The player can be hunted for a while before the actual attack. The character can vanquish the monster but maybe it was only a baby and the mother will want revenge.

Natural Location: The character stumble on a nice natural location. It can be a waterfall or the edge of a cliff. This encounter is pretty relax so the characters can enjoy the view for a while. Maybe they can use the place to rest. Vegetation can be dangerous and tricky. A protagonist can wake up with vines entangled around their feet and a carnivorous plant can try to eat another one. One protagonsits can

become infected by a poisonous plant. You can also mix this encounter with another one.

Occupied Hideout: The protagonists find an occupied hideout. There are some guards and people living there. The character can try to enter using stealth or reveal themselves and ask to trade. The resident can be friendly or hostile at first.

Old Bridge: The protagonists must cross a river or a chasm. Fortunately, there is a bridge. The bridge is not in a good shape and some part can collapse under the weight of the protagonists. Maybe some people can live on or under the bridge. If the bridge is large enough, it's possible that there is a maintenance room on or under the bridge.

Patrol: The protagonists encounter a patrol. The patrol wants to know what the protagonists are doing here. They can be aggressive or more suspicious about the protagonists whereabout. Since it's a patrol, there is a shelter or a community nearby. People from the community may hunt the characters if they kill the patrol.

Place of Interest: When the characters are travelling they see a place of interest or smoke at the horizon. Maybe they can stumble into the entrance of an old building. It can be a simple way to include a side quest.

Radio Tower: The protagonists find an ham radio. It can be on a cadaver in the brushes or anywhere else. Someone is emitting from a distant radio tower. The radio operator can have information for the protagonists or can ask for help. The radio tower can be near or even in another country. The radio operator can be useful to introduce new stories or help the protagonists.

Quicksand: The protagonists, their vehicles and mounts start to sink into quicksand. What the protagonists will do to get out of it? Maybe they will meet someone already trapped in the quicksand or thieves use this quicksand to trap travellers. Monster can also try to prey on the trapped characters.

River to Cross: The protagonists must cross a river but no bridge can be found. Swimming can be dangerous because of rapids or creatures underwater. Swimming with equipment is very difficult. The character can try to make a raft but monsters can be underwater. A little farther on the riverbed, they can see a dock with small boats. The boats can be in bad shape but better than nothing. Maybe one will drawn half-way.

Roadblock: The road or the street that are using the protagonists is blocked by a tall wall or a pile of wrecked vehicles. When the outbreak happens, it was a way to prevent monster from moving around. Those barricades are generally high and tall and can have barbwires. The protagonists can try to climb but it's not easy. It can be even more difficult if the protagonists have mounts or vehicles. It will had more challenges if the protagonists have to do it fast.

Shrine: A strange shrine is on the path used by the protagonists. Some precious object are lying there. The character can take the objects but can be tracker by the users of the shrine that do not like shrine robbers. The object can also be cursed or something like that. Anyways, a religious cult can be purchasing the protagonists.

Stolen House: The protagonists see an house with lights inside or sign that some people are living there. A friendly group of people are living there and offer food and beds for the night. If the protagonists are curious, they can smell an odor of rot from the basement. The previous family living in the house are all dead. The current owners of the house has killed and robbed the old owners and let the cadavers rotting. They will try the same trick on the protagonists.

Storm: A powerful storm suddenly envelop the region where the protagonists are. Visibility is minimal and running to a shelter is advised. Fire is harder to lit and clothing and equipment will be wet rapidly. When running for a shelter the characters can encounter another group of characters or monsters doing the same thing. The storm can last a few hours or maybe even an entire day. It's a nice encounter to mix with another.

Thick Fog: A tick fog will blind the protagonists during their travel. You can continue your story as normal but with reduced visibility. The fog can be an unnatural fog that causes the protagonists to fall unconscious if they stay in it for too long.

Thieves' Ambush: A group of hostile thieves ambush the protagonists. They are too many to resist. They steal pretty much everything but let the protagonists alive. The protagonists can then decide to take revenge on the thieves to get their stuff back. It will be a revenge mission.

Toll: A band guarding a place intercept the protagonists and ask for a toll. They are well armed but more interested by stealing goods from the protagonists than killing them. To make the encounter more interesting, the band can be formed of a lot of children.

Travelling Merchant: The protagonists meet a travelling merchant. He is alone and an easy target if

the protagonists want to steal his stuff. Maybe, he has a way to defend himself or hidden friends. Maybe he can also travel into the Glare and hide in this mysterious place. If the protagonists stole his stuff, he can come back later for vengeance or steal his items back and a little more.

Wildfire: A lightning strike a tree or a building nearby. People and monsters are running away from the fire in the direction of the characters. Furthermore, the fire can be a dangerous hazard. This encounter can be mixed with another and the fire can add more chaos to the situation.

Non-player character's behaviours

Non-player character in the wilderness are not simply waiting for the characters to arrive. They are living their life and trying to survive. Here are some ideas.

Encounters	
1	Carrying goods between locations
2	Defending a location
3	Doing a funeral or digging graves
4	Escaping from monsters or a group of humans
5	Exploring the area
6	Foraging or cutting trees
7	Hunting a prey
8	Patrolling
9	Pilgriming
10	Scavenging
11	Setting traps or digging a pit
12	Sleeping
13	Trading
14	Traveling to another community
15	Waiting to ambushing the players



SUPERNATURAL

The Fear of the Corruption

The supernatural bring fear in the mind of the majority. The supernatural is what destroyed the humanity as we know it. Be sure to make it clear with your players. Using supernatural powers in front of people will bring problems. Powers look nice but it comes from corruption or whatever bad things who provide it. It's a pact with the devil or even worst. Everyone fear the price to pay for allowing people with powers to survive.

Using powers or the presence of the supernatural attract monsters. Even stained objects have this effect.

Managing the use of powers

Nothing is free. One of the counter balance of being able to use power is the fear of others. If this balance is broken, the system will not works. Be sure to allow your players to use their character's powers but be sure it's not an all-you-can-eat buffet.

If a protagonist use their power too often at your taste, add monsters lurking in the shadows and non-player characters starting to investigate why there is suddenly more monsters in the area. Don't make it a direct repercussion. It's all about the tension, risk and reward. Slowly add supernatural repercussions around the characters using too many powers. This way, the players will know the limit and when it's too much. It's very important that the player know how the system is working before having negative effects.

The Truth About the Source of Power

Nothing is free. Protagonists generally get powers from something or someone and this something does it for a reason.

Beings and entities are competing for many reasons and sometime it's for reasons completely out of our world. In some cases, those beings are using human as pawn to advance their goals.

The goals of those beings are often weird and hard to comprehend for human. Sometime, those beings do alliance with others and allow their pawn to work with pawn. This generally explain why the group of player's characters work together. It's also possible that some beings simply ignore the other beings.

The source of the character's powers can be use as plot hooks that can play an important role in your story. Use it only if you want and if you think it can fit. Don't worry if you don't want to include it in your story. You can always say that the entity or being is not ready to use the characters or they are waiting for the protagonist to become a little bit more powerful.

The Race

The player's characters with a source of power have started by being a beacon to the supernatural. Those beacons don't have powers yet but have potential and supernatural entities or beings are drawn to them. It can take a few days, weeks or years but someday, a being will cross the path of this person with potential and will corrupt them. It's a race between the beings and the entities for which one will be able to have the beacon in their ranks. Some beings will prefer some type of person so it can explain why members of the same group do not have the same source of power.

Sometime, an entire group will show their potential at the same time and everyone in the group will become a beacon. The event that cause the potential to appear is up to the Game Master. The Game Master can keep it secret or just not explain it because the protagonist has not realized that is was an important even. Here are some possible events that have cause a character or a group of characters to become beacons.

- Corrupted by another entities with powers
- Covered by the blood of a monster
- Eaten or drank something strange
- Fallen into a strange place
- Near death experience
- Stayed in the Glare for some time
- Touched a strange object or a strange rock.
- Was the target of a power

Don't hesitate to go with other ideas.

Patron and Protegé

Black Widow

There is a world with giant spiders and spiderweb everywhere. There are millions of spiders in this place. They lived in large colonies of thousand individuals. Some of them have manage to travel to other worlds and others have found a way to contact other species… like us. The queen spiders are giant and intelligent arachnids. To make war against other queens and species, they are willing to give powers to their pawns. Spider queens are able to commutate with telepathy but only at short distance so they send emissaries to give orders to their pawns. They are not able to remove the powers they have given but they generally send assassin spider to kill a disobedient pawn.

Child of Gaia (Mother Gaia)

To put it simple, Gaia is a thinking and sensitive group of bacterias. Those bacterias can duplicate themselves in almost everything, taking control of the larger element. By putting bacterias in water and air, she can control the flow of a river or the direction of the wind. She can make the earth quake when she's sad or make plant bloom when she's happy.

She can telepathically control and command her bacterias but her powers are limited to the place and elements she has infected.

When Gaia show herself, she's a mix of many element that mimic the form in front of her. Her goals are not clear but she clearly wants to infect more elements with her bacterias. Strangely, she has become sentient but very emotionally sensitive.

Chupacabra's Spawn (Chupacabra)

Chupacabras look like sick coyotes. They are small dog-like creatures. They don't really have goals other than eat and survive. Some live in small groups but others live alone. When they smell a being that is a beacon, they will try to bite it. There is no giant chupacabra or powerful being. They are just small creatures trying to survive.

Clairtangent

It's a trap. This very powerful being corrupts objects to lure intelligent creatures to touch it. The item generally look valuable but it's not always the case. When a living creature touch it, the being judges if this creature can be useful or not. If not, nothing happens. If the creature is worthy of the being, the stain is transferred from the item to the character and the object becomes inert. The character gain powers but the being can now see their stain.

No one has seen this strange being. Maybe this being do not have a physical form, even if it corrupt physical objects.

Creeper (The Creeps)

The Creeps are vines that originally grow in another worlds. It was at first only one conscious plant but was then divided during the years. The creeps can expend in the Glare and them in other worlds. When the Creeps grow large enough it can even keep the Glare open. The goals of the creeps are unknown and every roots seem to have different motivations.

The Creeps do not talk but have human pawns that can speak for it. There is a strange link between the Creeps and the pawns.

Flesh Crafter (The Art)

Flesh crafting is an art performed by intelligent being from another world. It's the art of crafting monster. Even in other worlds, it's a rare and twisted art. The knowledge has travelled to our world and some are able to learn it. Only people who are beacon can learn it and after discovering this strange knowledge, they stop being a beacon and cannot be recruited by other beings.

Mortician (Science of Life and Death)

This is the science of life and death. This knowledge is a science from some intelligent beings from other worlds. The science try to discover the secret of life but also of the death. Learning this science requires to be a beacon and when the base are learned, the student stop being a beacon.

Primalist (Primal Life)

This being represent the life itself and its origin. It's generally seen has an animal or a mix of multiple one. Their goal is to preserve life as a whole and life's purity. Losing some to allow others to live is part of their ways to preserve life.

The primal life often use majestic beasts to give powers to other life form. Those creatures generally try to hide themselves excepts when they are needed.

The being have a lot of powers on life but only on life that was not corrupted by other beings or elements. This is why the powers only affect animals and beasts. Human life is just not generally pure or innocent enough.

Puppeteer (Scarecrow)

They are generally named Scarecrows. Those are creatures with the ability to grant wishes in exchange of services. Some scarecrows are very powerful but others not that much. In all the cases, they are not all powerful like genie. To keep their part of the bargain, they have to use the powers they have or make other deal. Sometime, they are not that successful on their part of the bargain.

When a deal is seal, the scarecrow gives an object to their pawn. The object mysteriously break when the scarecrow have finish their part of the bargain.

Sometime, the scarecrow prefer having a disciple to accomplish tasks. In that case, the deal is to provide powers in exchange of multiple services. The scarecrow has to share their powers so their number of disciples is limited. A mark representing the scarecrow appears on the pawn. This mark is only visible by a limited number of entities and normal human cannot see it. If the disciple stop being useful for the scarecrow, the powers can be retired at anytime.

The scarecrow can be part of your story if it can be useful. If not, just say that the scarecrow does not need the character for now. Use the scarecrow to add story's hooks to your story and do not feel obligated to have it.

Siren (The Entity)

Sirens are creatures that parasite others beings with larvas. Every year, female sirens can lay eggs and when they are fertilized by a male siren, the eggs become larvas. The larva can live in water for many years, searching for a suitable host to infect. Often, the parasite is not able to transform the host since it needs to be a Beacon". After a few days of fever, the larva die in the host with no effect.

Many Sirens live in Siren's communities and they often divide men and women inside the community.

Sirens are individuals living in groups without any global goals. The survival of the community is often the most important goal for them. They have a complex hierarchy with powerful leaders and individuals dedicated to precise tasks.

Sirens are often forbidden to live outside the water and they consider as inferior those who have.

Some Sirens are "cannibal" and eat non-siren people.

Spiritbound (The Entity)

The spirits of old family members or dead friends are long gone. But they didn't vanish in the mind of the Spiritbound.

Spirits as ghosts don't exit. It's only a projection from the Spiritbound's imagination. The "spirits" are often dead people that the Spiritbound as known or a well known person. The Spiritbound is persuaded that they are real spirit or ghost but in fact, it's only energy coming from the Spiritbound. The tattoos are a physical interpretation of the energy.

Succubus (The Entity)

The succubus are entities out of our world. No one really knows what they want or maybe they just want to survive. This creature needs a host to live, they have a body that can only survive in another body.

They lay a larva in a living body when they reach a certain age. This process can only happen one time a year. After some years the creature growing inside the body and connected to the brain, merge with the host mind. The larva transfer generally happens with a kiss or a sexual intercourse. The larva is not always able to survive in the new host so the process is not guaranteed for the succubus and many retries can be required. Not only the human body can be use to host a succubus but some other creatures can also become succubus.

For player's sake, the succubus will never fully take control of the player's character. For every level in the Lure mastery the player should feel the entity gaining more power over them and not being sure if their choices are really theirs anymore.

Trickster (The Imp)

The trickster's imp is an invisible creature that only their trickster can see. They are not very powerful but can still grant powers. They are easy to scare so they prefer to stay behind theirs chosen tricker. They are generally funny with twisted dark humour.

The imp can be use has a non-player character that have little influence over the world but can be use to give information to the players. The imp is only able to speak to the trickster but the player will be able to decide if they want to share it with the group. Nevertheless, the imp can be use to give information to the players. The imp is also a trickster and can try to trick their owner or the group. They can have motivations and goals that can be used to drive the story.

Unstained

The Unstained are people not corrupted by any entity or strange power. So if they are not corrupted how they get there powers? The true is that they have been corrupted by something but this "power" is so abstract that it hold no influence on the individual. Every individuals have their own goal. Some want to destroy the supernatural and others simply fear it.

Since they don't have been stained by an entity or a beings, they can often stay unnoticed.

Werebeast (The Beast Within)

The character has been bitten by a strange creature. Generally, being bitten by a werebeast does nothing except a nasty wound but it's rare that the beast stop at the first blood shed. When the victim is a beacon, the victim becomes a werebeast a few days after.

It's more a disease that transform a human into half-human and half-monster. There is always a split in the personality of the werebeast. Transforming into a half-monster is a difficult process for the human mind. Werebeast often talk about the beast inside them.

There is no all-powerful being that try to control the werebeasts. There are only individuals that can infect other beings. Some regroup in tribe or pact to survive and sometime try to oppose other werebeasts.

Worlds Walker (The Glare)

The Glare is alive and it's the bridge between worlds. Some creatures and characters in the Glare can be chosen to get powers to control it to some extend. The Glare simply want to expend their tentacles to as much places possible.

What Really Happened

It's not really important. The players should not know anyways since no living characters know everything.

It should be part of the mystery and you can give whichever hints that you want about what happened. The coming of the monsters happens differently in different regions of the world so what is true for a location will not be the very uniq origin of the global outbreak. Anyways, it's too late to change the past.

If at some point we decide to write more explications about what happened, we will make sure to only describe a few causes and not an ultimate truth that can go in opposition with one of your stories.

Attracting the Glare with Staining Powers

Staining powers attract the supernatural. It's important to keep it mysterious and not always use the same events or the protagonists will start to predict the next events and use it at their advantage.

Stain Level 1:

1. Some subtile perturbations in the Glare happens. Plants and insects will glow sightly more and will be attracted to the place where the power were used.

2. Insects in the Glare cross the barrier and appear in our world. The colourful air in the Glare will disperse in our world, leaving a strange trail of colors. The insects from the Glare are not harmful but will be trapped in our world.

3. A tentacle lash out of the Glare and try to hit the being using the power. The tentacle can be avoided with a dodge test against a difficulty of 1. The tentacle disappear after the attack.

Stain level 2:

1. The Glare is attracted to the source of the stain and will crawl to the source location. Small monsters in the Glare will also be attracted but will generally stay in the Glare. They will arrive at the end of the scene. Those creature are generally one to three Glare Chargers. The creatures will primary target the being that as use the power.

2. Plants and insects will appear in our world. The ground will also be covered by strange color. The strange color will vanish shortly after the use of powers but the plant will remain until they are removed.

3. A tentacle lash out of the Glare and try to hit the being using the power. The tentacle can be avoided with a dodge test against a difficulty of 2. The tentacle disappear after the attack.

4. The Glare and our world collide and cause an explosion. Everything at short range of the being using the power is blasted by Glare energy. A muscular test against a difficulty of 2 can prevent the damage. Armor can apply.

5. Objects from the Glare are expelled to our world.

Stain level 3:

1. As for level 2 but monsters outside the Glare will approach as well. They will arrive at the end of the scene if they find a path. Those creature are generally one or two Skulks or Scavs. The creatures will primary target the being that as use the power.

2. A tentacle lash out of the Glare and try to hit the being using the power. The tentacle can be avoided with a dodge test against a difficulty of 3. The tentacle disappear after the attack.

3. The Glare and our world collide and cause an explosion. Everything at short range of the being using the power is blasted by Glare energy. A muscular test against a difficulty of 3 can prevent the damage. Armor can apply.

4. The Fog enter our world and spread in the room or location. The Fog originate from the location of the being using the power. See the chapter about the supernatural for more information.

5. Red Vines sprout out of the ground near the being using the power. The Red Vines crawl on the ground and on the walls around and obstruct the movements.

6. Objects and furnitures from our world are grabbed by the Glare.

Stain level 4:

1. As for level 3 but monsters in the Glare will be able to come to the surface, traversing the Glare. They will arrive at the end of the scene. Those creatures are generally Chargers and arrive in pack

of three individuals. The creatures will primary target the being that as use the power.

2. A tentacle lash out of the Glare and try to hit the being using the power. The tentacle can be avoided with a dodge test against a difficulty of 4. The tentacle disappear after the attack.

3. The Glare and our world collide and cause an explosion. Everything at short range of the being using the power is blasted by Glare energy. A muscular test against a difficulty of 4 can prevent the damage. Armor can apply.

4. The Glare grab the character using the power and bring them into the Glare. One or two Chargers will generally arrive at the end of the scene. The character will generally be expelled at the end of the next scene.

Stain level 5:

1. The use of the power has attracted a Glare Fiend. Those creatures can shift from the Glare to our world so it can be easier for them to reach the being that has used the power. The creatures will primary target the being that as use the power.

2. A tentacle lash out of the Glare and try to hit the being using the power. The tentacle can be avoided with a dodge test against a difficulty of 5. The tentacle disappear after the attack.

3. The Glare and our world collide and cause an explosion. Everything at short range of the being using the power is blasted by Glare energy. A muscular test against a difficulty of 5 can prevent the damage. Armor can apply.

4. The Glare grab the character using the power and bring them into the Glare. Two or three Chargers will generally arrive at the end of the scene. The character will generally be trapped in the Glare for sometime.

DESIGNING THE GLARE

The Glare Layout

The Glare generally reproduce the rooms and passageways from our world. So, there is a replica of any houses in the Glare. This version of the house will be colorful, with a lot of vegetations and with the inhabitants of the Glare. This way, you can easily add Glare tunnels to your map and story. You can simply add an entry to the Glare, a few rooms and then an exit to allow the protagonists to come back to our world. It will add some variations and diversity. Remember that the rooms in the Glare also exist in our world but it's impossible to see from one to the other without the proper power. Going to the Glare can be the way to avoid obstacles in our world.

At a certain point, the protagonists can be able to go to the Glare whenever they want. Do not create the map of the Glare every time. Simply use the layout of the location the protagonists are in but block some paths with obstacle to restrain the protagonists' movement. You don't want them to go directly at the end of your story. Remember that the Glare is dangerous so going to the Glare must not be the easy way out.

A Scary Place

The Glare is a colourful and fascinating place. It can be use in a story to add many nice mysterious elements. The characters can reach new places and hide from normal eyes. But walking in the Glare should never become a milk run. It should stay mysterious and dangerous. Here are two way to make it dangerous:

Eaten Alive by the Glare

A character or a being not originating from this strange world will die for staying too long in the Glare. Traveler of the Glare have a small advantage over the others. Be sure to describe the effect before the end of the scene to allow the protagonists to see their unwanted fate coming. The protagonists can try to leave before the end of the scene to avoid being drained of life.

A character will get the privation condition at the end of the scene or day in the Glare. There is no way to recover from this condition when staying in the Glare. A character staying for another day or scene will then get the dying condition with no way to recover in the Glare.

Attracting Monsters

Characters will attract monsters with their scent. All the stealth tests get a situational disadvantage against opponents accustomed to the Glare.

Dual Presence

Some being live in both worlds at the same time. The being can hear and see in our world and in the Glare at the same time. They can also be hurt in both worlds. This dual presence only work in the first level of the Glare and not deeper.

LIFE AS A SURVIVOR

Managing Scavenging

Scavenged items and Scraps are loot that can be used by the protagonists for crafting and getting food and lodging for cheap. Items too rusted or broken are useless junk and not considered Scraps. Give Scraps to the protagonists on a regular basics but don't make it too easy to get. It can work like the gems that are use in other role playing games. It's uncommon but can be a nice reward. Just try to find a good balance. Don't allow the protagonists to search anywhere to find it. It should be in location where you already have decide that can holds Scraps. It's not because the protagonists are searching for stuff that they will find something with a successful test. On a successful test, give 1 to 5 scraps to the protagonists.

Scavenging should not be a means to gain a large amount of Slugs for the protagonists. It should mostly be used for crafting and food and lodging at the Scavengers Trading Guild.

Here are some suggestions for the possible tests that will allow the protagonists to find Scraps. Try to have some variations in the tests.

Test	Location
Investigate	Room full of debris and old stuff.
Knowledge	Laboratory stuff and chemicals. Used to differentiate the good stuff from the useless one.
Medicine	Used to search for drugs in some locations. Allows to differentiate the good stuff from the useless one or the one that are expired.
Muscular	Used for any scraps hard to dislodge.
Sleight of Hands	Scraps in narrow places like under counters or in walls like plumbing.
Survival	Used for when searching outdoor.
Technicals	Vending machines, appliances, computers, generators parts and vehicles parts.

Managing Food and lodging

Antagonists is a survival game so managing food and lodging can be a nice game mechanic to use. Characters starving will be more incline to accept jobs and tasks for food so it can be used to advance the story.

Be sure to not bored the player with food management. It can be nice some time but not repeatedly.

An easy way to manage food and lodging, characters can trade their Scraps for a week or the duration of a chapter of lodging and food at a Scavengers Trading Guild. It's the easiest way to manage the lodging and the food in hideouts and cities. It remove the boring management of redundant tasks. Just be sure to give some Scraps or scavenged items to the player from time to time.

At some point, people can offer food and lodging for some time in exchange for some services or items from the protagonists. They will also be able to use powers to make the food and lodging easier at some point.

Finding food in the wild is harder but it can be an interesting challenge for the players.

Managing Characters' Light

Night is a lot darker now since there is no light from the cities. Fortunately for the protagonists, it helps to stay hidden. Give the characters a situational advantage to stealth by night but a situational disadvantage to almost everything else if they don't have a light on.

Closed building can also be very dark and impossible to maneuver through without light.

Characters can use light to negate the effect of the darkness but they will be easier to spot. They will have to choose, do they want to see and be seen or stay hidden and move almost blind.

Humans are diurnal so the best way to avoid attention is to move by night. Unfortunately, dangerous predators are nocturnal so it can be safer to travel per day. And to make things even more complicated for the protagonists, some monsters are crepuscular.

It's possible to share a source of light in some situations. Someone can hold a flashlight when another one is picking a lock. It's also possible for only one character to light a road and have the other members of the group walking on that path. Unfortunately, the surrounding will remain in the darkness. If a combat happens, it's almost impossible to fight without controlling the light. A way to do it is to throw multiple sources of light on the ground to light the entire room but it will surely waste some batteries.

Light source usually works for an entire encounter or scene. This rule was created to help with the game flow. Fortunately, there is an easy way to shutdown light in the middle of an action scene. Use a catastrophic effect for that. A protagonist can drop their flashlight or break it.

Managing Characters' Noise

Antagonists can be a stressful game and having the protagonists managing the noise they made can help to add to it. This facet should be explored in a narrative way and not with a simple roll or having monsters attacking the group every time they make too much noise.

If the protagonists are making more noise add more suspense with monster screams nearby or movements in the shadows. Don't make monsters strike every time, just add suspense as long as it can be frightening. If the characters continue to make noise, they can hear monster or enemies regrouping. If you have to resolve the situation with a combat, try to ambush the protagonists. You can also put an enormous monster and start a pursuit.

Limiting the amount of noise the protagonists can do is a great tool to add hard choices to the players. They can use powerful firearms and explosives but they have a chance to attract monsters. It's all about taking risks for the rewards.

Here is a table with random effects if the protagonists are making too must noise or are simply not being subtile. Use this table or simply manage the situation in a narrative way. If you decide to use this table, you can roll a 20-sided die and check the result every round or encounter where the characters are making noise. If the protagonists are using lights during the night you can add one to the result.

Roll	Effect
1-10	Nothing happen.
11 12	Monsters have noticed the characters but are waiting.
13 14	Monsters have noticed the characters and are advancing but tried to stay hidden. Characters can see some of them to add stress.
15 16	Monsters have noticed the characters and are calling other members of the group. Characters can hear the howls and should move quickly before more monsters arrive.
17 18	Monsters charge the characters or the group without distinction.
19 20	Monsters will ambush the characters.

Managing Crafting

Antagonists uses an easy system to craft items. The system is basic and generic to make things simple and fast. See Crafting, Repairing and Upgrading in the Action section.

Some players may want to craft things from the real-life components and avoid the crafting system. It's a little dangerous to have players abuse the system this way but try to not limit the fun. Even basic resources are scarce so you can make it harder to get. It can also be a quest to find everything so it can be fun. Furthermore, the right tools and workbench are also hard to get so it will add some challenge. Don't forget that it's not because a player knows how to do something that the character will know it as well. The Internet doesn't exist anymore.

Don't let the players abuse the system to get unlimited items or Slugs. The current system allows the characters to create useful items but not get rich with it.

Vendors will not want to buy everything the players want to sell and they don't have unlimited Slugs. If players build stuff from specific unlisted items, set the price of all the resources to 10% under the buying price.

Managing Downtime

A downtime is a variable period of time between your stories or parts of it. Determine how long this intermission is. It can be a week or even a full season. Allow the players to tell what the protagonists will do during this period of time.

Remember that the characters must survive and maybe pay for a place to stay and some food during that time. So having a side job during the intermission is a nice idea.

If the downtime is not very interesting, rapidly describe what is happening and jump back to your story. Don't hesitate to play some parts of the intermission if something is interesting. It can be a nice surprise for the players to play what they were thinking to only be an intermission.

Managing Non-Player Character

Non-player character must be use often but unfortunately, you will not have the precise statistic for every one of them. Don't worry, there are some tricks to improvise them rapidly.

First, rapidly think about the character you want to create. Is the character big and strong, fragile and bright, fast and charismatic or any other combination? If the character is a guard, the probabilities are good that this character is big and knows how to fight.

- Base non-player character should have an average of 1 in every skills. This character should have 3 in every skills that they must be good in.Their bad skills should have a rating of -1.

- Average non-player character should have an average of 2 in every skills. This character should have 5 in every skills that they must be good in. Their bad skills should have a rating of 0.

- Good non-player character should have an average of 3 in every skills. This character should have 7 in every skills that they must be good in. Their bad skills should have a rating of 1.

- Great non-player character should have an average of 4 in every skills. This character should have 10 in every skills that they must be good in. Their bad skills should have a rating of 2.

PURSUIT

Pursuits are as exciting as combat and they work on a similar way. The two can be mix together for more exiting moments.

The pursuit can be on foot, on vehicles or on anything else.

In this section of the rules, we will use “prey” as the characters running away from the “pursuer”.

Initiative and Turn Order

Like a combat, a pursuit use the Sleight of Hands test to determine the order. Use the same rules as for a combat.

Every round, a character can use their action and Quick Actions to move to another zone by going through a Path.

Using a Quick Action allows to cross a clear path to another zone. A normal action allows to cross 2 empty paths. If a path as an obstacle and a test is required, an action must be used instead of a Quick Action.

Continue to read for more information about paths.

Paths

The pursuit is divided in multiple zones and every zones and connected by paths that can hold obstacles. When multiple obstacles are present, the character can choose which one they want to resolve. Resolving one or multiple obstacles can be required before being allowed to move to the next zone. The length of the path can vary but its generally includes some running no matter what are the obstacles.

A map can be used to manage the pursuit but not a traditional one with all the spaces. Simply use a map with dots representing the zones and line between them representing the different paths.

The prey can choose which path to use to go to the next zone. The Game Master should briefly describe the paths and the obstacles in front of each possible destinations if the prey can see those before reaching the zone. The player will then be able to choose the best path for their protagonist. Straight line will be better for fast protagonists and difficult terrain can be the best option for acrobatic characters.

Protagonists can decide to stick together or split the group. When staying together, the characters can help each others.

Here are a list of suggestions of what a path can holds. Choose one or multiple.

Location Descriptors
Easy to hide
Empty
Enemies
Object or wall that block line of sight
Obstacles (one or multiple)
Possible obstacle

Easy to hide: It’s easy to hide in this path. It can be a wall, a table where we can hide under or a cabinet large enough for a person. A character rolling a test to hide has a situational advantage.

Enemies: One are more enemies are in this path. Character can fight or ignore the enemies and go on with the pursuit. Enemies can become pursuers.

Object or wall that block line of sight: Pursuers and prey can’t see each other at this point.

Obstacles: One or more obstacles must be beaten to move to the next zone.

Possible obstacle: It’s a situation that allows the prey to rapidly create an obstacle for the pursuer. It can be an object that the prey can push to block the path behind them. It can require an action and a test or simply a Quick Action to activate.

Obstacles

Obstacles are cool stuffs that characters must resolve before moving to the next zone. It can be running in a straight line or climbing a fence. Resolving an obstacle generally require an action or a quick one but in some situations it can requires multiple.

Failing to resolve the obstacle prevent the pursuer or the prey to get to the next zone. They can try again the next round but they often lose precious seconds.

Obstacles can be for every characters or only one member of the group can resolve it for the others.


Metro Station
9 Street
8 Flooded Street
7c Unstable Wall
7a Car Wrecks
7b Breach
6 Collapsed Street
5a Street
5c Balcony
5b Alley
4a Car Wrecks
4c Backyard
4b Muddy Alley
3a Car Barricade
3c Back Alley
3b Muddy Alley
2 Car Wrecks
Run!
1 Empty Street
Start

Climbing a wall is required for every one but opening a locked door can be done by only one characters and every one will be able to go through.

When doing a vehicles pursuit, the drive test must be used instead of the one mentioned in the following table.

You can use the follow list of obstacles as a base. We suggested a type of test for every obstacle but the players can choose how they want to revolve the obstacle. As always, encourage creativity and don't impose the way to bypass the obstacle. Let the protagonists decide how they want to solve it.

Obstacle	Test
Barrier	Muscular (2) to destroy the barrier
Chasm	Athletics (3) to jump over
Closed Door	1 Quick Action to open
Fence or Wall	Climb, Athletics (3)
Holes or Pits	Athletics (2) to jump over
Lock Door	Sleight of Hands (2) to unlock
Mud	Athletics (3) to run through
Objects on the path	Acrobatics (2) to dodge
Slippery	Acrobatics (2) to avoid slipping
Straight Line	Athletics (2) to sprint
Walking on a plank	Acrobatics (2) to keep balance
Water to cross	Athletics (3) to swim

Catastrophic Effects on obstacle test generally cause wounds to legs or damage to the vehicle.

Actions

A character can use their action and Quick Actions as usual every round. Remember that resolving an obstacle generally requires an action so using the action for another task, like sprinting, slow the prey or the pursuer. The group of characters working together can resolve multiple obstacles.

Don't forget to describe the actions to keep the ambiance running.

Here are some ideas for actions. As always, those are just suggestions and the players are encouraged to find cleaver ways to solve problems.

	Tasks
Action	Revolve an obstacle
	Block a door with an heavy object (Muscular)
	Attack a character in the same location
	Fire at an enemy in the line of sight
	Hide (Stealth)
	Search for a character (Investigate)
Quick Action	Close a door
	Lock a door
	Open an unlocked door
	Quick Help

Quick Help: It allows to rapidly help someone. As aways, Quick Action must not imply a test. It can be used to rapidly help someone to climb or catch someone.

Opponents Actions

The opponents must also do tests when required. Large monster or flying one can avoid some tests.

Describe the action with a lot of details to optimize the ambiance.

Ending the Pursuit

There are 2 ways to end a pursuit. The pursuer can catch up with the prey or the prey can run away or hide.

Here are a list of possible ways for the prey to end the pursuit:

- The prey successfully hide along the path.
- The prey is many zones away from the pursuer and the pursuer lost all hope of catching their prey.
- The prey is away from the pursuer and out of sight so the pursuer do not know which direction to go or takes the wrong way.



KILLING MONSTERS

Managing Combats

Try to add interesting situations in combats to add more excitement. Here are some ideas:

1. Describe the environment and add some elements to help the players to find creative ways to defeat the opponents. Don't be too obvious. Here are some suggestions:
   - Add a strategic position that the protagonists and the opponents will want to hold on. The enemy will try to push the protagonists out of this place. Limit the location for only one character.
   - As for above, add a position that cause a disadvantage and let the protagonists avoid going there.
   - Add a fireplace or a lantern that can be used to create a fire hazard. It can also be use to light a stick on fire use it as a weapon.
   - Add a zone with smoke that can be used to hide behind (or into). It can also cause asphyxia.
   - Add bystanders that the players will want to protect or use as human shield.

- Add furnitures, boxes, anything that can be use to hide behind or jump on. Those can also be used to block a corridor.
- Add holes to jump over or push enemies in. It can be use by the player or the opponents.
- Add objects that can be used as improvised weapons.
- Add oil cans or drums that can be ignited or used to create slippy ground. The characters can use them to damage the enemy or should avoid make the place explode. It can also be something like a beehive.
- Someone can have put traps in the area.
- An object must be protected during the fight.
- Something must be repaired during the fight.
- Something can be pushed to make it fall on the enemies or protagonists.

2. Add stress with events that can happen during the combat. Give a vague idea to the player about when to expect it to happen. You don't need to be very precise. Here are some ideas:

- Car engine doing strange noise and breaking.
- Ceiling menacing to crumble.
- Cracking floors that will collapse soon.
- Lights flashing and shutting off soon.
- Monsters howling in the distance and approaching.
- Ship sinking.
- Reinforcements for the player or the opponents are approaching.
- Water flood rising.
- Lightning storm with people holding metallic weapons.
- A sleeping large monster can be seen not so far so combat should be done silently.
- Sound coming from behind a door that the protagonists must keep closed.
- Flying enemies arrive.
- The police or guards arrive.
- The earth start to shake.
- Sudden strong wind that prevent projectiles.
- Sudden darkness.
- A dead character rises.

Don't be too obvious about the environment and possible events. The players should be creative about their options and not only have one way to win the combat.

Group the Enemies

Too many enemies in a combat can dramatically slow down the action but combat should be fast and fun.

Try to group the many enemies in small groups to reduce the amount of characters to manage. Try to have one group of enemies per player so every players will have to react to only one grouped attack. All the members of a group will attack the same target, as a group attack. If you have a boss, do not put this one in a group to add more dramatic effects during the combat.

Use the base statistics of the more powerful opponents but as an easy rule to follow, give a situational advantage to all tests done by the group for every 2 enemies in the group. Resistance does not apply to this bonus but health can be raised and wounds effect ignored if you want to count the wounds for the entire group.

Swarm

Sometime, a monster can be inoffensive when they are alone but very difficult when the monster is in a large group. Use a mix of rules and narrative to manage swarm of monsters. The narrative is the most important part. Give some chances to survive to the players and do not slow down the scene to manage the high number of monsters. Characters can be required to use attacks that damage an entire zone to hit many monsters at the same time. It can be required for insect-like monsters that are too small to be hit by traditional weapons. Fire is a great way to destroy swarms. If the group is greatly reduce, the swarm can flee in terror.

Impossible Monsters

Some monsters are gargantuan or have armor that cannot be penetrated by the weapons used by the players. Find a way to describe it to be sure that the players will not try to go head-on. Fortunately, monster can have weak point like the eyes or part of the body without thick skin or carapace. Those kind of monsters can be used has puzzle instead of a common combat.

Maybe the characters have to use heavy weapons or vehicles. Maybe it's possible to climb on the environment or the monster to reach a more vulnerable part. The encounter can includes climbing or acrobatic tests.

Characters can also use the environment at their advantage. It can be possible to make the monster fall

into a pit or make rocks or building fall to squash the monster. Let the players be creative and be sure that they have fun by giving them some hints if they need it.



SHOPS AND ITEMS

Merchants do not always have a precise list of price at all time. They can ask the characters how much they want to pay for an item and then negotiate a little. Some vendor can also sell items for higher price if they are in an isolated place or travelling merchants. Just tell the players that all the price are 50% or 100% higher than what is in the book. Don't forget that shopping can be a nice moment to role play a vendor with ludicrous prices.

Shops sell items but not all shops sell everything. Some are specialize in some type of items and other do not sell expensive equipment. If you have the time you can select some items and limit what the shop sell to the characters.

An easy way to create a shop rapidly is to choose one or more categories of items and only sell items of a certain price or less. Availability and rarity is determined by the price.

Don't forget that merchant do not have infinite Slugs to buy everything from the player's character. They don't have unlimited item of each kind. As an easy rule, vendor only have one item of each so players will have to decide who should buy the desired item. Ammunition and cheap items can come in a pack of ten. Very common items can be limited to two.

Here are some ideas that can help you to create shops in your game:

Size	Max Item Price
Scavenger	3
Traveling Salesman	7
Merchant	10
Caravan	35
Small Shop	50
Medium Shop	100
Large Shop	175
Outpost	250
Military Base	Unlimited

Type of vendor	Type of items
Clothing Shop	Clothing, Armor
Garage	Tools
Hospital	Medical Supplies
Hotel	Food and Lodging
Lab	Technological
Hunter's Stand	Ammunition, Long Arms, Travel Gear
Survivor's Stand	Close Combat Weapons, Travel Gear, Power Supply
Trader's Stand	Travel Gear, Miscellaneous, Power Supply
Weapon Dealer	Ammunition, Armor, Projectiles, Close Combat, Weapons, Small Arms, Long Arms, Military Arms, Weapon Accessories

Adding Normal Items

During your stories you will probably need to add items that are not covered in this book. Here are some suggestions on how to do it.

Item's Price

We started by using a very complicate system to generate price but fortunately for you, we found an easier way to do it.

- Common item not that useful: **1 Slugs**
- Common item very useful: **2 Slugs**
- Common item very useful with additional functions: **3 Slugs**
- Rare item: **Common Item Price x 2**
- Electronic: **Common Item Price x 5**

Then, we have adjusted the prices during our tests.

For weapons and vehicles, we have created a little application that generate the price depending of the statistics and descriptors. If you are lucky, the Web application is online at this time.

Evaluating Item's Weight

The calculation used in this game to evaluate weight is equal to the real weight of an item in kilogram divided by 4. Search the item's weight on the Internet and apply the formula.

- Try to keep things simple for item's management. If the item weight is near 1, put 1 since it's easier to manage.
- Do not indicate the item's weight if it close to 1 or lower.
- Small items that can be easily stacked are noted with a (Stack) after the name. 10 of those items should not weight more than 4kg or a weight of 1.

Weapon's Damage

Weapons have a value that indicate which skill to use to manipulate it. Light weapon generally use the finesse fighting skill and heavy weapon use the brutal fighting one.

Weapons can be piercing, bludgeoning or slashing but the damage is generally relative to its weight. The heavier the weapon, the greater the damage will be. We also include the ease of use of the weapon and the length.

- Ease of use
- Length of the weapon
- Weapons's weight

Finally, we compare the values with the other weapons that we have.

Firearm's Damage

Firearm's damage are base on bullet caliber and real muzzle energy. Yes, we know that's pretty geek. Check the following table when creating new weapons. Don't worry if you do not respect the information in the table, it's only here to help you. The other statistics should be easy to find online.

Caliber	Energy	Damage
BB	<100	+0
.25	100	+2
7.62mm SP-3	100	+2
.22	130	+3
.32	180	+4
7.65mm	180	+5
.38 S&W	210	+5
.44 Special	240	+5
.38	340	+5
.40	380	+5
7.65mm Parabellum	410	+5
.357 SIG	420	+5
9mm	500	+5
.45 ACP	600	+6
.357 Magnum	700	+6
.30	1300	+6
.44 Magnum	1300	+6
5.45mm	1400	+6
.223 Remington	1700	+6
5.56x45mm	1700	+6
.50AE	2000	+7
7.62x39mm	2100	+7
12-gauge	3000	+6/+5
.303	3100	+7
.308 Winchester	3450	+7
7.62x51mm Nato	3450	+7
.30-06	3500	+7
.444	4160	+7
.50 BMG (12.7 x 99mm)	17000	+8
138mm	47000	+9

Item's Level

Some items like armors and weapons has a level value in addition to the quality of the item. This level is added to the character's level in a test. This system allows to add more variety for items with the same usage.

Since weapons give more bonus than armor, the tests when attacking should be easier than defending. It makes combat faster.

This system is used for armor and weapons but it can be added to other types of items as well. As an example, if you want to add more hacking in the game, you can add a variety of computers model with different levels.

STAINED ITEMS

STAINED ITEM QUALITY

Stained items are generally made from quality items but it's not always the case. Those items can break as easily as most item if they are not sturdy. When the item is destroyed, the effect often leave the item or can be spliced or lessened.

EFFECTS OF STAINED ITEMS

Stained objects are generally cold at touch and it's always a little weird to hold one. Some items can have variations in look and style and the side effect can also changes but in all those cases, it's pretty easy to know that there is something not right with the object. Some objects may have multiple side effects to add more flavor.

When adding a stained item in your game, add one basic effect or keep the cold at touch default effect and add another or multiple side effects to add diversity. Choose what better fit your story and your players. We put numbers in front of the effect so you can roll dice to randomly generate an item. Roll again if there is no effect associated to your result.

BASIC EFFECTS

1. Cold at touch (Default)
2. Emit a buzzing sound
3. Emit light or a light aura
4. Have a foul odor
5. Holder have cold breath no matter the temperature
6. Hot at touch
7. Very heavy for the size
8. Vibrate
9. Weightless

SIDE EFFECTS

1. Attract lightning when it's raining
2. Attract monsters
3. Break after the first use
4. Emit a strong light when used
5. Emit a strong sound when used
6. Emit inoffensive lightning arcs when used
7. Power is running out every time the item is used
8. Magnetic
9. Make animals around uncomfortable
10. Milk and cream turn sour faster
11. Owner make nightmare
12. Radioactive
13. The item is sentient and can telepathically talk to the owner
14. Unidentified or hard to know how to use it
15. Very fragile

STAINED ITEMS LIST

We have listed the item in order of price and not alphabetically. This way, you can roll one or multiple dice to randomly select an item you want to give to your players. At the start of you adventure, only roll a die but add other dice when your further in you adventure.

	Items	Slugs
1	Fire Jelly *(Stack)*	1
2	White Crystal *(Stack)*	1
3	Anti-Toxin Leeches	2
4	Screaming Stone *(Stack)*	2
5	Air Octopus	3
6	Dark Caribou Liquor	3
7	Invisible Ink	3
8	Jar of Flare Lizard Skin	3
9	Crystal Torchlight	4
10	Explosive Excrement	4
11	Icy Knife	4
12	Ash Stone	5
13	Glare Relic	5
14	Loser Dice	5
15	Back Door Plank, Small	6
16	Blowfish Bomb	7
17	Marking Knife	7
18	Black Bird Seeds *(Stack)*	8
19	Greasy Fat	8
20	Insomnia Trinket	8

	Items	Slugs
21	Photoscope	10
22	Purple Dust	10
23	Rizen Acorn *(Stack)*	10
24	Vines Repellent	10
25	Cape of the Manta Ray	12
26	Whistle of Alarm	14
27	Mask of the Cult	16
28	God's Shackle	17
29	Parachute Umbrella *(Large)*	18
30	Blurred Hood	20
31	Crested Canari	20
32	Dark Lantern	20
33	Master Key *(Stack)*	20
34	Warning Neckless	20
35	Back Door Plank, Medium	21
36	Choking Necklace	22
37	Staff of Bad Weather	22
38	Truth Bug	23
39	Fish Suit	24
40	Cape of the Flying Squirrel	25
41	Rat Tail	25
42	See-Through Bottle	25
43	Horrific Mirror	30
44	Paint of Distortion	35
45	Creepy Hand	36
46	Oath Trinket	45
47	Back Door Plank, Large	50
48	Dimensional Chalk *(Stack)*	60
49	Evil Puppet	70
50	Animal Figurine	80
51	Glarey Mirror *(Heavy 2)*	150
52	Damascus Steel	-
53	Ghostly Weapon	-

Items From Other Worlds

Those items are generally not sold in normal shops. They are generally found in strange places and sold by travelling merchants.

Animal Figurine

This animal figurine allows the owner to transform into an animal. The figurine is a crude representation of the animal it allows to transform into. A multitude of variations exist for this stained items. It takes one action to transform and another one to return to your original form. At the exception of the figurine, all the items and clothing of the wearer fall to the ground when transforming. The figurine simply disappear to then reappear in the hand of the wearer when they turn back to their original form.

Back Door Plank

This item that look like a strange plank of wood must be solidly installed before it can be used. The size of the plank can vary. It create a tunnel to the Glare the size of the plank that goes for a few meters before returning to our world. The angle and the direction of the plank is important. It can allow to go through walls or earth. When installed, the plank lose it's power when removed or destroyed.

The door can be locked and only activate when triggered. It can required a passphrase, a drawing on the wood or some specific objects placed around the plank.

There are generally 3 versions of the plank; small, medium and large. One is very small and can only allow beings the size of a rat to go through. The normal one allows a crouched human to go through. Lastly, the big one allows multiple humans or large creatures to go through.

Blurred Hood

When the hood is putted up, the wearer becomes a darker and blurry silhouette. The wearer is visible as

normal but impossible to identify. The effect is very weird but very cool.

Cape of the Flying Squirrel

When this cape is worn, it merge with the wearer and create a membrane between the arms and the legs. It restrain a lot of mobility and dexterity but it allows to glide. Every meter fallen allows to move one or two meters forward. It also divide the fall speed by two or three depending of the angle of the body. Putting on or removing the cape takes a Quick Action.

Cape of the Manta Ray

When this cape is worn, it merge with the wearer and create a membrane between the arms and the legs. It restrain a lot of mobility and dexterity outside of water but it's very effective to swim. It procure an advantage to Athletics and Acrobatics tests underwater. Putting on or removing the cape takes a Quick Action.

Choking Necklace

The choking necklace comes in multiple designs. Some look expensive but others very simple. The necklace is activated by a word. When the word is said, the necklace start choking their victim. The first round the victim will get the privation condition and will then get the dying condition the round after. Another word allows to release the victim. The necklace can be cut but depending of the material it can be very hard and risky for the victim's neck.

Creepy Hand

The creepy hand is a real severed human hand use to pick small object at a distance. When their owner ask for, the hand will obey any voice order. The hand can crawl and move itself like they have eyes. They can also draw and write in the same languages as their owner. The hand only has a Quick Actions per round. It can open unlocked door or grab small object. The hand never go very far from it's owner.

Crested Canari

This ugly yellow bird out of this world is a good travel companion. The bird can senses some dangers before it happens. It's susceptible to geological disaster and weather hazards. It can also detect and panic when predators are nearby. The bird is not the perfect alarm system but it's better than having nothing. The bird should be kept in a cage or will flee and never return. Strangely, the bird is carnivore and must be feed daily. The canari is susceptible to toxic gas and will rapidly die before is owner can be affected.

Crystal Torchlight

This strange torchlight from another world produce light as a normal flashlight. It use strange white crystal to produce the light. The crystal will works for the duration of a scene before turning opaque.

The light works under water and also cast light in the Glare from our world. It doesn't allow to see in the Glare but the light illuminate the Glare from our world. It also works the other way around so it's possible to see the light cast by someone in the Glare from our world.

Dark Lantern

This lantern works like a lantern but draw darkness instead. It will obscure the light and make everything harder to see and to identify. It does not turn everything pitch black but it will obscure everything in an area as large as what a real lantern can do. This item works no matter the current light and if source of light are in the zone. To activate the darkness power of the lantern, the flame in the middle of the lantern must be lighten like any flame. To cancel the power, the flame must be extinguished. The light from Crystal Flashlights are the only way to negate that darkness.

Dimensional Chalk (Stack)

It's a chalk that allows drawing a box on any solid surfaces. The box can then be use to store items somewhere in the Glare. All the items can be recovered wherever the drawing is drawn and the box opened. After use, the drawing can be erased and the storage disappears. The store is big enough to hold 20 items. When the chalk is done, the storage cannot be accessed anymore. It's possible to break the chalk into multiple pieces to allow multiple persons to access the storage. A full chalk can be used about 30 times.

Evil Puppet

The Evil Puppet is generally a toy but can imitate many form and shape. It can be used to infiltrate a house or a group. It will stay still and lifeless as long as required and strike at the appropriate moment. It can try to kill who is sleeping or steal something and return it to their master. Additional arms or legs can grow from the puppet to help in their mission. The puppet understands basic orders in any language. When a mission is given to the puppet, nothing can

halt it and the puppet will patiently wait for the best moment to strike.

Fish Suit

The fish suit look like a strange and rustic scuba diving suit. It's made of fish parts and strange plastic material. When wearing the suit, the character can swim as a fish. There are fins and the suit protect from cold water. Procure an Advantage on Athletics and Acrobatics tests when swimming. There is an air system that allow to stay underwater for about 10 minutes and it refill in about the same time when air is available.

Ghostly Weapon

This weapon allow doing harm to creatures in the Glare from the surface. The weapon appears as a ghostly weapon in the Glare. It does not works on the other way. The weapon can be in any shape or form but always look a little out of this world. Use the statistics of a normal version of the weapon. The price of this weapon cost 2 times the normal price.

Glare Relic

Glare relics are uncommon objects from other worlds. The very nature of each relic vary greatly but they all look weird for us. Decorations and runes are often draw on them. They are generally made of strange wood or fragile stone that can be destroyed with only the strength of the fist. When destroyed they will allow everyone in proximity to stay in the Glare for an additional encounter or one hour before being devoured by the Glare itself. See those objects as offering to stay in the Glare longer.

Glarey Mirror (heavy 2)

When this large standing mirror is placed in a room it create an entry to the first level of the Glare. This Glarey place is as large as the room its place on and maybe a few more rooms. When looking at the mirror we can see the other world as a reflexion. To change world, we only need to passthrough the mirror. If the mirror is covered in one world, the passage is blocked.

God's Shackles

Those rude and uncomfortable shackles prevent the wearer of using supernatural power. The shackles use hard to twist bolts to put or remove the shackles. Since the hands are attached together, someone in shackles have no ways to remove the shackles by themself or even help someone else with the same shackles. Someone free can try to remove the shackles of someone else with a muscular test with a difficulty of 2. Using pliers do not required a test.

Horrific Mirror

This mirror allows to see objects and being in the Glare. In the same way, the mirror allows beings in the Glare to see things in our world. The mirror is reflecting everything in both worlds no matter in which world it is.

Icy Knife

The icy knife is a crude weapon. It can vary in size but is generally from a piece of a blue or green translucent mineral. The Knife is very solid if not exposed to a light source. When it happens, the shiv melt to liquid and then vaporize. Assassin who don't want to leave a trace are known to use this kind of weapon.

Insomnia Trinket

This trinket that can take any form prevents the people around to fall asleep. The object generally has a strange appearance but nothing related to sleep so the owner can have issue sleep and don't know why. The trinket affects everyone in a radius of about 10 meters.

Invisible Ink

The invisible ink comes in two flasks. One allows to write on a sheet of paper and the other one allows to see what is written. Mixing the two allow to write and see what is written. The text or drawing disappear after one hour. When only the seeing ink is poured on the paper afterward the text or drawing reappear for about 1 hour. The ink can be used about 100 times.

Loser Dice

This set of two dice always gets a lower result than the other dice on a table. So when rolling first the result is random but the more dice on the table the lower the results can be.

Marking Knife

The Marking Knife is an ordinary knife except for it weird and crude look. When the blade touches blood, the blood becomes fluorescent for the duration of the

encounter. Wounds and dropping blood also emit light. It's a useful weapon to track prey in the darkness.

Mask of the Cult

This mask is generally used by members of the Masked Cult, a strange faction that worship stained beings and objects. The mask allows to distinguish stained object from normal one. When wearing the mask, stained objects appear blurred.

Master Key (Stack)

The master key look like a wooden twig. It can unlock any mechanical lock with a key hole. The key will adjust its size to fit the key hole. Unfortunately, the key will jam the lock to the unlocked position and trace of the Master Key will remain of the lock. This key can only be used one time.

Parachute Umbrella (Large)

This umbrella can reduce the falling speed of its wearer. The fall is slow enough to survive but landing can be difficult. The umbrella needs to be hold strongly with the two hands when falling. A rope can also be used to secure the owner.

Photoscope

The photoscope works like an old instant camera but look like something out of our world. It doesn't use battery so it can be useful in those time. The quality of the pictures are not very good but it's generally enough. Any small paper can be inserted into the photoscope and used to print the picture. Opening the photoscope box will surely break the engine.

See-Through Bottle

When this strange bottle is put along a wall its allow to see through that wall. The bottle must touch the wall to work. It works with almost any walls of any depth.

Staff of Bad Weather

The staff of bad weather conjure bad weather on a zone of about 100 meters. Rain will fall from the sky and wind will blow causing a situational disadvantage to most tests. There is no way to stop the effect of the staff that continually conjure bad weather. Only destroying the staff stop the effect.

Rat Tail

This item look like a normal whip but can extend to a distance of 15 meters or about a building of 5 stories. The whip can be use as a normal whip or as a rope. The whip can easily be attach to a pole or a branch from a distance with only a twist of the wrist. It's also easy to detach the whip with another wrist twist.

Screaming Stone (Stack)

Screaming stones look like strange sea shell. When thrown, they emit noise after a few meters in the air. The noise become more loud the more the stone stay in the air. The stone is generally used as a distraction or a way to evaluate distance or heights.

Oath Trinket

This object can be any normal trinket that was imbedded with a special power. It's possible to find this object already bonded to a person or unbound. If the items is unbound, someone have to hold it tight and warm the item with his hands to bond it.

When another person hold tight and warm the trinket with human heat, it open a portal from the Glare that allows the person bonded to travel to the trinket. The tunnel works in one way, only allowing the person bonded to travel to the trinket. The tunnel is always very short no matter how far the person is from the trinket so travelling to the object is very fast. When the trinket is used it bind the person to the trinket and release the last one. This trinket only works a limited number of time and there is no easy way to know who or what will be summoned.

The person summoned will see a portal opening when the trinket is activated and have the choice to step in it or not but until he enter it, he will stay bonded to the trinket.

Warning Neckless

This neckless will start vibrating if the wearer is near or affected by supernatural powers.

Whistle of Alarm

This whistle look like a weird piece of wood but can be used like a whistle that can be heard at 10 kilometres around. Hearing the whistle from too close can tamper the earring for a scene

Creating Stained Items



Those items can be a nice touch in your game but there is a good balance to keep. If those items are too powerful the character's skills and powers will become useless and the character will always use the item in the same way. Too weak, the items will also be useless and the character will forget about it.

Here are some suggestions when you create a stained item:

- Don't limit the power of the item to a passive skill or power boost. The item should be use in an active and fun way.
- The item's power should not replace a skill or an existing power. If it's difficult to avoid, maybe the item can only be used a limited number of times.

- The item should allow using it in a creative way. Create an interesting item and let the players find the best or multiple ways to use it.

- Limit the use of the item if the item is too powerful. Maybe the item can only be used one time per scene or only at night. The item can also become useless after a number of use. Don't tell the players how many uses they have. Simply add in you description that an amount of power is running aways every time they use the item.



REFINING ELEMENTS

Refined Creatures

Some monster can be harvested for useful parts. Those parts can be used in many different ways.

Air Octopus

Those octopus are the size of a gas mask. When held in front of the face the octopus will attach itself to the head. The octopus keep air in their body so when the octopus is connected it's possible to breathe air for the duration of an encounter. The octopus need to stay wet or will die rapidly. To keep the octopus for a long time it needs to be feed with crabs, clams, snail and small fishes.

Anti-Toxin Leeches

Those leeches are not from our world but really look like what we have but a little more colourful, slimy and disgusting. And the smell is also very awful. Applying those leeches on someone's body will make leeches drain the body from any toxin. The process takes one encounter or one hour.

The leeches can survive in a small jar if nourished occasionally with decaying and rotting vegetal or animals.

After absorbing a toxin, the leeches will die.

Blowfish Bomb

Blowfish bomb are made from a dead fish that look like a blowfish. When the fish die the gas in the belly become unstable and explode a few seconds after being squished and shaken. The dead fish work as a pipe bomb but make a funny sound after being squished.

Explosive Excrement

Some creature leave behind excrement that can be used as explosive. A Quick Action must be used to ignite the excrement with a source of fire. The excrement is used as a petard.

Fire Jelly

This jelly is made from some creature's fat. Snapping fingers previously rub in the jelly will produce small flames. It's enough to start a campfire. It can also be used on other surfaces. There is enough jelly to start 10 fire camp.

Greasy Fat

This grease made from fat of some creatures is very slippery. Throwing the grease on the floor will surely make everyone walking on it and failing an Acrobatics test to fall on the floor. The grease cannot be washed off with water and cannot catch fire. The best way to remove it is to scrap it off.

Jar of Flare Lizard Skin

The skin of the Flare Lizard can be turn to dust and used as a source of light when shaken. There is enough skin dust in the jar to create a colourful light source as a lantern can do. It's possible to light a room for the duration or a scene or 1 day. The jar can only be used one time.

Paint of Distortion

This liquid is made of the blood of some kind of creature. This paint negate the effect of powers when standing near a drawing. The painting can be done on the floor, the ceiling or a wall. Often, people hide the drawing to create a trap. The drawing should at least have 2 meter of diameter or multiple smaller drawings can be use if they are about the same combined size. The paint is generally white or yellow but other colour is possible. There is enough paint to make one drawing.

Truth Bug

Those are small creatures that, when lodged in the throat, prevent the speaker to tell lies. Removing the bug from the throat required pliers.

Vines Repellent

The repellent repulse the Red Vines. It's made from the urine of some creatures. The vines will slowly move away from this repellent. Unfortunately, this repellent is not strong enough to works against aggressive vines. The repellent works for the duration of a scene.

Refined Plants

Black Bird Seeds (Stack)

Those seed attract the Black Birds that look more like big bats. The Black Birds are inoffensive but travel in group of thousands individuals. The birds can travel through the Glare at will so when the seeds are dispersed on the ground the Black Bird will arrive rapidly. The Black Birds will fly over the seeds and land on the ground. They obscure vision and restrain anything in the zone. The birds are only interested by the seeds and will not attack. The birds eat everything in a few rounds and then leave from the nearest tunnel to the Glare.

Dark Caribou Liquor

This dark liquor made of plants from another world is very potent. Someone drinking this brewage will become drunk after one glass.

Purple Dust

Purple Dust allow to keep the Glare at bay. Drop the Purple Dust in a bonfire and as long as the fire burn, no portal from the Glare will not be able to open around the fire. When doing so, the flame turn purple. The dust protect from creatures and powers from the Glare but is negated when creature or powers from our world call for the Glare.

Rizen Acorn (Stack)



When broken in the hand as a Quick Action, a blue dust escape from the acorn. It then allow to use a power with the advanced effect no matter the level of the user.

Refined Minerals

Ash Stone

The Ash Stone is a small black stone from another world. At first glance it looks like a normal mundane stone but when used to draw or write on solid floors or walls it leave a small dust that stick on the surface. This dust can be seen on our world but also in the Glare. It's an efficient way to pass message from a world to another. Scrubbing the dust makes it disappear on both world. The Ash Stone can be carried and used in any world. It also works underwater.

Damascus Steel

This steel is from mines from another world so it's not at all related to real Damascus steel but the pattern on the steel is reminiscent of the real thing. The steel can be used to forge objects and weapons. Items forged with this steel cannot be eroded, oxidized or broken by natural means. As for any items, the item can be of the normal, superior or inferior condition. No matter the condition, the object will not degrade with time or use.

The item price is 2 times its normal price.

White Crystal

Those translucent white crystals come from mines in other worlds. They produce power that can be used in many strange objects. Large crystal produce more power and last longer but are generally cut in multiple small ones for convenience. When the crystal run out of power it turn opaque and become useless. Standard size crystals can be use as batteries for strange item and last for the duration of a scene or 1 day.

IMPROVING THE SYSTEMS

We stumble on many problems when designing Antagonists. We created a list of ideas as our baseline to create new stuffs. Since you will want to add new rules to have the game like you want we putted together our ideas to help you.

Creating Descriptor

Creating a new descriptor is easy but there are a few rules to remember:

- Find a uniq name for the descriptor to not cause confusion with what already exists.
- Some descriptors can be temporary, others permanent.
- The descriptors are not rated so a character cannot become better in this domain. Create a skill if you want something that can be improved.

Creating Skills

The system already have a good balance of skills but you can still add new one if you want to.

- Skill are rated so a characters can become better in this domain. Be sure that a character with a high level is useful. If not, maybe it's better to create a descriptor instead.
- Put the skill in one of the four categories depending on what kind of injury can affect the skill.
- Choose two related attributes that will improve the skill.

Creating Rules

When playing Antagonists, it's possible that you need to create new rules for your games. First, check if there is not already a rule that fit what you want to create. If it’s for a one time, just rule something on the fly. No need to create a rule in those cases. If you really need to create something new, try to follow the following rules:

- Check if there is a mechanic in Antagonists that you can use to create your rules. It will be easily to use your rules if it works like something already existing in Antagonists.
- Create some intuitive rules that do not required a table, a chart or a mathematical equation. That way, everyone will remember it easily. The only exception is when a player can write the information on their character’s sheet and be able to rapidly access it. As an example, we use 2 attributes to manage the skills but since it’s written on the character’s sheet, it’s not that difficult to manage.
- Don’t be too precise for your rules. The Game Master can always decide something on the fly and your new rule should not slow down a game session.

Creating Powers

Create something original and do not repeat something that already exists. Also try to not create something that will replace a skill entirely.

- Flavor and coolness are important, players should want to use your new powers.
- A power with only a numeric bonus and no way to role play it is pretty dull. Avoid power that only boost statistics.
- A power should not replace a skill or make it irrelevant.
- If someone think about a cool way to use the power, don’t add restriction to prevent it, add it to the description of the scene.
- If the power becomes too powerful for what you wanted, raise the required level or make the power very obvious. If it’s very obvious that a character is using a power, the player will use it less often. Greater power needs to have greater drawback.
- Be sure to not have power that are too powerful and can be used to solve all the problems. If a player can use the same power in every situation, it will remove the creativity.

Usage

This is a tricky one. The power must be relatively easy to use so the character can use it often. Unfortunately, if the power is too powerful the player

will only use this power to resolve every problems. It's not what we want, we want the player to be creative so powers must give more possibilities and not became the only valid option. It's possible to limit the use of the power by a number of use per scene or encounter but it's always tricky to find a good balance and something that will make sense thematically. Remember that it's always dull for a player when all their powers are exhausted. We mostly prefer power that can be use without limit but are not too powerful. It's even better if the power is limited by consequence and not a number of uses.

Range

Make things simple and use the close, short and long values. You can also add distance in meter if you think it will help. Don't be too precise with the range. We don't want the players to lose time managing distance. Specify if line of sight is required.

Duration

As for range, do not be too precise with this value. Use the action, encounter, scene or chapter values if that makes sense. You can also add a precise value in hour or days if you think it will help. Remember that as for many things in a role playing game, the power should end when it's not funny anymore or if its becoming overpower.

Damage

Powers should not be used to only do damage. If characters want to do serious damage, they should use weapons. Some powers can do damage as a side effect so compare the damage you think the power should do with what the weapons do. You can also add special effects to add more flavor and complication. Fire can burn things and loud noise or electricity can stun a target.

IMPROVING THE WORLD

Creating Non-Player Character

To create a non-player character you can create a new character following the same process as for a player's character. Do it for important non-player character that you will use a lot.

Creating a fully flesh out character can be a long process so we use a faster process. The followings steps are pretty much optional. The more time you want to put in the non-player character, the more steps you should take.

- Choose a name for the character. You can use the many name generator on the Internet.

- Choose a motivation and goals for your character. What is their purpose and what kind of interaction they will have with the protagonists. It's often one of the more important steps for a non-player character's creation since when you have their motivation and goals, you will rapidly know how the character will react in certain situations. Try to avoid having characters that are simply good or evil. A simple motivation can be to survive. The character can do some good or evil deeds to survive and it can vary depending of the situation. In some situations that can help the player's protagonists if it will help them to survive but maybe they will betray the protagonists if they can gain some Slugs and help them survive longer.

- Choose a concept and/or an occupation for the character. The non-player characters are yours so you can do it like you want and you can always return to one and add some details.

Suggestions of Criminal Roles
Assassin
Burglar
Charlatan
Conman
Cult Evangelist
Cutpurse

Suggestions of Criminal Roles
Fence
Gangster
Grave Robber
Kidnapper
Peddler
Pickpocket
Raider
Smuggler
Spy
Thief

Suggestions of Explorer Roles
Chronicler
Courier
Diplomate
Guide
Pilgrim
Runner
Scavenger
Scout
Survivalist
Trader
Wanderer

Suggestions of Security Enforcer Roles
Bodyguard
Bounty Hunter
Caravan Guard
Guard
Lookout
Mercenary
Militiaman
Monster Hunter

Suggestions of Security Enforcer Roles

Policeman
Sherif
Soldier
Thug

Suggestions of Professional

Animal Trainer
Beekeeper
Blacksmith
Boatman
Brewer
Butcher
Candlemaker
Carpenter
Chemist
Cobbler
Communications Specialist
Computer Engineer
Cook
Council Member
Courtier
Doctor
Dyer
Electrician
Falconer
Farmer
Fisherman
Fisherman
Gambler
Gardener
Gravedigger
Groom
Handyman

Suggestions of Professional

Herbalist
Historian
Hunter
Investigator
Jailer
Judge
Labourer
Lawyer
Leader
Locksmith
Mason
Mechanic
Medic
Merchant
Merchant
Miner
Musician
Pawnbroker
Performer
Pit Fighter
Plumber
Politician
Preacher
Priest
Prizefighter
Quartermaster
Sailor
Scientific
Scout
Scribe
Servant
Shepherd
Shopkeeper
Supply Manager

Suggestions of Professional
Surgeon
Tattooist
Teacher
Tinkerer
Trapper
Watchman
Weaponsmiths
Woodcutter

- Add at least one relationship with at least one other character (player or non-player). It can be as simple as just "friend" but you can also add more variations.

Suggestion of Relationship
Apprentice
Business Partner
Child
Childhood Friend
Contact
Domesticated Animal
Enemy
Faction's Colleague
Family Member
Former Lover (in good terms)
Friend
Friend killed by
Hate
Illicit Lover
Jalous
Lover
Mentor
Relative
Robed by
Saved their life

Suggestion of Relationship
Someone with the same interest
Teacher

- Then rapidly, think the following elements:
  - Emotion
  - Quirk, Unique Signature
  - Hindrances/Weakness
  - Speech Pattern, Accent
  - Attitude toward the protagonists
    - Inquisitive
    - Dire
    - Excited
    - Sceptical
    - Aggressive
    - Passive
  - Backstory
  - Quest
  - Flavor

- Choose a base rating for your non-player character. This will be the rating used for everything that your non-player character does. Then, follow the same steps for creating a character but select everything randomly or choose what you want. Everything is for flavor and not for statistics. The goal is to have an interesting non-player character so the numbers are not very important. Skip the attributes and skills distribution since the non-player character will use their base rating.

- The next step is to choose the specialities of this non-player character. Write down some attributes and skills if you want this non-player character to be better at some task. Everything not specified will use is base rating.

- Lastly, choose what is the equipment of the character and what they own.

Creating Cities and Countries

Population

Use the current country or city population but divide it by 700. It's an approximative evaluation and you can modify it as you want.

Creating Factions

How this faction is working? Check the existing factions for ideas and a template to use.

- Find a name for the faction.
- Choose a motivation and goals for the faction.
- Choose the size of the group. It can be a few individuals or a larger group.
- Then fill the following topics:
  - Choose the type of faction or a concept for the group.
  - Choose a political system. Choose one from the following list or create a new one.

Suggestions of Political System
Anarchy
Aristocracy
Authoritarianism
Autocracy
Communism
Democracy (Direct or Representative)
Dictatorship
Fascism
Federation
Junta
Monarchy (Absolute, Elective, Non-Sovereign)
Oligarchy
Plutocracy
Republic (Crowned, Single Party, Capitalist, Federal, Parliamentary)
Technocracy
Theocracy
Timocracy
Totalitarian
Tyranny

- Decide who are the leaders.
- Is the faction is doing well or struggling?
- Choose where the faction live.
- Choose the principal motivations for the group.
- Decide how the group react in front of the supernatural.
- Note the number of members.
- Decide how the group survive economically.
- What is the reaction of the faction against other group and the protagonists?
- Decide if the faction is well-armed or not.
- Decide what are the most used skills of the members of the faction. It can be used when the players create a new protagonists who is member of that faction.
- Write a little history for this faction.
- What is the general philosophy of that faction.
- Write about the customs of the faction and how the organization is working.
- Factions have internal laws so decide what are those laws and what is forbidden.
- Lastly, decide what are the initiation rites for joining the faction.

Creating a Colony

Creating a Colony Location

Creating an interesting location is not always easy. First, think about any location. It can be your house or the place where you are working. If it doesn't fit your story, open an online map of your city and check for cool buildings.

Something Old: Think about how this place was used before your story. Start by taking a step back by thinking about the place without focussing on your story. Maybe the characters can find some remaining of what existed before your story. The location must be functional.

Something New: How the place is used now? How the place were transformed to reflect what you need in your story?

Something Borrowed: Check the Internet for some maps or something that already exists that can help you to make this location a better location. Think about a movie or video game that have a scene in this kind of location. Use some ideas that already exist.

Something Blue: Add some emotions to the place and maybe a little bit of blues. The place can be important for a person or a group of persons. People have lived here or are currently living here. The characters should live some emotions in this location. It can be peace, joy, fear or any other powerful emotion. Maybe something have die there?

Creating Colony Events

You can use the following chart when the protagonists stay in a colony for one day or a few. It will add complications and variations.

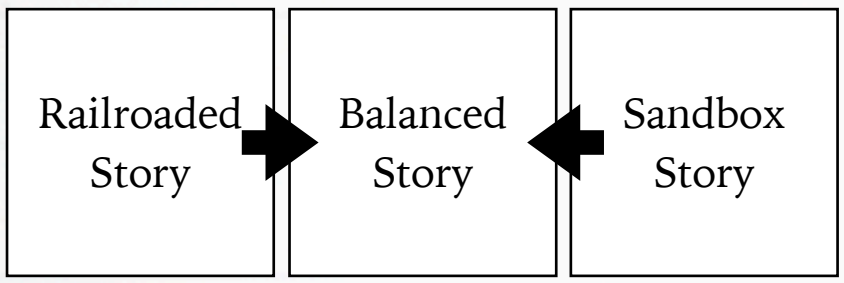
Events
Asked for a night of pleasure
Asked to buy illicit items, drugs or weapon
Bar fight
Body found
Cards Night
Character got robbed
Comedic or musical show
Disease
Earthquake
Flood
Funeral
Investigation about a crime
Invitation to a private party
Major fire
Major party
Mass sickness
Monster attack
New strange item in pocket
Power outage
Religious celebration
Small fire
Strange vision
Strangers arrive

CREATING STORIES

Creation Process

Creating a good story can be a difficult process but here are some elements that you can include in your stories or your creation process. Use these ideas, suggestions and mechanics to help you but don't forget, it's your story and you should find your own way to create a story. This section will give you varieties and fill important aspects of every good stories. Those hints can be applied to a scene, a chapter and to your whole story. Repeat this process at every steps of your story and apply it at all levels.

Often stories are divided between being a railroaded story or a sandbox but the best story is often in the middle. Try to have some directions and hints to help your players to advance but leave enough place to your players to improvise and decide what they want to do.



Creative process

Create your story in any order. If you think about something cool, add it to your story immediately and come back for the other chapters later.

It's often easier to create many short stories in the same story arc than trying to create a big story from start to end. You can create a short story and play it. If your players like it, create another one and adjust your story with what your players like.

We tell stories for the emotions that it will procure. It's the more important part. Be sure that your players will live great emotions at every steps of your story.

Remember that the players will modify your story during the games so you don't have to plan everything. Just be sure to have some checkpoints and milestones. You don't have to plan every possible possibilities for the players since they will also work with you to create the story.

Use the followings steps when creating a scene, a chapter and a story. Repeat all the steps for your scenes but also for every chapter you have. Finally, be sure to redo this process for your story as a whole. For some parts of your whole story, you can skip some elements. It's only guidelines to help you to think about the all the elements that create great stories.

- Hooks
- Challenges and Setbacks
- Puzzles and Twists
- Story Advancement and Social Encounters
- Players's Stories
- Rewards
- Climax
- Conclusion

Hooks

What brings the characters into this scene? Did they work for themselves or they are hired? How the story or this chapter begin?

We prefer story that begins what a bang so skip the part where the characters meet. Don't start at the bar where a stranger ask the players to do a quest. Start the quest directly because the players cannot refuse the first quest since they want to play your game.

The hook is very important at the beginning of your story but also at the start of every chapters. Why the character continue your story? How they know they have to go to a specific place? Maybe they are forced or maybe the reward is too good to pass?

If you write your story to share with others, consider having multiple hooks to help Game Master to include your story in their own campaign.

Challenges and Setbacks

What conflict drives the scene, the chapter or the story? Is it a monster or a big villain? Maybe it's people to save or something to acquire. Start thinking about this section at a high level.

What's the mood here? Do you want something grim, pulp or epic? Remember that this process can be applied to a scene or your whole story. The mood can change from chapter to chapter but you can also have a mood for the big story.

Here are some ideas of themes:

- Abduction
- Appearance versus reality
- Assault

- Assist
- Betrayal
- Cannibalism
- Capture
- Confrontation
- Crime
- Deception
- Defend
- Deliver
- Destroy
- Disaster
- Distract
- Escape
- Escort
- Exploration
- Faction Confrontations
- Gather
- Good versus evil
- Help
- Human Instincts
- Hunt
- Inequality
- Innocence
- Investigate
- Isolation
- Justice
- Locate
- Love
- Madness
- Monsters
- Morale Choices
- Other World Plots
- Overcoming the monster
- Politics
- Powerful Beings
- Pursuit
- Religion
- Rescue
- Revenge
- Revolt
- Rivalry
- Sacrifice
- Saving the World
- Strange Powers
- Supernatural
- Survival
- Transformation
- Treachery
- Twisted Religious Cults
- Usurp
- Vengeance
- War

Adding challenges to a story is easy and great. Add situations to your story and not the solution. Keep the players finding the solutions for you.

Challenge can be a combat or anything obvious that the player must overcome. If you choose to add a combat to your scene, add as much details as possible to the location to give the players more options during the combat.

At a chapter or story level, the challenge is what will drive the players. They can have people to save or someone to kill but they cannot do it in a scene. They must prepare themselves for that. They must talk to people and acquire objects for it. It will be a series of steps to defeat this challenge.

The setback is something bad that the characters must overcome. There is no reward for beating this challenge. It only allow the characters to live another day and continue the adventure.

In a scene, it can be a trap or something that will require some skill rolls to avoid. A collapsing bridge or a very bad weather can do the job to cause difficulties.

In a story level, it can be a scene or a chapter ending with someone dying or the loss of an important object. This kind of elements can be very emotive so do not disregard it.

Here are some ideas of challenges and setback

- An adversary to defeat
- A pursuit
- An obstacle to climb
- A pathway with chances to fall
- Somewhere dangerous to go
- The players are captured and must escape

Puzzles and Twists

Combats are fine but it can get repetitive so put a puzzle in your adventure. It can be a riddle or a challenge like a stealth mission that requires some tactics. It can also be a door that requires a key that is difficult to get. Those are nice elements to add since it change the flow of the game and the more intellectual players will love it.

Difficult choice and consequence are what separate an ordinary story from a great one. Story twists and difficult choices are very nice because they add consequences to the players' actions. Here are some ideas:

- Add a traitor
- A character previously met by the player's characters come back to help or hinder the group depending of the players' choices.
- The players can use a ration or some medical supplies to help a non-player character or they can keep it for themselves.
- The bad guy was not the one the characters were thinking about.
- The character where trying to help but they made it worst because of lacking information.
- He was dead all along.
- Choose between saving a group of people or another one. Only one will survive.
- The characters attack the bad guys but they were innocent after all.
- The quest giver was the bad guy and the characters have done horrible things. The players must find the truth before the end of the story.

Story Advancement and Social Encounter

A great way to advance your story is to have non-player characters driving the story, a chapter or a scene forward. It's not the only option but it can works great for the whole story or some parts. Think about non-player characters and their motivations. Where they live and their goals. What they want and how they want to use the protagonists to improve their situation. Don't only have their motivations being static. Their motivations can change and move forward during the story. Some non-player characters can have their motivations in opposition between each other so the story can move forward no matter the action of the players. If the players join a side, it will influence many behaviours and change the story.

Be sure to have non-player character's interaction from time to time to let social characters shine. It's also a great way to give information to the players about the story. Use the character's contacts as must as possible for your story. Recurrent non-player characters are important. You can also use a non-player character that follow the protagonists to help them when needed. Combats are easily forgettable but a great non-player character will be remembered for a long time by your group of players.

Don't forget about the main story. You need to put scenes that will advance the story at a low or high level. Be sure to not only put story advancement at the beginning or at the end. The story must flow regularly. Story advancements can be added at every steps of the story. It can be an important object required to continue the story or a hint to resolve a part of the story.

Sometime, you will have to include multiple hints to resolve one mystery. Your players will not understand some hints or they will forget about it or ignore some hints completely so prepare multiple hints for every mystery you include in your story.

Players' Stories

Be prepare to add some stories about the protagonists. At least be sure to add some slow moments that will allow the players to develop their character. Use the characters hindrances, personal plots and contacts to add interesting content. Don't be afraid to completely fork your story to include the story of the players as much as possible.

Rewards

The characters live in a bad and tough world but they need some nice rewards from time to time. Add nice items or any type of rewards to give to your characters. A new friendship can also be among the rewards. Don't forget to balance rewards and setbacks.

Climax

This one is important and often overlooked. Prepare the end of your story, chapter or scene. This part should be epic. Keep all the best for this moment. You're often better with a short story with a grandiose ending than a long story with a bad ending. This can be a big fight or a big reveal.

Furthermore, get back to what you previously prepare and add hints about this ending. This way, you will have a better story arc.

Conclusion

Alright, the story, chapter or scene is over and the characters have win… or maybe not. So what's next after this story? Add a new plot here for the hook for your next section. It's always cool to have a short preview of what's next. It's like a tv shows, add a hint about what is coming next to have you players excited.

- The players now know who's the bad guy and they will be able to track him in the next story.
- Something bad happens at the end of this scene, chapter or story and the players will have to fix it in the next one.
- The players hear about something cool like an item that they can want or a cool location so they can try to find it in the next sessions.

Details

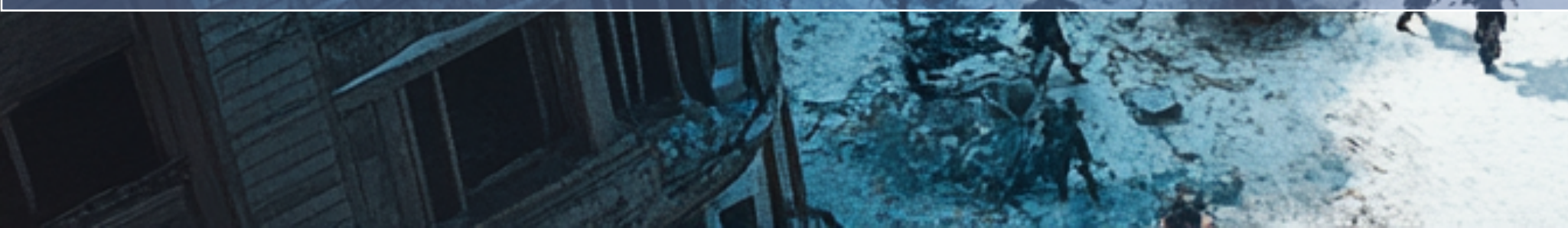
Finish with the details. It's important to have some but you will be able to improvise so it's important to not waste too much time on that.

Here are some details that you prepare before playing your story:

- When the scene or story takes place?
  - What is the current season?
  - What is the weather or does the scene take place at night or by day? Maybe the players can choose to travel by day or night.
- Where the campaign, story, chapter or scene takes place?
  - In which location, country or city?
  - Do you need a map?
    - Should you give this map to the players?
- Is there any restriction for the character's creation process?
  - What are the suggested plot edges and hindrances?
- Which factions are available to join at character's creation? Which factions will be involve in the story.
- Who are the non-player characters for this scene or the whole story?
  - Can you use a characters' contact instead of creating a new character?
  - Which monsters do you want to include?
- Which reward do you want to give in this scene or chapter?
- Do you want to use some home-brew rules?







EXCLUSION ZONE

QUEBEC

This is our first setting for Antagonists. It can be used for your game or you can use it for ideas for your own setting. This section will give you a lot of information about the region but players can read it to know more about this nice place.

THE NEW WORLD

When monsters appeared everywhere, the map of the world and the province of Quebec in Canada changes. Big cities were closed to prevent monster from entering or leaving when the cities were overwhelmed. The United-States and Canada's borders where also closed at first but after a few years, nationality became less important and it's now pretty easy to move from one region to another; if we exclude the roaming monsters.

Some regions were bombed by the military and some zone become unoccupied and become no man's zone. Other regions are occupied by so many monsters that no one dare to go there.

Borders were redesigned around cities and neighbourhoods. The military builded tall walls in city to limit monsters progression. Barricades where erected in streets, car wrecks and debris moved with bulldozers to block passages and often buildings where bombed to make then collapse in a way to create walls. Those different zones were named Exclusion Zones. Those exclusion zones contain different kinds of monsters, factions and people.

GENERAL INFORMATION

Geography

Quebec or Québec in French is located in the eastern part of Canada and just north of the United States of America. The province is pretty large, it's about 1,542,056km² (595,391 sq ml). It's nearly three times the size of France or the state of Texas.

Most of Quebec is covered by the Canadian Shield, a rocky, but generally level landscape of plains and plateaus, covered by large areas of coniferous forests, all crisscrossed by hundreds of rivers and countless thousands of lakes.

The southern region where the majority of the population live has a humid continental climate. Summers are warm and humid but winters are long and cold.

The middle region has a subarctic climate and is very cold in the winters but summers are warm but very short. Boreal forests and lakes cover this region.

The northern regions of Quebec is a treeless arctic tundra covered by lichen. It's an arctic climate, with very cold winters and short, much cooler summers. Not a lot of people dare to live there.

Climate

In Québec, the summers are comfortable and wet, the winters that typically last from November to April are freezing and snowy, and it is partly cloudy year round. Over the course of the year, the temperature typically varies from -14°C (6°F) to 25°C (78°F) and is rarely below -24°C (-12°F) or above 30°C (86°F). The lowest temperature measured was -54.4°C (-66°F) and the hottest was 40°C (104°F).

In the winter, about 3,000mm (118") of snow fall and cover the ground. The ground is covered by more than 50cm (20") of snow in average during the winter.

The Fog

Since the outbreak a large region of the south of Quebec is more often covered by a strange thick fog that people simply call The Fog. The fog reduce visuality but more dangerous, it cause people to fall unconscious. When the fog appears, it's really not recommended to leave safety.

The Toxic Rain

Rain is generally quite normal but sometime the rain turn to orange and is accompanied by a foul odour and the rain is rough on materials. Then again, it's not a good time to go out. The only advantage is that monsters also seek shelter when that rain is heavy.

Demographics

The population of Quebec is composed of people of many ethnic origins. We can find French, Irish, Italian, English, First Nations, Scottish, Haitian, German, Arab, Latin American, Chinese, South Asian, and Southeast Asian.

Large cities survive better than the others. Montreal is still the most populated city in Quebec but the conditions are harsh. Quebec City prevail on many levels and the population is still high. Gatineau, Sherbrooke, Saguenay and Trois-Rivières are now major outposts.

Population was about 8,485 million before the outbreak but drop to about 12 thousands.

Age Groups	World
12 - 15	7.1%
16 - 24	18.9%
25 - 34	25.6%
35 - 44	16.7%
45 - 54	13.6%
55 - 64	9.6%
65+	8.5%

World: The world's percentage of people in this age group.

Religion

The large majority of quebecois was Christian but we can find some Muslim, Jewish, Buddhist, Hindu and Sikh. A lot of people have kept their faith during those hard times and those religion are still practiced.

The Church of Truth has become very popular in the last few years. It's more a cult than a region and they are actively against anything supernatural. It's not surprising that the group grow larger day after day.

Languages

In Québec, a third of the population speak French, another one speak French but also English. The remaining of the population speak English, Arabic, Spanish or Italian.

The large majority of the English speaking people are located near the border of the United State of America.

Law and Order

An organization named The Government have claimed the leadership of the province and try to get the upper hand on the country. As basic rules, committing murder and robbing are illegal. Unfortunately, they do not have enough persons to have representative in every communities so the communities have to rule themselves. Furthermore, some communities had rejected the authority of The Government and do what they want. Often, the biggest difficulty is to enforce the laws. Often, the leader or leaders of the community are also the judges and will decide of the punishment. Some community have police force but often the leaders are over the laws. A faction named The Law try to apply the laws but they are more mercenaries than policemen.

Here are some example of laws The Government try to enforce but are generally avoided by the rich and powerful.

Crimes

- Arson
- Assaulting a citizen
- Assaulting an official
- Being armed in the community
- Blackmailing or intimidating a citizen
- Blackmailing or intimidating an official
- Bribery or attempted bribery
- Burglary
- Damaging property or livestock
- Disorderly
- Disturbing the peace
- Espionage
- Fasle testimony
- Fencing stolen goods
- Forgery of an official document
- Hampering justice
- Impersonating an official
- Kidnapping
- Littering
- Murdering a citizen
- Murdering of an official
- Not doing the corvée labour
- Out after curfew
- Poisoning water
- Possess illegal drugs and substances
- Possess stained object
- Rape
- Rubbery
- Slavery
- Smuggling
- Theft
- Tomb-robbing
- Treason
- Using supernatural power
- Vandalism

Punishments

Punishments are often severe to make other criminals afraid of doing crimes.

- Death
- Exile for a number of years
- Flogging a number of strokes
- Hard Labor for a number of days
- Imprisonment for a number of days
- Fine to the government
- Damages to the victim's kin

Convicted also gets a tattoo representing the crime. Trying to hide or remove the tattoo is also punished as "Forgery of an official document".

Criminal Organizations

Almost all communities have its criminal organization. Sometime it's only a few persons who run the black market. In bigger communities, the criminal organizations are almost running everything.

A few organizations try to control the crime in multiple communities but those groups are often more seen as raiders.

Crime can pay but it's very dangerous since execution is often the punishment for any crime.

Firearms and Weapons

Most Canadians did not owned firearms for defence before the outbreak. Canada had a restrictive regulation for firearms so weapons was very rare in cities but Quebecois was hunters so hunting rifles was very common in rural regions. Big retail shops didn't really sold firearms in large cities and the only way to find one was in small specialized shops. The countryside was another story if you were looking for hunting gears.

Identification Card

Some community use id card for the people. If you don't have a valid id, you cannot enter, live or trade in a community associated with the Government. They also keep paper archives about all the citizen and record crimes.

Some community replicated this system with a tattoo on the arm. Marks are added for crimes. Hiding the tattoos is prohibited and the punishment is very severe.

Some gang like the Iron Gang willingly add marks on their arms every time they kill a person with an identification tattoo. As a result they cannot enter or trade with the other communities so they prefer stealing and raiding.

Power Supply

Hydroelectricity

Quebec mostly use dams to produce electricity. In most cases, the dams are still working but the power lines are down so the main cities do not get the electricity from the working dams.

The dams are mostly in the northern isolated regions and the big cities are in the southern regions.

Wind Turbin

Wind turbines are pretty rare in Quebec. It's pretty efficient but cannot be moved easily. Remote regions use it for electrical.

Biodiesel

Biodiesel is homemade diesel that can be use in generator to produce electricity or to power vehicles. It's not very efficient and hard on the engine. The engine will need regular maintenance to work correctly day after day.

Fortunately, it's pretty easy to produce. No huge refinery is required, only a small laboratory. The right knowledge is still required.

Biodiesel is one of the most used source of power and are used in many community to power the generatrices that produce electricity for light, cooking and heating in the winter.

Some community have generators for some key buildings. It provides electricity during a few hours every day.

Moving Around

Walking

One of the best way to move around the province and the cities is by foot. It's silent and doesn't attract monsters or raiders. Unfortunately, it's very slow so having a bicycle is a great way to move more weight. Bicycle are great but can break and it's very hard to find replacement parts.

Horseback

Horses are used to travel. Then are strong and fast and don't do a lot of noise. Unfortunately, they can be smelled by predators. They allow to carry heavy weights so it's often the chosen choice for traders.

Ground Vehicles

Some cars can be used. A lot of cars have been let to rust in the street but cars that have been protected from the rain can still work. One of the part difficult to find is the tire since a lot of them has rotten. Biodiesel can be used to power the cars. It's not very hard to create but not very efficient and will destroy the motor after some time. Cars make a lot of noises and attract monsters and raiders.

The military factions are using tanks and armoured vehicles. They are still doing noises but can resist attacks. Using the roads can also be a challenge. Many roads have been destroyed by the vegetation and the seasons. A lot of car's wrecks are still blocking the main roads so using main roads can be challenging. Bridges are generally under the control of a faction that ask for a toll to cross. Sometimes, they don't bother asking money and they simply rob and kill the travellers.

A few trains are still working but the tracks are often in bad shape. Trains should go at a slower pace to make sure that the tracks are not damaged.

Air Vehicles

It's possible to find working flying vehicles but they are quite rare. They are noisy but generally faster than most monsters. A few airports exist but they are under the control of the Government. Landing there has a big risk of having its aircraft confiscated.

Water Vehicles

When a river is available, moving by boats is the best option. Sails or paddles allow to avoid making noise but are slower. Using motor boats is still a great way to travel but managing biodiesel is required. A few communities are located by the rivers so it's possible to stop to refill the biodiesel.

The Walls

Walls were built to prevent monsters from moving around and to protect important zones. Those walls were made of concrete but at some places, they are made of piled car's wrecks or collapsed buildings. Those walls made moving around very difficult. Often those walls have protected gates that allow to move from a zone to another.

Businesses

Trading basic goods is the biggest business. Merchants are going from one community to another to sell and buy goods. Depending of the location of the community, they have different goods to sell but the main products are often clean water, food, medical supplies and ammunition.

With a little luck, scavenging can be very lucrative. It all depends of what is found but some scavengers are very good at finding the right place where old stuffs are in good condition and can then be sold at a high price. When they are lucky, they can even find Stained objects that can be sold at a high price in the black market.

Selling services is also very popular. Obviously, sex is the most lucrative but security is in second place. Mercenaries can be hired to protect settlements or escort traders.

Black Market

This is where the good stuff is. Everything that is illegal is here. Every community has its own rules and laws so the black market vary greatly from one community to another. We generally find weapons, drugs, prostitution, relic from the past and Stained objects. In some dark places, it's even possible to buy slaves.

Education

Education takes a dive. A full generation of people didn't learned to read and write or the basic mathematics. For many years, adapting to the new reality was more important. Living is a little bit easier and some communities are able to have some kind of schools. It's very basic but better than nothing.

After about 30 years of chaos, people with basic education are the persons over 40 years old or the few one who had the chance to grow in a community with a school.

Arts and Entertainment

Arts are not a priority when you struggle every day to stay alive. But it didn't take long before returning. Humans like nice and beautiful things. Old work of arts are now sold at a high price and very rich people like to collect them. Art is everywhere, people knowing how to sing or play musical instruments are very popular. Runners leave graffiti behind them to show that they were there.

Violence is also a very popular entertainment with boxing fights and other more brutal forms of combat.

Media

Medias are not what they used to be. The Internet is not working anymore if we exclude the few rare places where they were able to preserve some data and have a few working computers. Television channels suffers from the same issue, almost no one have working tv.

Radio survived. It's pretty easy to have a working radio and some radio towers are still working. They are used to communicate between communities, for entertainment but also for propaganda. Some radio operators have become very popular and people regroup around radio to listen the news and be entertained.

Lastly, newspapers are popular but used a lot of images since a big part of the population is unable to read. Often, Runners travel with the latest newspapers to share information.

Military

The military does not exist anymore no matter what The Government can say. It's now mercenaries or factions who had find tanks and military equipments.

Most of the military bases are occupied by factions who use it has base of operations.

Nightlife

Nightlife is not was it used to be but people in some communities still need to have fun and relax after a long day of work. Bars where people gather still exist. They have old alcohol bottles but often do their own moonshine. Some bars ofter dancers and private entertainments behind closed doors. Organized combats are very popular and very brutal in some communities.

Science and Technology

A lot of technologies stopped working. Electric devices were fragile and a lot of them broke after a few years and replacement parts were very hard to find. Even people with the knowledge to repair them were uncommon.

- Electricity is mostly provided by generator that are working with biodiesel. In some rare instances, electricity is provided by wind or water turbine or solar panels.
- Internet stopped working.
- TV channel stopped broadcasting and most of the tv are broken.
- Cellphone were fragile and most of them broke after a few years. Some cellphone towers are still working but ham radio has become more popular.
- Many satellites felt on earth but a few one are still working, giving GPS position.
- Datacenter with servers are mostly down without electricity. Some can be reactivated but the knowledge to operate it is always lost.
- Radio is now very popular and not very hard to get and repair. Ham radio are used to communicate at long distance. A few towers are still working and operated.
- A lot of vehicles are broken but some were preserved or repaired. Most of them have been modified to use biodiesel.

Health and Medical Supply

Staying healthy is not easy in this world. The medical system has regressed to a medieval level and is a mix of battlefield medicine, folk remedies, and improvised treatments due to limited resources, personnel, and infrastructure. Those with formal training are invaluable and finding a practitioner is not easy and many people die because of the lack of proper treatment.

With no company creating new medical supplies, finding the appropriate remedy is very hard. Fortunately, some of them can be replaced with natural herbs that have limited success. Anaesthesia has be replaced by alcohol, makeshift opium-based sedatives, or even people holding someone down

Monsters came from other worlds and new plants appeared in our world as well. Some of them can be used as new antidote for some illness. Creating those antidote is not easy and requires a new expertise. Since those medications are Stained, some people refuse to use them.

Sports and Games

People don't play sports anymore. They work hard all day long so playing sports is not relaxing enough and the infrastructure for many sport do not exist anymore. The only exception is for fighting sports like boxing that are really popular.

Gambling is very popular and it includes many card games. Bar games like darts and drinking games are also popular.

Utilities

The average community does not have running water. Some have tanks on the top of the building to get rain water. The gravity allows to get water inside the buildings.

Working sewer is almost inexistent. People generally need to use buckets that they have to empty in a selected place.

GROUND ZERO

No one really know in which city everything have started since it started everywhere in the world within approximately the same month.

The province of Quebec is very large so maybe creatures were able to appear in isolated places and stayed unnoticed for a while. The first public location touched by the creature probably was in an hospital in the middle of the city of Montreal. People were killed and the hospital was rapidly put in a quarantine zone. The hospital was enormous and monsters were able to escape the zone and terrified the nearby residents.

The army was called and erects blockades to prevent people entering and whatever was in the hospital to escape. The blockades were able to stand for a few days.

The hospital had access to the subways system and some monsters was able to escape in those tunnels and spread out all across the city.

The downtown of Montreal is now blocked by large walls made of concrete blocks. Even today, the different districts are blocked from each other.



TIMELINE

About 30 years had pass since the outbreak. Vegetation has regain control of the earth and plants and vines are everywhere. Windows are often broken and rain has entered a lot of building. Basements are often submerged by water. Old abandoned cars block streets and road are not what they used to be.

Here is a list of some events of the last 30 years in the Exclusion Zone: Québec.

Days before outbreak

- A Website about botanic shows some kind of rare colorful plants. No one is able to identify the plants. It makes a small buzz when a streamer die poisoned by the plants.
- Blurred photos of monsters spread on the Internet. Many talk about fake photos and fake news.

Day 1 of the outbreak

- Something happened in an hospital in downtown Montréal. Police have erected a security perimeter around the hospital. Patients are evacuated but some people are reported as being trapped inside. Rumours of an epidemic spread across the city. No one is allowed to enter or leave the quarantine zone. Journalists are outside the buildings behind a large security cordon.
- Metro service is interrupted since a tunnel under the hospital goes to the metro stations.

Day 2 of the outbreak

- News channels report strange beasts sighting in the streets of Montréal. News helicopters fly around the city to get videos. The helicopter crashed after hitting something mid-flight.
- There is a general disbelieve among the population but some people start stocking food and water. A few groceries are raided by the population.

Day 3 of the outbreak

- Police suggest to stay at home and barricade the doors and windows. All the available police officers and firefighters are called in reinforcement.
- People panicked and some stores are assaulted and robbed. The police has a hard time to keep the peace.
- Major cities opened temporary shelters.
- Military is called in Montreal city. Mobilization takes a few days.

1 Week After

- Monsters sighting all around the province. Many footages of monsters attacks appear all over the Internet.
- There is general panic among the population. A few trucks and grocery employee are missing and not going to work so food reserve diminish. People try to steal food and fuel. It rapidly gets violent and a few riots happened. Supermarket and convenience stores are raided all around the province and country.
- Some electricity outages. A few power lines are broken for unknown reasons. Some are rapidly repaired but a few maintenance teams are missing.
- Authorities are asking people to stay at home but a lot of people are trying to flee the cities and store food and water. The military takes control of the bridges and the major roads.
- Abandoned cars block roads, bridges and highways making travel a lot more difficult.

2 Weeks After

- Some nuclear reactors go on safety shutdown. Others will provided electricity for almost 2 years.
- All the flights are grounded, airports are on shutdown and borders are closed. Some airplanes were attacked and crashed. Travelling to or from the United States is forbidden.
- Martial law is declared and a state of emergency has been imposed. A curfew is in place. The military are arresting offenders.
- The military rise large roadblocks and walls to contain monsters in some areas. Since Montréal is an island, it was easy to shutdown the city by blocking access to bridges.
- Refugee camps are created in the big cities. The army provides security and food to the population

in selected parts of the cities. The other parts of the cities and province are abandoned to the monsters.

2 Months After

- No official statistics are released but it's evaluated that half of the world population is dead at this point.
- Some parts of the cities are bombed to kill monsters but also the prevent monsters movements. Falling buildings create walls that slow down monsters movements.
- Some dams collapse, flooding entire regions. Some were providing electricity, causing major outages. Some dams continue to work for more than 100 years.
- Water supply malfunction and many purification plants stop working. No more pressure in the pipes. Clear water start to become a luxury.
- Many subways are submerged by water without the pump to expels the water. Same thing for many basements.

3 Months After

- People are hiding from the monsters in their houses. The army is struggling to keep the population safe. Refugee camps are raided by monsters and in some cases, people revolt against the military.
- The evacuation of large cities has stopped since countryside is not able to provide food and security for everyone.

6 Months After

- Global population has dropped to 1 billion. Mostly caused by starvation and sickness. The monsters has caused all the chaos but the lack of clean water and food was the biggest killer.
- Most of the regular gasoline turn useless because of evaporation. Cars stop working after a while so the only ways around is by walking. Diesel vehicles are the only one still running.

1 year After

- Vegetation fight back and regain control of the world. Vegetation grow everywhere and is out of control.
- Animals have managed to survive in most cases. They have adapted to live with a lot of predators. They are generally faster and better to hide than human.
- Creeping red vines are growing everywhere. Clearly those vines or not from our worlds. The sap is very deadly and cause the death of many people.
- Diesel turn useless because of evaporation. Home-made biodiesel and modified engines are used instead. Biodiesel is hard for the engines and required a lot more maintenance but can be used to power generator and vehicles.
- Winter is cruel for people not accustomed to live without electricity. A least, monsters move less in the winter and are less present but are still hungry.

2 Years After

- About 50% of the canned food became inedible due to cheap quality containers and corrosion. The other half will last for a hundred years. Raiding supermarkets are still a way to survive at this point.

3 Years After

- The battle for Montreal's Downtown is lost to the monsters. The military is disbanded and many independent military factions are born from the abandoned soldiers.
- A new faction named The Government takes over the remaining military force and declare governance over the country. Since they are not able to communicate with a lot of persons, their influence are very limited.

5 years After

- People are living in independent communities. Some are organized and well-armed but others are struggling to survive.
- Most roads are now impracticable for normal vehicles because of the vegetation and snow in the winter. Some people travel at foot between communities to trade and give news. Those people are named "Runners".
- Some groups of people are raiding other communities to survive. Raiders are as dangerous as the monsters.

10 years After

- Some people are reported to have strange powers. Those people become pariah and are often exiled from communities or even killed.

- Moist makes a lot of floor rot and crumble. Wooden building becomes hazardous to explore and loot.

15 years After

- Some people who have powers used them at their advantage to steal and kill other people. Those persons are feared and avoided by the normal folks.

- The Church of Truth is growing in popularity and are hunting people with powers like witches. The organization gives hope to a lot of people. Religion is coming back and gives a new code of conduct to the people.

25 years After

- Some cities like London and Amsterdam are now underwater. Many cities struggle with flooding. Small boats are use to cross parts of the cities. It's now the best way to move heavy merchandise around.

- Most glass windows crack and broke allowing water and wind inside.

- Cooper lightning rods system deteriorate on top of tower buildings causing fire on the highest floors of skyscrapers. Fire cause the collapsing of some skyscrapers.

- A dissension in the Church of Truth lead to a division. People are confused by remain loyal to the Church. The Crusaders faction is created and vow to hunt monsters but not under the leadership of the Church.

30 years After

- The survivors have learned to live in this world. They are able get food from fields or hunting. Some communities are growing strong with ways to protect themselves against monsters and raiders. Biodiesel allows them to use machines for electricity or to purify water.

40 years After

- Global population is down to 11 million. People with knowledge of the past era are about 50 year old or more.

- Most of the houses with wooden structure are rotting and collapsing.

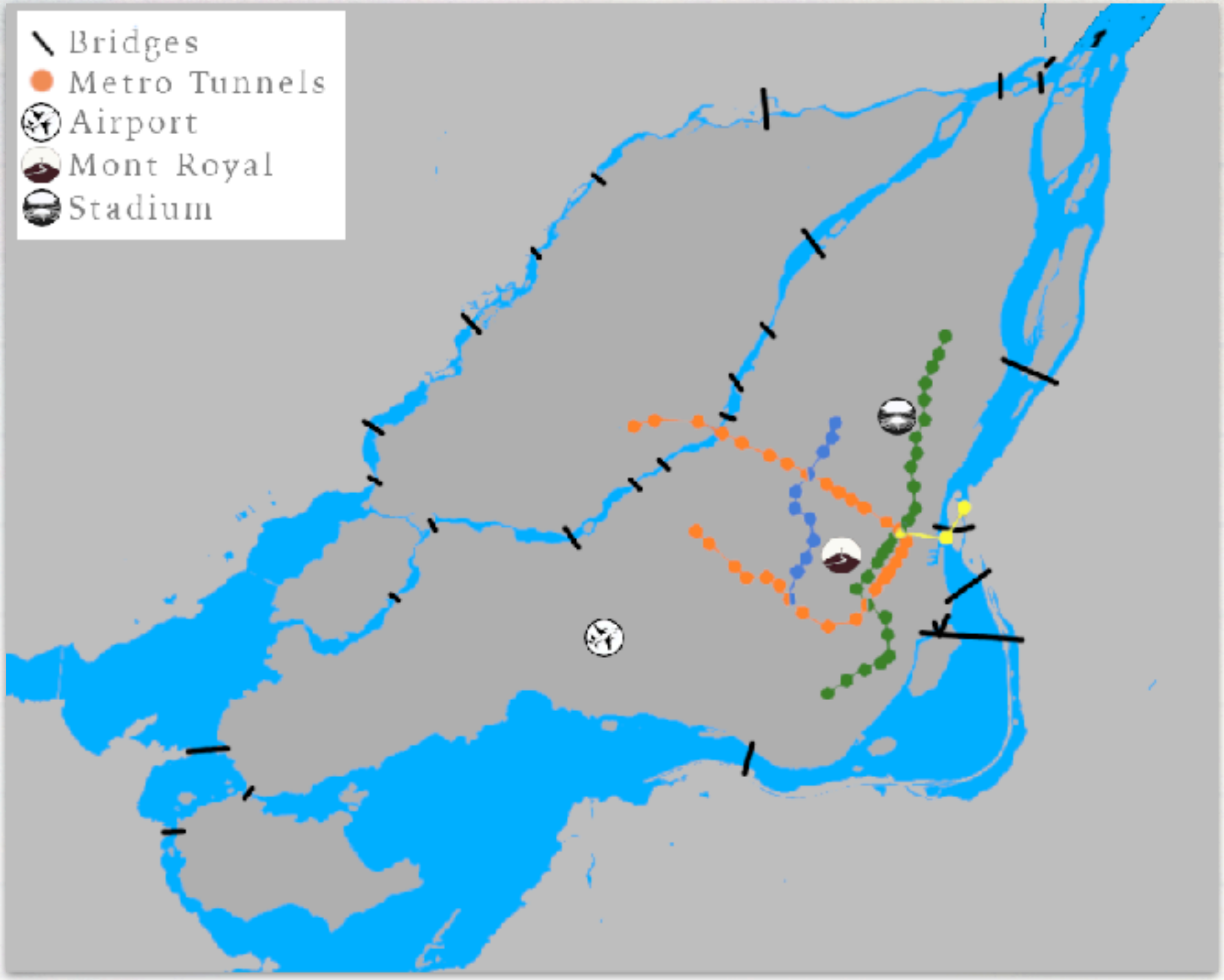
- Some skyscrapers have collapsed but others stand tall.

THE NEW NORMAL

It's not easy to determine the exact moment when we have lost the war. It was not one big battle but a long and desperate war that is not finished yet. Humanity was at the top of the food chain for so long that this change was its downfall. The military was able to fight the monsters and kill a lot of them but it was not enough. Monsters were still coming.

Without electricity, running water and access to food, a lot of people wasn't able to face the new reality. The new reality was to live with the monsters because there were just too many of them.

Mankind is now back to farming and herding as its first ways to survive. Communities and fields are protected with tall walls and armed guards on it. Security is a daily struggle. Monster kill the herds but also the farmers. The large monsters are very dangerous but the smaller one, sneaky one are often more destructive for a community.



MONTREAL

Montréal in french.

Country: Canada
Province: Quebec
Region: Montreal

Founded: May 17, 1642
Incorporated: 1832
Constituted: January 1, 2002

Government: The Government
Mayor: Liam Jackson

Highest elevation: 233m (764 ft)
Lowest elevation: 7m (20 ft)

Population: 5000
Language: French, English

Police: The Law

Landmarks of Montreal

Bridges

Eight bridges allow to enter or exit Montreal. All of them are blocked by car's wrecks and concrete blocks. A few bridges are controlled by gangs and they ask for a toll to move around. Sometime, they simply kill and rob the travellers.

The bridges are still standing but they are all very dangerous to cross. Some because of the gangs living on the bridges, others because of the monsters and some because of the poor condition of the bridge.

Subway Sytem

The subway is a system of four underground lines that converge to the centre of the city. One of the line

goes outside of the island and can still be used to exit the city. Most of the tunnels are still usable but require a boat to travel around since the tunnels are flooded. Some monsters are living in the tunnel so it's very dangerous to used it.

A few groups of people lived in some part of the tunnels and can offer help to travellers or will try to rob and kill the intruders.

The Underground City

The underground city is also named The City Under the City. It's a network of tunnels with old shops. It's mostly under the downtown area but can reach a big part of the city. It's a convenient way to move around Montreal and avoiding whatever is on the surface. Those network of tunnel also reach the metro tunnels so it allow to go almost everywhere in the city. It's also a way to be protected from the cold winter.

Unfortunately, monsters have found those tunnels and roam in the dark. Some groups and factions are hiding in those tunnel and will not hesitated to defend their turf.

Mont Royal

The Mont Royal is a mountain in the middle of the city. The mount is only 234 meters high and only hold a few building. Unfortunately, since it's more wild than the remaining of the city, many predator stroll



One of the bridges to the island of Montreal

this region. A working antenna is used by some groups to communicate with the countryside.

Many train tunnels go beneath the mountain and an old and secret bunker hold the new government named The Government.

Downtown

Montreal's downtown hold many skyscrapers that have rapidly been abandoned and can still hold valuable stuffs. There is also many access to the subway and the underground city.

The Airport

The military have tried to secure the airport for as long as they were able. Monsters have attacked the airport and the military had to leave in a hurry. Many vehicles are still there but the place is now a No Man's Land that hold a lot of monsters. A few runways can still be used but the noise will most probably attract monsters.

Old Port

This location was a nice touristic location with a lot of restaurants and shops. This section of the city is now used as an entry by boats to the city. With a little knowledge of the surrounding and a boat, it's possible to enter the city without using the bridges that are generally guarded by gangs.



Port of Montreal

The port was an important part of Montreal. It was a central point of Montreal's economics. It was also the terminal for all the ships for leisure and passenger cruises.

The port is now full of abandoned containers and large cranes. It's now the base of operation of Grace's Settlement.

A few large ships are still there, lifeless.

Olympic Stadium

The Olympic Stadium is now used as a modern cattle surrounded by parks transformed into farms. The Stadium is now the occupied by The Union, a large community of survivors that struggle with internal conflicts.

Planetarium

The planetarium was a nice public place for tourist and locals. It's abandoned now but keeps its eerie atmosphere.

Grand Library





The Grand Library was preserved by the military at first but was very hard to protect and was abandoned and retaken multiple times during the years. Fire, rain and snow have damaged a lot of books but the place still remains a great place of knowledge. Many books was stolen by raiders since they worth a lot of Slugs in many communities.

A group of zealot guardians live there and the place is full of traps. Most of the books are now stored in safe places among the library but approaching the library is now a very dangerous task.

The Great Wall of Montreal

The military had divided the city in zones. Those zones are separated by the great walls. Those are very tall walls made of concrete, piled car's wrecks and destroyed buildings. Montreal has the longest continuous wall in the region.

For some time, the walls were protected by the military but most of them are now abandoned. It makes it difficult for monsters to move around the city but even more for human to move from a zone to another.

Zones have chokepoints and security gates that allow to cross to another zone but often, thieves are guarding the entrances and ask for Slugs or lives.

Biodome

Montreal's doesn't had a zoo but had a Biodome. It was a great place to see a lot of animal in their environment. The Biodome was one big building with

multiple sections. Parts of the Biodome crumbled but some parts remain intact. The place was holding a few rare species of animals that have survive.

Memorial Stadium

The stadium was a nice place to see a match. It's now a nest for monster. Going near the stadium is very dangerous and must be avoid at all cost.

Botanic Garden

The botanic garden was a great place to stroll with nice vegetation all around. Vegetation is now everywhere so the place is not as special as before. It's still a big place with less concert but with a few buildings.

The Basilica

The basilica is now used by the Church of Truth as a base of operation. The access is very limited and only the higher members can enter certain area.

The Oratory

The oratory was enormous and was used by the army as a base of operation. The main roof as collapsed a few years ago and the rain and the snow are destroying the architecture. The military have left in a hurry and maybe some equipment can still be there.

Parc Jean Drapeau

The park is an island just on the side of the big island of Montreal. It was mostly used for shows and events. It's now a home for monsters.

Chinatown

Montreal's Chinatown is pretty small. It's only a few streets. As it was before, it still the place to find things that cannot be found anywhere else.

Universities

Montreal holds 7 universities. They are mostly abandoned but can still holds some interesting things that we should not forget.

FACTIONS

Here are some of the factions in the world of Antagonists. People have tried to survive in the new reality and have regroup for protection. Some factions only try to survive when others want to save the world and return to what existed before the outbreak. In every factions there are some good and some evil. No faction are just good and none are purely evil.

Skills of members

People living in a community learn skills and some are privileged depending of the type of community. In some community, knowledges is very important but others prefer violent ways. Anyways, it's always the required skills to survive in the area. Not all members have the same skills but most of them use them daily. When creating a character living in a faction, the character can use those skills for their childhood descriptor. Thos skills are listed in the description of the faction.

Specialization of members

Members of factions are often specialized in a domain. Not all members are specialists in the specialization but most are. When a character a grown in a faction (as a Lifepath), they can choose the specialization during the character's creation.

Bastion



The Bastion is an organized military faction. They are well equipped and still use military vehicles. They have access to a lot of old military gear.

The group is formed of old military members but also of normal survivors that have scavenged military bases. They use military hierarchy to govern the community.

They have firearms and amores vehicles but those are very noisy and a few difficult encounters with large monsters have reduced the effectiveness of the faction.

The group have also suffered from internal conflicts that have lead to multiple blood baths inside the community.

- **Type:** Military faction
- **Political System:** Dictatorship (Military)
- **Leadership:** Military ranking
- **Prosperity:** High
- **Location:** Military bases and military camp
- **Motivation:** Keep control over the local population and fight monsters
- **Position against supernatural:** Intolerance
- **Size:** 60 to 200 members
- **Economy:** Scavenging hard to get equipment
- **Hospitality:** Mistrust
- **Armament and Defence:** High
- **Skills of members:** Small Arms, Long Arms, Brutal Fighting
- **Specialization of members:** Combat Tactician

Carpenters



A faction formed by the engineers of a big corporation. They concentrate their efforts on rebuilding technologies. They have access to electricity and running water. There community is formed of multiple settlement located in old facilities.

They try to repair technological stuff and sell those to other communities. They are not well armed but they other use traps as protection against monsters and raiders.

- **Type:** Scientific
- **Political System:** Technocracy
- **Leadership:** Small group of leaders
- **Prosperity:** Medium
- **Location:** Facilities
- **Motivation:** Rebuild old cities infrastructure. Do research and try to save the world with science.
- **Position against supernatural:** Intolerance
- **Size:** 20 to 40 members
- **Economy:** Selling high tech devices.
- **Hospitality:** Friendly
- **Armament and Defence:** Medium
- **Skills of members:** Knowledge, Technicals, Investigate
- **Specialization of members:** Erudite

Children of the Earth



This faction try to live with the new reality and try to avoid technology. They are not using electricity or firearm and they generally dislike strangers. They live from agriculture and are self-sufficient. They do some trading but it's generally more to keep a good relationship with the neighbours.

Some talk about this faction as a cult that keeps control over their members.

- **Type:** Survivalist
- **Political System:** Mix of Democracy and Oligarchy
- **Leadership:** It's a democracy but only the most influent one can be leader or vote.
- **Prosperity:** Low
- **Location:** Farms
- **Motivation:** Survive
- **Position against supernatural:** Tolerance
- **Size:** 60 to 100
- **Economy:** Farming
- **Hospitality:** Mistrust to friendly
- **Armament and Defence:** Low
- **Skills of members:** Survival, Knowledge, Medicine
- **Specialization of members:** Survivor

Church of Truth



A religious faction that try to enlist more followers every day. They think that the outbreak was the apocalypse and everyone must repent to save the human kind. They twisted the religion in something more extreme. They have followers in multiple communities

Here are the list of the titles in this religion.

- Apostle
- Pope
- Patriarch
- Cardinal
- Archbishop
- Bishop
- Elder
- Scholar
- Preacher
- Deacons

Title can vary from group to group and not all titles are represented in every groups.

The Church of Truth send emissaries to many settlements to spy on its members and search for people with powers. If a settlement turn hostile they will start a crusade against that settlement and ask other nearby settlements to join the fight to destroy the heretics.

A few years ago, they were using soldiers to enforce their beliefs but a division inside the group has force the Church to change their tactics. Instead of using force, they now use manipulations and turn other groups against who they consider heretics.

- **Type:** Religious Order
- **Political System:** Theocracy
- **Leadership:** Religious hierarchy
- **Prosperity:** High
- **Location:** Churches
- **Motivation:** Convert new members
- **Position against supernatural:** Hostile
- **Size:** 100 to 200 members
- **Economy:** Donations
- **Hospitality:** Friendly
- **Armament and Defence:** Medium
- **Skills of members:** Deception, Knowledge, Insight
- **Specialization of members:** Erudite

Cockroaches



It's a faction that try to avoid people as much as possible. The members of the group look like deformed humans for unknown reasons. Some say that radiation cause the deformations but others say that it's consanguinity.

They try to avoid people from outside the group but they sometime prey on lone travellers to rob them.

Some say that the members of that group are cannibals.

- **Type:** Racial Group
- **Political System:** Anarchy
- **Leadership:** No leadership
- **Prosperity:** Low
- **Location:** Isolated places
- **Motivation:** Unknown
- **Position against supernatural:** Friendly
- **Size:** 40 to 50 members
- **Economy:** Scavenging and raiding
- **Hospitality:** Avoidance to aggressive
- **Armament and Defence:** Low
- **Skills of members:** Brutal Fighting, Muscular, Athletics
- **Specialization of members:** Belligerent

Convoy



The Convoy is a faction of multiple group of nomads travelling across the continent. They are well-equipped traders that never stay at the same place for a long time. They have many working vehicles and produce their own biodiesel. Since they travel a lot, they have rare items and news from everywhere.

- **Type:** Nomad traders
- **Political System:** Plutocracy
- **Leadership:** The richer have leadership
- **Prosperity:** High
- **Location:** Anywhere
- **Motivation:** Trading
- **Position against supernatural:** Tolerance
- **Size:** 20 to 60
- **Economy:** Trading and scavenging
- **Hospitality:** Friendly
- **Armament and Defence:** Medium
- **Skills of members:** Drive, Persuade, Insight
- **Specialization of members:** Magnate

Crows



The Crows is a very secretive factions. They are spies and information brokers. They are everywhere and send messages to other members using obfuscated methods. They have a secret way to identify other members. Only the faction members know how but some say it's how they place their clothing, or maybe it's the combination of colors or a secret handshake? When they get informations about a faction or an important person, they send the information to another member using secretive ways. It can be an encoded messages sent by a Runner or cryptic messages at the radio. They have build a large web of communication.

They sell their services to anyone with money. When someone wants to spy on someone, they generally send another spy from another community to do the work. They also use the information they get to gain profit by buying or selling items at the right moment.

They rarely meet to keep the organization as secret as possible. Anyways, their ways to communicate allows to get information from all the members without having meetings.

- **Type:** Spies
- **Political System:** Oligarchy
- **Leadership:** One leader
- **Prosperity:** Medium
- **Location:** Everywhere
- **Motivation:** Profit
- **Position against supernatural:** Welcoming
- **Size:** 40 to 50
- **Economy:** Inforation broker

- **Hospitality:** Aggressive
- **Armament and Defence:** Low
- **Skills of members:** Charm, Sleight of Hands, Stealth
- **Specialization of members:** Scoundrel

Crusaders



This small group of military expert and religious fanatics was originally part of the Church of Truth. They try to destroy the supernatural and the Glare. They are well organized and used medieval hierarchy. They are strategists and do not search to kill each individual with powers, they are searching for the root of the evil.

They are expert weapon smiths and forge their own weapons and armors. They use medieval-like swords and axes and add small crosses on the guard to differentiate them. They also use firearms but generally add a medieval touch to it. People outside of the faction are prohibited to buy and even use their equipment.

They have made a truce with the Church of Truth but don't follow their orders anymore.

Here are the list of the titles in this faction.

- Page
- Squire
- Knight
- Paladin

They also have other occupations than soldiers but the main focus of this faction is to train and fight the supernatural.

- **Type:** Military and Religious Order
- **Political System:** Theocracy
- **Leadership:** Religious hierarchy
- **Prosperity:** High
- **Location:** Nomads
- **Motivation:** Save and restore the humanity
- **Position against supernatural:** Hostile
- **Size:** 25 to 50 members
- **Economy:** Scavenging
- **Hospitality:** Mistrust
- **Armament and Defence:** High
- **Skills of members:** Long Arms, Finesse Fighting, Knowledge
- **Specialization of members:** Combat Tactician

Degenerates



This is the faction to fear. They are slavers and killers. They have lost fate in humanity and everything else. They only want to have fun and have control and power. They don't care about the future, they only want to get has much as possible during the time they are alive.

They raid communities, steal everything and take the survivors as slaves. Often, the slaves become part of the factions after a few years of hard labour.

- **Type:** Slaver
- **Political System:** Tyranny
- **Leadership:** One leader
- **Prosperity:** Low
- **Location:** Anywhere
- **Motivation:** Profit
- **Position against supernatural:** Hostile
- **Size:** 60 to 80
- **Economy:** Gladiator combat, slavery and prostitution
- **Hospitality:** Aggressive
- **Armament and Defence:** Low
- **Skills of members:** Intimidate, Long Arms, Stealth
- **Specialization of members:** Belligerent

Government



The Government is the remaining of the old government. It's a privileged group of people that was lucky enough to have access to large shelters, stockpile of food and weapons. They try to take control over all the communities in the region but face a lot of resistance. They are well-equipped but the group is not large enough to enforce their law everywhere.

- **Type:** Humanists, scientific and military
- **Political System:** Democracy
- **Leadership:** Elected group of leaders with a president.
- **Prosperity:** High
- **Location:** Large and organized shelters
- **Motivation:** Bringing back law and order
- **Position against supernatural:** Tolerance
- **Size:** 125 to 150
- **Economy:** Self-sustainability
- **Hospitality:** Friendly
- **Armament and Defence:** High
- **Skills of members:** Deception, Persuasion. Insight
- **Specialization of members:** Magnate

Grace's Settlement



Grace's Settlement is located in the freight port. Old boats, containers, train wagons and cranes are use as houses. Small gardens and scavenging allow the settlement to survive. This community is a good example of a group of normal persons that has survive the outbreak and manage to stay alive without losing too much humanity. They are normal people struggling everyday with starvation, monsters, raiders and internal struggles.

- **Type:** Survivalist
- **Political System:** Democracy
- **Leadership:** Leaded by a small group of people elected by the majority
- **Prosperity:** Medium
- **Location:** Freight port
- **Motivation:** Survive
- **Position against supernatural:** Mixed
- **Size:** 30 to 40 members
- **Economy:** Farming and scavenging
- **Hospitality:** Friendly to mistrust
- **Armament and Defence:** Low
- **Skills of members:** Persuade, Knowledge, Survival
- **Specialization of members:** Survivor

Guardians



It's a faction formed from an old private security company. When the outbreak happened, they used the armored vehicles that the company owned to move money between banks. At that time, they used the vehicles to move the family of the employees to the headquarters. They then scavenged a lot of gears and food with the armored vehicles. A community was then builded around the old company headquarters and many survivors joined the group.

They are still in the business of security and move goods and persons around in their armored truck.

- **Type:** Mercenaries
- **Political System:** Plutocracy
- **Leadership:** Managed like a company
- **Prosperity:** Medium
- **Location:** Warehouses
- **Motivation:** Sell security services and protection.
- **Position against supernatural:** Intolerance
- **Size:** 30 to 40 members
- **Economy:** Sell security services and protection.
- **Hospitality:** Neutral
- **Armament and Defence:** High
- **Skills of members:** Small Arms, Investigate, Technicals
- **Specialization of members:** Combat Tactician

Hunters



This group of nomads travels the world to hunt monsters. They generally travel and hunt alone or in small groups in search of the biggest monster they can kill. They generally harvest monster parts to sell those to alchemists. After a few months of hunting they stop at a random location to rest.

When they are not hunting for renown or monster's parts, they kill smaller monsters for meals.

- **Type:** Mercenaries
- **Political System:** Independent
- **Leadership:** There is no leadership
- **Prosperity:** Low
- **Location:** Anywhere
- **Motivation:** Hunt monsters.
- **Position against supernatural:** Friendly
- **Size:** 10 to 20 members
- **Economy:** Mercenaries and scavengers
- **Hospitality:** Neutral
- **Armament and Defence:** Low
- **Skills of members:** Long Arms, Athletics, Brutal Fighting
- **Specialization of members:** Combat Tactician

Highwaymen



This well organized group of thieves travel and rob travellers. They generally travel in group of 5 to 6 members. They sometime organize elaborate heists but they rarely stay at the same place for long. They wear leather armor that are well recognized.

- **Type:** Thieves and robbers
- **Political System:** Dictatorship
- **Leadership:** Few leaders with captains for smaller groups.
- **Prosperity:** Medium
- **Location:** Nomad with a few headquarters
- **Motivation:** Stealing
- **Position against supernatural:** Neutral
- **Size:** 100 members
- **Economy:** Stealing and robbing
- **Hospitality:** Neutral
- **Armament and Defence:** Low to medium
- **Skills of members:** Deception, Finesse Fighting, Long Arms
- **Specialization of members:** Scoundrel

Imperium



This faction is ruled by a rich leader. She was very rich before the outbreak and was able to keep her goods after the world had collapsed. She now live in total luxury, with people working for her in exchange of food and protection. She has builded a trading empire with a lot of employees who need her for their daily meals.

- **Type:** Traders
- **Political System:** Plutocracy
- **Leadership:** One leader and a few leaders based on wealth.
- **Prosperity:** High
- **Location:** Luxury hotel
- **Motivation:** Stack up goods
- **Position against supernatural:** Hostile
- **Size:** 40 to 80
- **Economy:** Trading goods and services
- **Hospitality:** Mistrust
- **Armament and Defence:** Medium
- **Skills of members:** Persuasion, Knowledge, Small Arms
- **Specialization of members:** Magnate

Inquest



The Inquest is a faction searching for the truth about the outbreak and a way to return to the normal. They also archive all the human knowledge that they find. They struggle with survival but they sell their knowledge for food and protection.

- **Type:** Scholars
- **Political System:** Oligarchy
- **Leadership:** Leadership is based on the member's reputation
- **Prosperity:** Medium
- **Location:** Abandoned university and library
- **Motivation:** Knowledge
- **Position against supernatural:** Hostile
- **Size:** 20 to 40
- **Economy:** Farming
- **Hospitality:** Friendly to mistrust
- **Armament and Defence:** Medium
- **Skills of members:** Knowledge, Technicals, Long Arms
- **Specialization of members:** Erudite

Iron Circle



The Iron Circle is a large group of mercenaries. They have a lot of resources but work as multiple smaller groups. They are often hired for suicide missions and they accept, sacrificing some new recruits.

They move from one community to another to get contracts but also to recruit fresh blood in exchange for a few Slugs. Being a member of the Iron Circle is very dangerous and new recruits are not treated well until they provide some money to the organization.

There are a lot of very bad stories about the group. They have done very awful things but they are often required as escort when rich people travel from a community to another one.

- **Type:** Mercenary faction
- **Political System:** Dictatorship
- **Leadership:** Comity
- **Prosperity:** Medium to High
- **Location:** Office in the major communities
- **Motivation:** Making Slugs
- **Position against supernatural:** Tolerance
- **Size:** 200
- **Economy:** Smuggling and robbing
- **Hospitality:** Mistrust
- **Armament and Defence:** Medium to High
- **Skills of members:** Finesse Fighting, Long Arms, Small Arms
- **Specialization of members:** Combat Tactician

Keepers



When it happens, the military had rapidly taken control of all the bridges. It was a way to control what was going from one side to the other. It was also a way to prevent monsters to go to some regions.

Many years later, the Gate Keepers or simply Keepers are still controlling the bridges and gates that separates regions. Now, they ask for a toll to cross and sometime rob the people who want to cross. Some Keepers operate in the main streets and prevent people from moving around without paying. They are more known as thieves than guardian like it was many years ago. Even with their bad reputation, they still allow to keep the bridges and the main streets safe from monsters.

Some large group of Keepers occupy multiple bridges or main streets and are able to send help to an outpost if one is attacked by raiders or people tired of paying. There are many groups of independent Keepers but they don't communicate with each other often. In some cases, they are competing to control more locations.

- **Type:** Military faction
- **Political System:** Dictatorship (Military)
- **Leadership:** Military ranking
- **Prosperity:** Medium to Low
- **Location:** On bridges or some street blockade
- **Motivation:** Making Slugs
- **Position against supernatural:** Tolerance
- **Size:** 6 to 20 per outport
- **Economy:** Smuggling and robbing
- **Hospitality:** Mistrust

- **Armament and Defence:** Medium
- **Skills of members:** Insight, Long Arms, Small Arms
- **Specialization of members:** Combat Tactician

Librarians



The members of this faction are dedicated to knowledge and saving books. Many are scribes but some are fighters that will fight to preserve knowledge. They often use traps to protect places of knowledge. They are often affiliated with the Inquest but are more sedentary. They sell their knowledge to the Crusaders and the Guardians in exchange of food and protection.

They often look like easy preys but they are very dangerous in their domains.

- **Type:** Scholars
- **Political System:** Oligarchy
- **Leadership:** Elected leaders among the older members
- **Prosperity:** Low
- **Location:** Place of knowledge
- **Motivation:** Knowledge
- **Position against supernatural:** Hostile
- **Size:** 1 to 30 per location
- **Economy:** Rarely trade books
- **Hospitality:** Aggressive
- **Armament and Defence:** Low
- **Skills of members:** Knowledge, Survival, Technicals
- **Specialization of members:** Erudite

Lion Crest



The members of this faction are normal people. They have survived by working together. Some founders were hunters with weapons but many were ordinary people working in different fields. Some say that they were lucky. They are now farmers, hunters, traders and scavengers.

They now live in a community and to trading with others.

- **Type:** Famers and hunters
- **Political System:** Democracy
- **Leadership:** Elected leaders
- **Prosperity:** Medium
- **Location:** Outskirt of Montreal
- **Motivation:** Surviving
- **Position against supernatural:** Mistrust
- **Size:** 200
- **Economy:** Trading
- **Hospitality:** Friendly
- **Armament and Defence:** Medium to Low
- **Skills of members:** Persuade, Survival, Technicals
- **Specialization of members:** Survivor

Lost Boys



The group is known as The Lost Boys but the leaders of the group are not young anymore. It's a group of young men and women, and something children that live in settlements but organize burglaries and smuggle items across other hideouts and settlements. It's a secret organization that recruit youngling in as many settlements and communities they can.

- **Type:** Smugglers and thieves
- **Political System:** Oligarchy
- **Leadership:** Older members manage the faction
- **Prosperity:** Low
- **Location:** Secretly live in other organizations
- **Motivation:** Survive
- **Position against supernatural:** Friendly
- **Size:** 5 to 10 members depending of size of the organization they are living in
- **Economy:** Smuggling and robbing
- **Hospitality:** Mistrust
- **Armament and Defence:** Low
- **Skills of members:** Acrobatics, Sleight of Hands, Stealth
- **Specialization of members:** Scoundrel

Masked Cult



Extremely religious cult that worship strange beings. They have embraced the strange and the supernatural. They are wearing masks that represent the creatures they worship. Some are peaceful but others can be very violent depending of what they worship. The more dangerous one are the one leaded by intelligent beings that use the members as puppets. The cult worship supernatural beings and sometime objects from other worlds. Often, there mask procure some strange powers. One of their rituals is to eat the heart of supernatural beings or person with powers. It makes the faction very dangerous for outsiders.

This cult is also known for stealing and indoctrinate children.

- **Type:** Religious Order
- **Political System:** Theocracy
- **Leadership:** One leader for every small group. The leader has a few lieutenants.
- **Prosperity:** Low
- **Location:** Abandoned basements
- **Motivation:** Gain powers from strange being. Convert new members.
- **Position against supernatural:** Jealous
- **Size:** 10 to 20 members
- **Economy:** Stealing and raiding
- **Hospitality:** Mistrust or veneration for the supernaturals.
- **Armament and Defence:** Low
- **Skills of members:** Brutal Fighting, Deception, Knowledge
- **Specialization of members:** Survivor

Adventure Hints

Protagonists are invited to join the cult that will worship them for sometime since the protagonists probably have powers. After some time, they will try to kill the protagonists to eat their heart.

It's also possible that the protagonists will just find the behavior of the members too weird for them.

New Cross



This faction was created from an old humanitarian group that was trying to help people. When the outbreak happens, this group tried to help people and had a lot of resources. With all the chaos, the group was not able to share the resources so they kept it for themselves. The group have a lot of medical experts so they are often welcome in communities. The group has grown and they are known to be a welcoming group but they now struggle to survive and often become prey from the other factions. On the other hand, some other factions help the New Cross to be sure to have a good relation with doctors and nurses.

- **Type:** Humanists
- **Political System:** Communist
- **Leadership:** Lead by a small group of people
- **Prosperity:** Low
- **Location:** Anywhere
- **Motivation:** Help people
- **Position against supernatural:** Indifferent
- **Size:** 40 to 70 members
- **Economy:** Donations, sell medicinal services
- **Hospitality:** Friendly
- **Armament and Defence:** Low
- **Skills of members:** Charm, Knowledge, Medicine
- **Specialization of members:** Erudite

Orphans Coalition



The Orphans Coalition is a small group of survivors. The group was formed recently, a few years ago. It mostly regroup people without family or people who were not happy in another communities. The group struggles to survive and often travel in the hope of finding a more welcoming location. For them, freedom is the most important thing to preserve.

- **Type:** Scavengers
- **Political System:** Democracy
- **Leadership:** One leader
- **Prosperity:** Low
- **Location:** In search of a better place
- **Motivation:** Survive
- **Position against supernatural:** Mistrust
- **Size:** 10 to 20
- **Economy:** Trading goods
- **Hospitality:** Welcomng
- **Armament and Defence:** Low
- **Skills of members:** Charm, Insight, Knowledge
- **Specialization of members:** Survivor

Outpost 17



Outpost 17 was a temporary outpost at the border between Canada and the United States. A lot of people from either sides of the border tried to move to the other side in hope of a better region to survive. Unfortunately, neither side was great. They got trapped in the middle but survived. The outpost is now a community and they control the border. They managed to expend and the Outpost 17 is now a big trading post.

"Everyone must pay the toll to cross the border."

- **Type:** Traders
- **Political System:** Dictatorship
- **Leadership:** One leader and a few lieutenants.
- **Prosperity:** Medium
- **Location:** Border between Canada and United States
- **Motivation:** Trading
- **Position against supernatural:** Hostile
- **Size:** 80 to 120
- **Economy:** Trading, Taxes from travellers
- **Hospitality:** Mistrust
- **Armament and Defence:** Medium
- **Skills of members:** Long Arms, Persuade, Insight
- **Specialization of members:** Magnate

Plague Doctors



The Plague Doctors are fanatics that want to destroy everything that is not "natural". They also try to find the "corrupted human" that have powers. They always wear some kind of old plague doctor mask so are easily recognizable.

They often use flame-thrower and molotov cocktail to burn everything from the other worlds. They are very aggressive and burn everything when in doubt.

- **Type:** Religious Order
- **Political System:** Theocracy
- **Leadership:** One leader and lieutenant per group
- **Prosperity:** Low
- **Location:** Abandoned buildings
- **Motivation:** Purge the world of the infected
- **Position against supernatural:** Hostile
- **Size:** 30 to 60 members
- **Economy:** Scavenging dead bodies
- **Hospitality:** Aggressive
- **Armament and Defence:** Medium
- **Skills of members:** Intimidation, Long Arms, Knowledge
- **Specialization of members:** Combat Tactician

Raiders



Raiders and Looters are everywhere. They're not an organized faction, just desperate people robbing and killing other people to survive a few more days. Sometime, they were members of a normal community but a tragic event force the group to steal others to survive. Other time, they are criminal or exiled people living together.

- **Type:** Thieves and Robbers
- **Political System:** Tyranny
- **Leadership:** One leader and a few lieutenants.
- **Prosperity:** Low
- **Location:** Anywhere
- **Motivation:** Survival
- **Position against supernatural:** Tolerance
- **Size:** Larges
- **Economy:** Scavenging, robbing, killing and raiding
- **Hospitality:** Aggressive
- **Armament and Defence:** Low
- **Skills of members:** Brutal Fighting, Long Arms, Stealth
- **Specialization of members:** Scoundrel

Rats



A faction that had learned to live in the darkness of underground settlements and facilities. They live in big cities where metro tunnels allow to move around without being seen. They control the underground and ask for a toll to anyone who wants to go through. This is when they don't simply rob and kill the intruders. They are masters in their domains and everyone is afraid of them. They still struggle to find food and clean water and monsters's attacks take a few members every month.

- **Type:** Smugglers
- **Political System:** Oligarchy
- **Leadership:** Older members manage the faction
- **Prosperity:** Low
- **Location:** Underground and sewers
- **Motivation:** Survive
- **Position against supernatural:** Indifferent
- **Size:** 10 to 30 members
- **Economy:** Smuggling and robbing
- **Hospitality:** Mistrust
- **Armament and Defence:** Low
- **Skills of members:** Acrobatics, Technicals, Stealth
- **Specialization of members:** Survivor

Red Lotus



The Red Lotus was a very secretive organization of assassins. They were striking from the darkness, killing the unsuspecting foe. They were assassins for hire. Unfortunately, power corrupts and the head of the organization tried to silent some of their members after the assassination of an important member of The Government. The rumours tell that the contract was not from a client but directly from the council. One of the assassin who assassinate the politician was then attacked and left for dead. A few years after, all of the council members were assassinate, one by one.

The organization is not what it was but a new council is running it. Some say it's run by the vengeful assassin but others say they died after accomplishing their vengeance.

The faction is still alive and accepting contract for assassination. They don't have the fearful reputation as before and have dropped their code of honor.

They still train their assassins in a reclusive secret school. They learn how to strike from the darkness but also how to use a sniper riffles.

- **Type:** Assassins
- **Political System:** Oligarchy
- **Leadership:** Council
- **Prosperity:** Medium
- **Location:** Abandoned school
- **Motivation:** Survival
- **Position against supernatural:** Indifferent
- **Size:** 15 to 20 members

- **Economy:** Assassination
- **Hospitality:** Aggressive
- **Armament and Defence:** Medium
- **Skills of members:** Finesse Fighting, Long Arms, Stealth
- **Specialization of members:** Belligerent

Runners



A gang of traders and scavengers. They are mostly formed of young women and men who are not afraid to go outside of the settlements. They offer a service of courier across cities and the trade what they find on the path.

They are an organized group but they rarely meet at the same place. There is no formal initiation ritual to join the group. Anyone courageous enough to accept a job to deliver a package to another community is considered as a Runner.

A few times a year, they organized a party with competitions against the members. It's generally at this time that they choose a leader and shared what they have heard in the community they have traveled to.

- **Type:** Runners
- **Political System:** Oligarchy based on age
- **Leadership:** Older members are leader
- **Prosperity:** Low
- **Location:** Abandoned apartments building
- **Motivation:** Survival
- **Position against supernatural:** Indifferent
- **Size:** 20 to 30 members
- **Economy:** Trading, scavenging and courier services
- **Hospitality:** Friendly
- **Armament and Defence:** Low
- **Skills of members:** Acrobatics, Athletics, Stealth
- **Specialization of members:** Traceur

Sanctuary



The sanctuary is a faction or maybe more a community. It started with survivors who escape slavery. After surviving for weeks in a no man's land they had to survive the attacks from their old masters. This group is a community of survivors that can strive against the odds. They decide to settle in a big junkyard and used the wreckages as walls.

The community is now welcoming any person who is fleeing from danger. They often lack food and have a hard time to survive but they are always proud and courageous.

- **Type:** Survivors
- **Political System:** Democracy
- **Leadership:** Group of elected leaders
- **Prosperity:** Low
- **Location:** Junkyard
- **Motivation:** Survival
- **Position against supernatural:** Indifferent
- **Size:** 30 to 40 members
- **Economy:** Farming and trading
- **Hospitality:** Very Friendly
- **Armament and Defence:** Low
- **Skills of members:** Brutal Fighting, Charm, Technicals
- **Specialization of members:** Survivor

Scavengers Trading Guild



The Scavengers Trading Guild is a small guild that trade food, water and lodging for Scraps and scavenged items. This guild is present in many cities, communities and settlements. Most factions allow this faction to do trading in controlled territories. They do not take part in politics to avoid any conflict with other factions.

One of the goal of this faction is to help people. They often rent lodging for low price. Unfortunately for them, they are not well organized or well armed so they depend on the community they are living in. They still make profit and use this money to protect the members. Some are travellers and travel between settlements that have Scavengers Trading Guild's counter to bring supplies and check for the wellbeing of the Guild's members. If they discover that some members have been killed or robbed, they hire mercenaries for retribution.

Some say that the guild is looking for something among the remains of the old world and they pay the scavengers to do their work.

- **Type:** Humanists
- **Political System:** Communism
- **Leadership:** Small group of leaders and everyone else are equals.
- **Prosperity:** Medium
- **Location:** Many small trading posts
- **Motivation:** Acquire goods and help the poor
- **Position against supernatural:** Intolerance
- **Size:** 4 to 5 per outpost
- **Economy:** Trade food and lodging in exchange for scavenged items.
- **Hospitality:** Friendly
- **Armament and Defence:** Low
- **Skills of members:** Persuade, Medicine, Technicals
- **Specialization of members:** Magnate

Adventure Hints

Protagonists can be members of the Scavengers Trading Guild and are required to travel between communities that have counters. It's a great way to get travels and introducing communities.

Shroomers



The Shroomers are a community of farmers that cultivate a rare type of hallucinogen mushrooms. They consume a lot of them but also sell them for profit. They are not well organized but manage to survive since the mushroom are very valuable.

The faction is also known for big parties.

- **Type:** Ideologist
- **Political System:** Chaos
- **Leadership:** Lead by the most charismatic
- **Prosperity:** Low to medium
- **Location:** Nomad community
- **Motivation:** Surviving
- **Position against supernatural:** Tolerance
- **Size:** 30 to 40
- **Economy:** Farming and trading
- **Hospitality:** Mistrust to friendly
- **Armament and Defence:** Low
- **Skills of members:** Insight, Persuade, Sleight of Hands
- **Specialization of members:** Survivor

Seven Nation Army



This group was created by a group of young men and women with great ideas. Unfortunately, the group struggle to survive with internal conflicts about ideologies. They want to rebuild the world, a better world for everyone. They have a message of hope and unity but sometime use force and violence to reach their goals.

They do what they can to survive, they do agriculture, scavenging and trading.

- **Type:** Ideologist
- **Political System:** Democracy
- **Leadership:** Lead by an elected council.
- **Prosperity:** Low
- **Location:** Anywhere
- **Motivation:** Saving the world
- **Position against supernatural:** Tolerance
- **Size:** 30 to 40
- **Economy:** Farming, scavenging and trading
- **Hospitality:** Mistrust to friendly
- **Armament and Defence:** Low
- **Skills of members:** Insight, Persuade, Sleight of Hands
- **Specialization of members:** Survivor

Steel Gang



Though gang of wanderers formed by criminal and bikers. They are nomads and move from settlement to settlement to steal and kill. Every time they kill someone, they add tattoos on their body. It made them intimidating and not able to trade with other communities but also not able to defect from the Steel Gang.

The Steel Gang organizes combats against monsters to entertain the members of the gang and to kill the people from the settlements that they have raided. They also use trial by combats for the initiates or for anyone who wants to challenge the leader.

- **Type:** Nomads
- **Political System:** Anarchy
- **Leadership:** A leader and a few lieutenants
- **Prosperity:** Low
- **Location:** Temporary settlements
- **Motivation:** Live free or die
- **Position against supernatural:** Tolerance
- **Size:** 30 to 50 members
- **Economy:** Stealing, raiding and scavenging
- **Hospitality:** Aggressive
- **Armament and Defence:** Medium
- **Skills of members:** Brutal Fighting, Muscular, Drive
- **Specialization of members:** Belligerent

The Family



The origin of this faction is not clear. Some say they where related to organized crime and other that they where just bandits and killers. No matter the origin, they works like organized crime and buy and sell whatever they can to make profit. They don't hesitate to kill people for a few Slugs.

Members of the faction often live in communities and provide items on the black market. In some communities, the members of this faction remain hidden but in other big communities they are not afraid to show themselves.

- **Type:** Criminels
- **Political System:** Oligarchy
- **Leadership:** One leader and a few lieutenant chosen by the one in power.
- **Prosperity:** Medium-high
- **Location:** Downtown
- **Motivation:** Profit
- **Position against supernatural:** Hostile except for objects that they can sell
- **Size:** 60 to 80
- **Economy:** Trading, smuggling and black market
- **Hospitality:** Variable
- **Armament and Defence:** Mediums
- **Skills of members:** Intimidate, Small Arms, Muscular
- **Specialization of members:** Magnate

The Forgotten



A strange faction that live in hidden places. They master traps and contraptions. They live in small groups but for strange reasons, they all seen to stay connected together. They rarely quit their settlement, they only do it to raid another community.

Living among the Forgotten is brutal and the life expectancy is really short. They are accustomed to the dark and rarely go outside in the day.

- **Type:** Assassins
- **Political System:** Totalitarianism
- **Leadership:** One leader per group
- **Prosperity:** Low
- **Location:** Abandoned and isolated locations
- **Motivation:** Stack up goods
- **Position against supernatural:** Friendly
- **Size:** 60 to 80 members
- **Economy:** Robbing and raiding
- **Hospitality:** Avoidance to aggressive
- **Armament and Defence:** Low
- **Skills of members:** Brutal Fighting, Muscular, Stealth
- **Specialization of members:** Belligerent

The Law



A faction formed of ex-policeman. They sell security services to whoever wants it. Unfortunately, some are more in a protection racket. They are located in old police stations and they have access to firearms, bulletproof vests and a few armored trucks. There locations are also easy to protect against monsters and intruders.

- **Type:** Police Organization
- **Political System:** Plutocracy
- **Leadership:** Managed like a police district
- **Prosperity:** Medium
- **Location:** Old police stations
- **Motivation:** To protect and to serve as they can say. Unfortunately, some twist this guideline.
- **Position against supernatural:** Intolerance
- **Size:** 30 to 40 members
- **Economy:** Sell security services and protection
- **Hospitality:** Neutral
- **Armament and Defence:** Medium
- **Skills of members:** Small Arms, Investigate, Insight
- **Specialization of members:** Combat Tactician

The Militia



A faction formed of armed survivalists. They are not well organized but they have a lot of weapons. The group is formed of simple civilians who decide to not wait for help. The group has suffered from multiple internal conflicts but manage to resist to monsters' attacks and raiders. When the normal people were striving to survive, they were there to help.

- **Type:** Militia
- **Political System:** Dictatorship (Military)
- **Leadership:** Governed by a selected family
- **Prosperity:** Low
- **Location:** Anywhere
- **Motivation:** Protect each other and rebuild the civilization.
- **Position against supernatural:** Hostile
- **Size:** 60 to 100 members
- **Economy:** Trading, raiding and self-subsistent
- **Hospitality:** Mistrust
- **Armament and Defence:** Medium
- **Skills of members:** Long Arms, Survival, Knowledge
- **Specialization of members:** Combat Tactician

Third Estate



Some people was better prepared to survive then others where the outbreak happen. A group of people manage to survive without the help of the army or the police. This faction was formed of armed independent survivalists and scavengers. The history of this faction is troubled but they are still strong even if the main leaders of the group are divided.

- **Type:** Survivalist
- **Political System:** Democracy
- **Leadership:** Governed by a small group of people elected by the community. Another group is the opposition and struggle for the power.
- **Prosperity:** Low
- **Location:** Farms
- **Motivation:** Rebuild the civilization.
- **Position against supernatural:** Hostile
- **Size:** 20 to 100 members
- **Economy:** Trading and self-subsistent
- **Hospitality:** Mistrust
- **Armament and Defence:** Low
- **Skills of members:** Long Arms, Survival, Knowledge
- **Specialization of members:** Survivor

Union



When the end of the world started, the population was regrouped in safe places protected by the army. For some unknown reason, the population assembled in the Olympic Stadium revolted against the army and win. They taken control of the weapons and the vehicles. They are now a big faction with a lot of individuals. They are famers, traders and scavengers.

The Olympic Stadium look like a fortified castle with parks around it transformed into cultivated fields.

- **Type:** Traders, farmers, scavengers
- **Political System:** Democracy
- **Leadership:** One group of leader with an opposition party.
- **Prosperity:** Medium
- **Location:** Olympic Stadium
- **Motivation:** Survive
- **Position against supernatural:** Mistrust
- **Size:** 2000
- **Economy:** Trading goods
- **Hospitality:** Mistrust
- **Armament and Defence:** Medium to High
- **Skills of members:** Brutal Fighting, Persuasion, Long Arms
- **Specialization of members:** Survivor

ACTIVITIES

Since Internet is not a thing anymore, some more classic activities have become very popular among the survivors. They generally bet Slugs to increase the excitement.

Unarmed Combats

Martial arts tournament have strict rules that the fighters must respect. People are often betting on match so rules are very important and cheating is severely punished. Here are some rules for combats:

Boxing

- Fighters may not hit below the belt, trip, kick, bite, push or spit on the opponents. No attack to the legs or attack to injure the arms. Only attacks to the following location are authorized: Body, Chest, Abdomen, Head.
- No attack with the head, forearm, or elbows.
- No attack with open glove, wrist, or backhand, only closed fist punches.
- No attack at the opponent back, back of the head, neck or kidneys.
- Fighters cannot hold and use the ropes to gain leverage for a punch.
- When the referee signals for a break, fighters must oblige, take a step back, and refrain from throwing punches.
- No hit to an opponent knocked down.
- A "floored" boxer has 10 seconds to get up before being declared the loser by knockout.
- A fighter knockdown three times lose the match.

Mix Martial Arts

- Fighters may not hit below the belt, bite or spit on the opponents. Only attacks to the following location are authorized: Body, Arms, Legs, Chest, Abdomen, Head.
- No attack at the opponent back, back of the head, neck or kidneys.
- Fighters cannot hold and use the cage for leverage.
- When the referee signals for a break, fighters must oblige, take a step back, and refrain any hit.
- No hit to an opponent knocked down.

Drinking Game

There is no formal rules for drinking alcohol but here is how to manage drinking a lot of alcohol. Some persons bet on the last standing drinker.

- Every round, the participants must drink a shot of alcohol. The last man standing is the winner.
- Every round, the drinker must roll a muscular test. The difficulty rating to resist the alcohol's effect depends of the alcohol's strength. A great value to start can be 0 but some persons prefer weaker or stronger alcohol to start.
- Every round, the difficulty is raised by one.
- A fail means that the character gets the exhausted condition. If the condition is already checked, the character must check the infected condition instead. On another fail, if both conditions are already checked, the character is stunned and loose the game.
- If the character pass out during the drinking game, they will have a disadvantage to all tests during the next day.

Dice Game

- Every players place a base bet.
- Every players roll 3 dice and hide the result from the other players.
- Every players bet or pass and remove themselves from the round.
- Players can roll 1 to 3 of his dice but in front of all the other players.
- Players can bet one last time.
- The player with the highest sum for the 3 dice win the round!

Dart or Knife Trowing

The participants must hit a targets with projectiles. It can generally be with darts or knifes.

- The character must decide for how many points they want to go. A successful test gives the desired number of points. A miss gives no point.
  - 1 point = Difficulty 0
  - 2 points = Difficulty 2
  - 3 points = Difficulty 4
  - 4 points = Difficulty 6
  - 5 points = Difficulty 8
- Participants throw one projectile after the other and they all have 5 throws. The first player to throw is chosen randomly.
- The player with the most point at the end win the game.

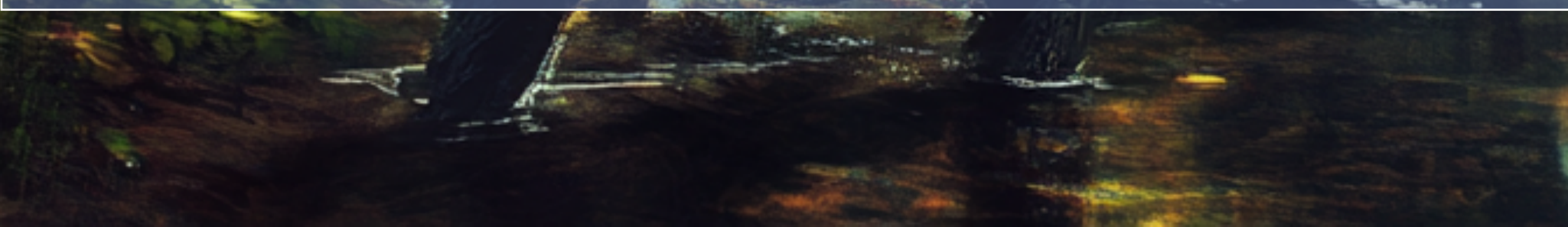
Luck Games

Betting games regroup multiple types of games. Only one game session can be played by day and count as one downtime activity.

- The player must decide of their initiation bet. Some place will have a floor and a roof for the bet.
- Luck game do not use a skill test but only a simple test with a rating of one.
- The outcome will vary depending of the difficulty.
  - Difficulty 1 (1 die) = 1x bet
  - Difficulty 2 (2 dice, choose worst) = 3x bet
  - Difficulty 6 (3 dice, choose worst) = 6x bet







ANTAGONISTS

THE BESTIARY

This section describe a lot of monsters and creature in Antagonists. Players should not read it to not be spoiled with too much information.

MONSTERS' BASICS

STATISTICS

TYPE OF CREATURE

Beast: Beast are animals from our world or from another world. They are generally intelligent but limited. Some are aggressive like tigers or passive like cows. Often, they can be tame in some ways.

Behemoth: Behemoth are very large monstrosities.

Fiend: Fiends are intelligent creature from other worlds. They have emotions and goals.

Glare Inhabitant: The creature is a creature originating from the Glare. Those can be of multiple categories.

Human: Human can be one of the more terrifying type of monsters.

Monstrosity: Monstrosities are creatures with limited intelligence but with power strength and powers.

Plant: The creature is a plant but not less dangerous.

CREATURE'S LEVEL

The creature's level is relative to a starting character. A creature of level 0 should be as powerful as a new protagonist. Consider that some monster are built for combat and can be more dangerous than an experienced protagonist.

Creatures gain a level for every 10XP used to create the monster.

ATTITUDE

Aggressive: The creature attack without too much warning.

Defensive: The creature does not want to fight but will stay vigilant. It will fight or flee depending of the situation.

Inoffensive: The creature do not want to fight and will try to flee of attacked.

Fearful: The creature always try to flee if they sense danger.

ACTIVE TIME

Cathemeral: Live and hunt at irregularly time according to prevailing circumstances.

Crepuscular: Live and hunt at dawn or dusk.

Diurnal: Live and hunt during the day.

Nocturnal: Live and hunt during the night.

SIZE DESCRIPTORS

The size of a creature is a mix of Height and Weight to keep things simpler. You can use the square root of the size or use the following chart that will help you create creature.

Descriptor	Size	
Tiny	1	Bird, Rat
Small	5	Cat
Medium-Small	10	Dog
Medium	20	Human Adult, Boar
Medium-Large	40	Dolphin, Lion
Large	80	Tiger
Huge	160	Bear, Horse
Massive	320	Car
Colossal	1280	Elephant, Truck
Gigantic	5120	Airplane
Enormous	20480	Whale
Gargantuan	81920	Airliner
Tremendous	327680	Cargo Ship

SKILL DESCRIPTORS

Physical:

- **Acrobatics** (AGI + CON)
- **Athletics** (CON + STR)
- **Brutal Fighting** (AGI + STR)
- **Finesse Fighting** (AGI + REF)
- **Muscular** (CON + STR)

Action:

- **Sleight of Hands** (AGI + REF)
- **Stealth** (AGI + INT)

Social:
- **Intimidate** (CHA + STR)

Mental:
- **Investigate** (INT + PER)
- **Survival** (CON + PER)

Health schemas

Base

Monsters with this kind of health schema don't have limb.

Head: Critical (*Stun, Prone, Mental*)

Eyes: Critical (*Blind*)

Body: Normal

Chest: Critical

Abdomen: Normal (*Cause Wounds*)

Additional Limbs

Monsters can have multiples limbs used as legs or arms.

Arm: Normal (*Prone, Action*)

Arms are generally independent but some object will need to have one or multiple arms to manipulate.

Leg: Normal (*Prone, Action*)

Having wounds on half the number of legs cause the character to become slowed. When all legs are wounded, the creature is forced to crawl.

Winged

Wings can be wounded as any other limbs.

Wing: Normal (*Fall*)

Wings allow the creature to fly. When a wing is wounded, the creature is enable to fly.

Antennas

Antennas can be wounded and rendered ineffective. Even if antennas generally come in pair, it only count as one health location.

Antennas: Normal (*Hyposmia*)

Edges

Movements

Aerodynamic Shape: The creature has an aerodynamic shape for moving faster. The fastest birds or fishes have this shape. The creature gain an advantage to any Athletics test to determine movement speed.

Ceiling Climber (Major): The creature can climb on wall and ceiling at their normal pace and can also stick on ceiling.

Climber: Allows to climb at normal speed.

Digger: The creature can dig soft ground and move around at reduced speed.

Enhanced Speed: When using the four limbs, the creature gain an advantages to any Athletics test for movements.

Fins: Procure an Advantage on Athletics and Acrobatics tests when swimming.

Float (Major): The creature float over the ground.

Hydrogen Gas: The monster is full of hydrogen and is highly susceptible to fire. All this hydrogen allows the monster to slowly fly. If the creature catch fire, it will explode. Use the statistics of a Fragmentation Grenade.

Pounce (Major): Pouncing allows to double the length or the height of a jump and procure an Advantage to a test. It can also procure a Combat Advantage when the round didn't start with the attacker engaged in close quarter.

Powerful Legs: The creature has powerful legs that allow to jump farther. The creature can double its normal jump length and height.

Squeeze: The creature can squeeze itself and go through small passage. When squeezing, the creature is considered as two size smaller.

Swim: Creature with the swim capacity do not have situational disadvantage on underwater actions. The creature can swim underwater at their speed.

Teleport (Major): The creature can use a Quick Action to teleport itself as far as a Quick Action can but without restriction for wounds and terrain.

Trample: The creature can trample an enemy in their path when doing a power move. This movement is also considered as an attack.

Wings (Major): The creature has wings. His body is still pretty heavy for his wings so no speed performance can be achieve. The creature can fly at his normal speed. Creature with wings can be wounded to one or multiple wings.

Combats

Acid Blood: Acid blood splash when the monster is wounded causing a damage of 3 to everything in the spaces around. Acid blood can also damage weapons when the monster is hit. The monster's blood can be used as an acid (3). A glass vial must be used to harvest the acid.

Acid Spit: The creature can spit Acid at Short Range with a Finesse Fighting test.

Acid Web (Major): The monster can create and throw acid web at short range. The acid web can cut through skin and armor with ease. The monster can also fill rooms with his web. It takes at least one action per room to safely remove the web with an object. Movement is slowed. The monster is alerted when the web is touched by something. The monster's blood can be used as an acid (3). A glass vial must be used to harvest the acid.

Antlers: Can be use to attack with a bonus of +2 to Brutal Fighting.

Antlers, Powerful (Major): Can be use to attack with a bonus of +5 to Brutal Fighting.

Banish (Major): A successful attack can banish an opponent to the Glare. The victim will return to our world at the end of the next encounter.

Jaws: It procure a bonus of +2 to Brutal Fighting.

Jaws, Powerful (Major): When biting, the jaws procure a bonus of +5 to Brutal Fighting.

Beak: This large beak use Finesse Fighting to attack. Beak add a bonus of +2 to attacks.

Blood Sucker: After a successful bite, the monster attach itself to the target. If the monster is hit, it detach itself from the target. During its round, when attached to a target the monster does not need to attack the target anymore and automatically cause a wound every round.

Catch and Drop: This flying monster can grab smaller prey and make it fall from the sky. The first round the monster try to grab the prey and fly up. At this height (10 meters), causing a fall with a difficulty of 10. Then next round, if the prey has not managed to free itself, it will usually try continue to fly up and then drop their victim from a height of 20 meters, a fall with a difficulty of 20. When in group, they can join together to lift larger preys.

Claws: Claws allow to climb trees or soft surfaces without any hold. It confers +2 to Finesse Fighting.

Claws, Powerful (Major): Claws allow to climb trees or soft surfaces without any hold. It confers +5 to Finesse Fighting.

Constrictor: The creature has a way to grapple an opponent and do damage at the same time.

Drain Energy: Cause the victim to became hungry and dehydrated. Every use of this power cause the same effect of a day without food and water.

Dual Presence: The creature live and see in the Glare and in our world. Sometime, a path can only be accessible in one world but the creature can squeeze itself to move in the unobstructed place. The creature has a physical presence in both worlds.

Electric Lash (Major): The creature can attack at Short Range and do a Brutal Attack with electric damage +3.

Electrified (Major): Those creatures are like eel and produce electricity that can stun an attacker who does a Close Range attack against them.

Explosive Death (Major): The creature explodes when killed. The explosion can be resisted against a difficulty of 8 and damage everything around.

Gas Ball (Major): The creature can throw balls of gas. When it hit something, it explode and cause the Privation condition to everyone in Close range of the impact. The creature is immune to the gas.

Gigantic Attack (Major): The creature is so large that when attacking a target, it also hit everything around it at Short Range. This feature is for Gigantic creature or larger one.

Group Attack: Those monsters attack in group. Execute only one attack per group. Use the rules for swarm.

Horn: The creature has a horn or horns and can use it to attack enemy. It does +2 Brutal Fighting damage.

Horn, powerful (Major): The creature has a horn or horns and can use it to attack enemy. It does +5 Brutal Fighting damage.

Infected: An Exceptional Effect on an attack cause the Infection condition to the target.

Long Tongue: The creature has a long tongue that can be use to hit or grapple an opponent at Short Range with a Finesse Fighting test with a bonus of +2.

Massive Attack: The creature is so large that when attacking a target, it also hit everything around it at Close Range. This feature is for Massive creature or larger one.

Pincers: The creature gain an advantage when trying to grapple an opponent with the pincers. Pincers use the Finesse Fighting skill.

Pincers, Powerful (Major): The creature gain an advantage when trying to grapple an opponent with the pincers. It also confer a bonus of +2 to attacks. Pincers use the Finesse Fighting skill.

Poisonous Skin: The creature has poisonous skin. Touching the skin with the skin cause the Infected condition.

Push Back (Major): This attack only works on target at least 2 sizes smaller. A successful Brutal Fighting test cause the target to be pushed 5 meters away and becoming prone. This attack procure a bonus of +5 to the attack test.

Sleeping Saliva (Major): Cause the Exhaustion condition. If the condition is already checked, it cause the Privation condition. It then cause the victim to fall asleep. If the victim is hit or shaken, they will wake up with the Exhaustion and Privation condition until a 4 hours sleep.

Tail: The creature has a tail that he can use to hit opponent with a +2 to Finesse Fighting.

Tail, powerful: The creature has a tail that he can use to hit opponent with a +2 to Finesse Fighting.

Razor-Sharp Web (Major): The creature can create razor-sharp web with an action. Being in contact with this sticky web cut the victim that can be prevented with a Muscular and armor test with a difficulty of 5. An Exceptional Effect cause the bleed effect. The Web has a resistance of 3 and a structure of 1 per 1 meter cube.

Ram: A successful Brutal Fighting test cause the target to be pushed 2 meters away and becoming prone. This attack procure a bonus of +2 to the attack test.

Red Vines Sap (Major): Exceptional effects infect the victim with the sap. An antidote can cure the infection.

Scream (Major): As an action, the creature can scream causing the deafened and stunned status to all the creatures around. The creature can only do this action one time per encounter.

Smelly Bite: The bite add a scent telling to all the individual of that species that the prey is wounded. That kind of monster can smell the scent from over a kilometre. Washing the wound with water is enough to remove the bad smell.

Spiked: Spikes grow on the body. Enemies suffer a wound when grappled. It also cause a wound when an opponent execute a grapple, do any unarmed attack or a bite. The spikes have a rating of +2 to Brutal Fighting.

Immolate (Major): The creature can cause itself to be in fire for the duration of an encounter. The creature is immune to fire. Enemies suffer the Burn effect when grappled. It also cause the burn effect when an opponent execute a grapple, do any unarmed attack or a bite.

Tentacles: The creature has tentacles that can be use to hit or grapple an opponent at Short Range with a Finesse Fighting test.

Throw Spikes: The creature can throw spikes. Those spikes add a +2 to Finesse Attack.

Tusks: Tusks use Brutal Fighting with a bonus of +2.

Ungrabbable: An Advantage can be applied against a grappling action.

Venomous (Major): The monster has venom. It can be with a poisonous sting or pincer that cause the infected condition on all the attacks. Venom must be injected.

Web: The creature can produce webs to trap his opponents. The creature can also walk on his web without being stuck.

Senses

Additional Eyes: The creature has additional eyes and must suffer 2 wounds at the eyes to suffer the Blind condition.

Echolocation (Major): The creature can use ultrasound to locate objects. It works at up to 10 meters in the air. Aquatic creature can use it to a distance up to 500 meters.

Enhanced Hearing: Advantage on Investigate test when hearing is involved.

Enhanced Smell: Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.

Enhanced Taste: Allows to taste subtile flavor in food and drink.

Heat Vision: The creature can see heat. It allows to detect living being based on their temperature.

Howl: The creature can use a Quick Action to howl to call other creatures of their species.

Improve Vision: Procure an Advantage on Investigate tests when sight is involve.

Night Vision: The creature has a good sight in the dark but not in pitch black or smoke. It procure an Advantage on Investigation test when in the dark.

Speak: The creature can speak human language.

Telepathy (Major): The creature can talk using telepathy. The power is generally limited to a few meters.

Thermal Vision: This power allows the monster to see heat signatures.

Physical

Antennas: Antennas are used as powerful olfactory receptors.

Amphibious: Can breathe air and survive underwater.

Arachnid or Octopus: The creature have 8 limbs that can be used has arms or legs. *This Edges is only required for arachnid or octopus with 2 or more Health.*

Armored (Major): Procure 6 points of Armor.

Centipede and Decapod (major): Those creatures have 10 or more limbs that can be used as arms or legs. Those creatures have so many limbs that they cannot be wounded enough to be unable to move or even have reduced speed.

Chameleon: When standing still, it can change its colors to reflect the background and stay hidden when no one is investigating.

Doppelgänger (Major): The creature can use an action to change its appearance. The size remains the same.

Duplicate (Major): The creature duplicate itself when reduced to half its Health. It creates two almost identical but smaller creatures. Those creatures are one size smaller and every attributes are reduced by 1 level. The Health of both creatures are the half of the previous creature but all wounds are healed.

Eyes Protection: The creature is not affected by blindness.

Flare Skin: The skin of the monster can emit a bright colourful light. When the skin is bright in the darkness, a Disadvantage should be applied to attacks against the monster.

Fur: Gives a situational advantage against frost and low temperature or can simply be used as a descriptor. Fur burn well so it can give a situational disadvantage against fire depending of the length of the fur.

Gas Spore: The creature has gas spores on its body that explode when the creature is hit. It affects all the creatures at Close range causing the Privation condition.

Hears Protection: The creature is not affected by loud noise.

Limbless: Those kind of creature have no limb. Even wounded, the creature cannot have reduced movement speed.

Merger (Major): This kind of creature can merge with monsters of their kind and size. When doing so, the creature will be able to works as one big entity. The merge is grotesque and the resultant even more. This transformation allows the many small creatures to face greater danger. In game mechanics, when two creatures of the same size are joining, the resultant creature gain one point in every skills, increase their size by 1 and heal a wound. The merge takes one action. A creature that has merge that way can unmerge following the same process.

Monstrous Intimidation: The creature use the inverse value of the Charisma to calculate the Intimidate level.

Mount: The creature can be used as a mount. Double the Carrying and Weight Lift value. If mounted, the creature carried should be smaller than the mount.

No Blood: The creature has no blood so it cannot suffer from the Bleed condition.

Poisonous Spore: The creature has gas spores on its skin that release a poisonous gas when the creature is hit. It affects all the creatures at Close range causing the Infected condition.

Protected: Procure 3 points of Armor.

Regenerate (Major): Using a Quick Action, the creature can heal one wound. It's limited to one wound per round.

Slimy (Major): The creature has a coating of slime over their skin. It's a lot harder to grab the creature so a situational Disadvantage must be applied. The creature is also less susceptible to fire. A situational Advantage can be applied when confronted to fire.

Strong Digestive System: The character can eat older and hard to digest food.

Tail: Procure an Advantage for Acrobatics tests when balance is involve.

Thick Fur (Major): Give an Advantage against frost and low temperature. It also procure 2 points of Armor.

Tools (Major): The creature can use simple tools and weapons. *This Edge is not compatible with claws.*

Translucent: The creature gain an Advantage to Stealth check against other creatures trying to find it using vision.

Unbreakable (Major): The creature is very hard to break and attacks that cannot inflict the Bleed condition suffer a Disadvantage.

Others

Glare Creature: The creature is originating from the Glare and can stay in the Glare for as long as it wants.

Glare Shift (Major): The creature can enter or exit the Glare at will. It takes one action.

Host: The monster is so big that some smaller monster live on that monster.

Lay Eggs: The monster can lay eggs in the body of a dying prey so the baby spider can feed in it before hatching. The monster may lay hundred of eggs.

Magnetic Interference: The monster cause electric devices to not work properly around it. Flashlights are highly susceptible to this effect.

Silent: The creature is very silent gaining an Advantage to Stealth check against creatures trying to hear it.

Spiderweb: The creature can produce web strong enough to hold an human. It requires one Action to destroy 1 meter cube but fire destroy it completely.

Minor Source of Power: The creature has access to powers from a Minor Mastery from a specific Source of Power. *Every powers must be bought separately using the same cost and rules as a protagonist. A monster cannot be a Flesh Crafter.*

Major Source of Power (Major): The creature has access to powers from a Major Mastery from a Source of Power. *Every powers must be bought separately using the same cost and rules as a protagonist. A monster cannot be a Flesh Crafter.*

Hindrances

Movements

Can't Swim: The creature can't swim and will rapidly drown.

Immobile (Major): The creature cannot move or only about a meter per round. It have a disadvantage to dodge test.

Slow: The creature is moving slowly and suffer a Disadvantage on all the Athletics tests.

Senses

Blind (Major): The creature cannot see.

Deaf: The creature don't hear anything.

Poor Vision: Cause a Disadvantage on Investigate tests when sight is involve.

Poor Sense of Smell: The creature has a very bad sense of smell. It can be used as a descriptor and cause a situational Disadvantage on investigate tests when smell is involve.

Sensitive to Darkness: Cause an additional Disadvantage to all tests in darkness.

Sensitive to Light: Cause a Disadvantage to all tests in daylight or in a well lit room.

Sight based on movement: The creature can only see what's moving.

Physical

Cold Blood: Cause a Disadvantage when resisting to the cold.

Colossal (Major): When not actively trying to hide, the creature can generally be detected without any test. The creature suffer a disadvantage to dodge and resistance test when attacked since it's very large. *For creature with size over 1000.*

Darkness-Sensible Skin (Major): The skin of the creature is very sensible to darkness and will catch fire if not always in contact of a direct light.

Explosive: The creature is unstable and will explode if hit with some force doing 5 damage. The creature can harm or destroy objects at proximity.

Highly Flammable (Major): The monster is highly susceptible to fire. Fire kill the monster and can spread fire nearby.

Huge: When not actively trying to hide, the creature can generally be detected without any test. *For creature with size over 100.*

No Finesse: The creature cannot do Finesse Attack.

Not Brutal: The creature cannot do Brutal Attack.

Photo-sensible Skin (Major): The skin of the creature is very sensible to natural or ultraviolet lights and will catch fire if exposed for a few seconds.

Sensitive to Fire: When attacked with fire, the creature suffer a Disadvantage to resist damages.

Sensitive to Silver: When attacked with silver, the creature suffer a Disadvantage to resist damages.

Sensitive to Water (Major): Water has the same effect as acid on this monster.

Susceptible: The creature health is reduce by 1.

Two legs, no arm (Major): The creature has two legs but no arm. *Can only be associated to monsters with 3 Health or more.*

Unprotected: Remove 2 from the Resistance value. *Resistance is equal to Muscular. This hindrance can only be chosen if the Muscular value is of 0 or higher.*

Unresistant (Major): Remove 5 from the Resistance value. *Resistance is equal to Muscular. This hindrance can only be chosen if the Muscular value is of 0 or higher.*

Vulnerable (major): The creature health is reduce by 2.

Others

Aquaphobia: The creature has a fear water.

Attracted to Light: The creature live in the dark but is attracted to any source of light.

Noisy: The creature makes a lot of noise when moving fast.

Pack Member: The creature will flee any danger when not with individuals of their kind.

Photophobia (Major): The creature is afraid of any source of light and will try to avoid it.

Pyrophobia: The creature will try to stay away from fire. *Aquatic creatures cannot have this Edge.*

Skittish (Major): The creature is easily scared and fear loud noise and sudden movements.

Smelly: The creature is very smelly and can be detected without any test at a few dozen meters away.

BEASTS

Brown Bear



Type: Large (125) Defensive Beast
Habitat: Forest and mountains
Active Time: Crepuscular

Brown bear live in forests and mountains. They generally try to hide from bigger predators. They eat fishes, berries and small animals and insects.

Initiative	-2	
Brutal Fighting	7	Jaws
Resistance	11	Armor: 0
Finesse Fighting	3	Claws, powerful
Dodge	2	
Health	9	

STR	5	CON	4	AGI	-2	REF	0	INT	-5	PER	2	CHA	0

Acrobatics	0	2	**Brutal Fighting**	2	5	**Muscular**	2	11	**Stealth**	0	-7	**Investigate**	0	-3
Athletics	0	9	**Finesse Fighting**	0	-2	**Sleight of Hands**	0	-2	**Intimidate**	1	6	**Survival**	1	7

Edges

- **Claws, Powerful (Major):** Claws allow to climb trees or soft surfaces without any hold and to dig the ground. They confers a bonus of +5 to Finesse Fighting.
- **Climber:** Allows to climb at normal speed.
- **Thick Fur (Major):** Give an Advantage against frost and low temperature. It also procure 2 points of Armor.
- **Jaws:** It procure a bonus of +2 to Brutal Fighting.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Loot: Bear pelt.

Cat



Type: Small (5) Fearful Beast
Habitat: Anywhere
Active Time: Crepuscular

A lot of cats were abandoned and became feral after the outbreak. Only a few cats are still living with humans in communities. The vast majority of the cats live in the wild and know how to survive and avoid monsters... and humans.

Initiative	3	
Brutal Fighting	-2	Bite
Resistance	-6	Armor: 0
Finesse Fighting	3	Paws
Dodge	0	
Health	1	1 Body

STR	-3	CON	-3	AGI	1	REF	2	INT	-4	PER	3	CHA	1

Acrobatics	2	0	**Brutal Fighting**	0	-2	**Muscular**	0	-6	**Stealth**	1	-2	**Investigate**	0	-1
Athletics	0	-6	**Finesse Fighting**	0	3	**Sleight of Hands**	0	3	**Intimidate**	0	-2	**Survival**	0	0

Edges

- **Climber:** Allows to climb at normal speed.
- **Fur:** Gives a situational advantage against frost and low temperature or can simply be used as a descriptor. Fur burn well so it can give a situational disadvantage against fire depending of the length of the fur.
- **Enhanced Smell:** Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Night Vision:** The creature has a good sight in the dark but not in pitch black or smoke. It procure an Advantage on Investigation test when in the dark.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.
- **Skittish (Major):** The creature is easily scared and fear loud noise and sudden movements.

Loot: Cat pelt

Catcher



Type: Small (7) Aggressive Beast
Habitat: Dark Water
Active Time: Diurnal

Catchers are very aggressive fishes. They can jump out of the water to make a victim fall in the water to let the other Catchers eat them.

Initiative	0	
Brutal Fighting	1	Jaws
Resistance	-4	Armor: 0
Finesse Fighting	0	Bite, Pounce
Dodge	-3	
Health	1	

STR	-1	CON	-3	AGI	0	REF	0	INT	-2	PER	-1	CHA	-2

Acrobatics	0	-3	**Brutal Fighting**	0	-1	**Muscular**	0	-4	**Stealth**	0	-2	**Investigate**	0	-3
Athletics	0	-4	**Finesse Fighting**	0	0	**Sleight of Hands**	0	0	**Intimidate**	0	-3	**Survival**	0	-4

Special

The Catcher is an aquatic creature and cannot live very long outside of water. The creature does not suffer a disadvantage when doing actions underwater.

Edges

- **Jaws:** It procure a bonus of +2 to Brutal Fighting.
- **Pounce (Major):** Pouncing allows to double the length or the height of a jump and procure an Advantage to a test. It can also procure a Combat Advantage when the round didn't start with the attacker engaged in close quarter.

Hindrances

- **Cold Blood:** Cause a Disadvantage when resisting to the cold.
- **Poor Vision:** Cause a Disadvantage on Investigate tests when sight is involve.

Chamelerat



Type: Tiny (1) Fearful Beast
Habitat: Forest
Active Time: Nocturnal

The Chamelerat is a small mouse. The mouse is able to change it skin color to mimic the background.

Initiative	2	
Brutal Fighting	-2	Bite
Resistance	-6	Armor: 0
Finesse Fighting	0	Paws
Dodge	-2	
Health	0	

STR	-3	CON	-3	AGI	1	REF	-1	INT	1	PER	0	CHA	-2

Acrobatics	0	-2	**Brutal Fighting**	0	-2	**Muscular**	0	-6	**Stealth**	1	3	**Investigate**	2	3
Athletics	0	-6	**Finesse Fighting**	0	0	**Sleight of Hands**	2	2	**Intimidate**	0	-5	**Survival**	0	-3

Edges

- **Chameleon:** When standing still, it can change its colors to reflect the background and stay hidden when no one is investigating.
- **Climber:** Allows to climb at normal speed.
- **Enhanced Smell:** Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.

Hindrances

- **Skittish (Major):** The creature is easily scared and fear loud noise and sudden movements.

Dog, Guard



Type: Average (20) Defensive Beast
Habitat: Anywhere
Active Time: Diurnal

Dogs are still man's best friend. They are use as a warning signal and as guard. It's also common to encounter wild dogs that live in small pack.

Initiative	2	
Brutal Fighting	4	Jaws
Resistance	0	Armor: 0
Finesse Fighting	3	Paws
Dodge	1	
Health	3	

STR	0	CON	0	AGI	1	REF	1	INT	-2	PER	1	CHA	0

Acrobatics	0	1	**Brutal Fighting**	1	2	**Muscular**	0	0	**Stealth**	0	-1	**Investigate**	2	1
Athletics	0	0	**Finesse Fighting**	1	3	**Sleight of Hands**	0	2	**Intimidate**	0	0	**Survival**	0	1

Edges

- **Fur:** Gives a situational advantage against frost and low temperature or can simply be used as a descriptor. Fur burn well so it can give a situational disadvantage against fire depending of the length of the fur.
- **Enhanced Smell:** Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Jaws:** It procure a bonus of +2 to Brutal Fighting.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Loot: Dog pelt depending of the type of dog.

Eagle



Type: Small (2) Defensive Beast
Habitat: Forest
Active Time: Nocturnal

Eagle are large birds of prey. The eagle was one of the biggest predator in the sky but it's not the case anymore. It still manage to survive but should now account for bigger predators.

Initiative	4	
Brutal Fighting	-1	Beak
Resistance	-6	Armor: 0
Finesse Fighting	3	Talon
Dodge	-2	
Health	1	

STR	-3	CON	-3	AGI	1	REF	2	INT	-3	PER	4	CHA	-1

Acrobatics	0	-2	**Brutal Fighting**	1	-1	**Muscular**	0	-6	**Stealth**	0	-2	**Investigate**	2	3
Athletics	0	-6	**Finesse Fighting**	0	3	**Sleight of Hands**	1	4	**Intimidate**	0	-4	**Survival**	1	2

Edges

- **Aerodynamic Shape:** The creature has an aerodynamic shape for moving faster. The fastest birds or fishes have this shape. The creature gain an advantage to any Athletics test to determine movement speed.
- **Improve Vision:** Procure an Advantage on Investigate tests when sight is involve.
- **Wings (Major):** The creature has wings. Their body is still pretty heavy for their wings so no speed performance can be achieve. The creature can fly at their normal speed. Creature with wings can be wounded to one or multiple wings.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Electric Snake



Type: Medium (20) Defensive Monstrosity
Habitat: Forest
Active Time: Nocturnal

The Electric Snake is a new species of snakes that have a defensive mechanism like eels.

Initiative	0	
Brutal Fighting	4	Bite or Constrict
Resistance	4	
Finesse Fighting	1	Bite or Constrict
Dodge	4	
Health	5	

STR	2	CON	2	AGI	2	REF	-3	INT	-3	PER	0	CHA	0

Acrobatics	0	4	**Brutal Fighting**	0	4	**Muscular**	0	4	**Stealth**	1	0	**Investigate**	0	-3
Athletics	0	4	**Finesse Fighting**	0	-1	**Sleight of Hands**	1	0	**Intimidate**	0	2	**Survival**	0	2

Edges

- **Constrictor:** The creature has a way to grapple an opponent and do damage at the same time.
- **Electrified (Major):** Those creatures are like eel and produce electricity that can stun an attacker who does a Close Range attack against them.
- **Limbless:** Those kind of creature have no limb. Even wounded, the creature cannot have reduced movement speed.

Hindrances

- **Cold Blood:** Cause a Disadvantage when resisting to the cold.
- **Pyrophobia:** The creature will try to stay away from fire.

Ermibat



Type: Tiny (4) Fearful Beast
Habitat: Forest
Active Time: Nocturnal

This cute animal has weird bat-like red wings and a long tail. Some rare specimen has two tails.

Initiative	6	
Brutal Fighting	1	Bite
Resistance	-6	
Finesse Fighting	4	Paws
Dodge	3	
Health	1	

STR	-3	CON	-3	AGI	4	REF	0	INT	3	PER	2	CHA	-2

Acrobatics	2	3	**Brutal Fighting**	0	1	**Muscular**	0	-6	**Stealth**	1	8	**Investigate**	1	6
Athletics	0	-6	**Finesse Fighting**	0	4	**Sleight of Hands**	2	6	**Intimidate**	0	-5	**Survival**	1	0

Edges

- **Enhanced Smell:** Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Improve Vision:** Procure an Advantage on Investigate tests when sight is involve.
- **Night Vision:** The creature has a good sight in the dark but not in pitch black or smoke. It procure an Advantage on Investigation test when in the dark.
- **Wings (Major):** The creature has wings. Their body is still pretty heavy for their wings so no speed performance can be achieve. The creature can fly at their normal speed. Creature with wings can be wounded to one or multiple wings.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.
- **Skittish (Major):** The creature is easily scared and fear loud noise and sudden movements.

Firebee, Swarm



Type: Tiny (1) Defensive Beast
Habitat: Forest
Active Time: Nocturnal

Firebee are a kind of small bees that produce light when they are angry. They live in swarm and all the statistics below are for the complete swarm.

Initiative	0	
Brutal Fighting	-5	Sting
Resistance	-8	
Finesse Fighting	-1	Sting
Dodge	-3	
Health	1	

STR	-5	CON	-3	AGI	0	REF	-1	INT	0	PER	0	CHA	0

Acrobatics	0	-3	**Brutal Fighting**	0	-5	**Muscular**	0	-8	**Stealth**	0	0	**Investigate**	0	0
Athletics	0	-8	**Finesse Fighting**	0	-1	**Sleight of Hands**	1	0	**Intimidate**	0	-5	**Survival**	0	-3

Edges

- **Flare Skin:** The skin of the monster can emit a bright colourful light. When the skin is bright in the darkness, a Disadvantage should be applied to attacks against the monster.
- **Wings (Major):** The creature has wings. Their body is still pretty heavy for their wings so no speed performance can be achieve. The creature can fly at their normal speed. Creature with wings can be wounded to one or multiple wings.

Hindrances

- **Can't Swim:** The creature can't swim and will rapidly drown.

Horse



Type: Large (80) Fearful Beast
Habitat: Anywhere
Active Time: Diurnal

Horses are now rare and very expensive. A few live in the wild but most of them live with humans in communities. They are very useful to carry heavy loads and to help for travels.

Initiative	-2	
Brutal Fighting	0	Kick
Resistance	9	Armor: 0
Finesse Fighting	-2	Hoofs
Dodge	0	
Health	8	

STR	3	CON	3	AGI	-3	REF	1	INT	-2	PER	0	CHA	0

Acrobatics	0	0	**Brutal Fighting**	0	0	**Muscular**	3	9	**Stealth**	0	-5	**Investigate**	0	-2
Athletics	4	10	**Finesse Fighting**	0	-2	**Sleight of Hands**	0	-2	**Intimidate**	0	3	**Survival**	0	3

Edges

- **Mount:** The creature can be used as a mount. Double the Carrying and Weight Lift value. If mounted, the creature carried should be smaller than the mount.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Quillfox



Type: Medium-Small (12) Defensive Beast
Habitat: Forest
Active Time: Diurnal

Quillfox are uncommon and beautiful creatures. They are generally peaceful but are territorial.

Initiative	5	
Brutal Fighting	0	Bite
Resistance	-4	Armor: 0
Finesse Fighting	5	Paws
Dodge	2	
Health	1	

STR	-2	CON	-2	AGI	2	REF	2	INT	-1	PER	1	CHA	2

Acrobatics	2	2	**Brutal Fighting**	0	0	**Muscular**	0	-4	**Stealth**	2	3	**Investigate**	1	1
Athletics	1	-3	**Finesse Fighting**	1	5	**Sleight of Hands**	1	5	**Intimidate**	0	0	**Survival**	1	0

Edges

- **Enhanced Hearing:** Advantage on Investigate test when hearing is involved.
- **Night Vision:** The creature has a good sight in the dark but not in pitch black or smoke. It procure an Advantage on Investigation test when in the dark.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Loot: Fox pelt.

Slimy Gecko



Type: Tiny (2) Defensive Beast
Habitat: Forest
Active Time: Nocturnal

This deformed creature is skeleton looking and approximately the size of a dog. It's still fast and always hungry.

Initiative	3	
Brutal Fighting	0	Bite
Resistance	-3	Armor: 0
Finesse Fighting	2	Paws, Acid Spit
Dodge	0	
Health	2	

STR	-1	CON	-2	AGI	1	REF	1	INT	-1	PER	-2	CHA	0

Acrobatics	1	0	**Brutal Fighting**	0	0	**Muscular**	0	-3	**Stealth**	1	1	**Investigate**	0	-3
Athletics	1	-2	**Finesse Fighting**	0	2	**Sleight of Hands**	1	3	**Intimidate**	0	-1	**Survival**	0	-4

Edges

- **Acid Spit:** The creature can spit Acid at Short Range with a Finesse Fighting test.
- **Ceiling Climber (Major):** The creature can climb on wall and ceiling at their normal pace and can also stick on ceiling.
- **Poisonous Skin:** The creature has poisonous skin. Touching the skin with the skin cause the Infected condition.

Hindrances

- **Cold Blood:** Cause a Disadvantage when resisting to the cold.
- **Pyrophobia:** The creature will try to stay away from fire.

Rat



Type: Tiny (1) Fearful Beast
Habitat: Anywhere
Active Time: Nocturnal

Rats are everywhere. They generally live in small community hidden from sight. They are generally armless when encountered alone or in small groups but they can be very dangerous in large pack.

Initiative	1	
Brutal Fighting	-4	Infected Fangs
Resistance	-7	Armor: 0
Finesse Fighting	0	Paws
Dodge	-1	
Health	1	1 Body

STR	-4	CON	-3	AGI	0	REF	0	INT	-4	PER	1	CHA	-2

Acrobatics	2	-1	**Brutal Fighting**	0	-4	**Muscular**	0	-7	**Stealth**	1	-3	**Investigate**	0	-3
Athletics	0	-7	**Finesse Fighting**	0	0	**Sleight of Hands**	1	1	**Intimidate**	0	-6	**Survival**	1	-1

Edges

- **Climber:** Allows to climb at normal speed.
- **Fur:** Gives a situational advantage against frost and low temperature or can simply be used as a descriptor. Fur burn well so it can give a situational disadvantage against fire depending of the length of the fur.
- **Infected Fangs:** An Exceptional Effect on an attack cause the Infection condition to the target.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Wolf



Type: Average (20) Aggressive Beast
Habitat: Forest
Active Time: Nocturnal

Wolfs mostly live in forest. They live in large pacts. Since they have to deal with monsters, they have become more aggressive.

Initiative	3	
Brutal Fighting	6	Jaws
Resistance	4	Armor: 0
Finesse Fighting	3	Paws
Dodge	5	
Health	5	

STR	1	CON	2	AGI	1	REF	0	INT	-3	PER	2	CHA	0

Acrobatics	2	5	**Brutal Fighting**	2	4	**Muscular**	1	4	**Stealth**	2	0	**Investigate**	2	1
Athletics	2	5	**Finesse Fighting**	2	3	**Sleight of Hands**	2	3	**Intimidate**	1	2	**Survival**	1	5

Edges

- **Fur:** Gives a situational advantage against frost and low temperature or can simply be used as a descriptor. Fur burn well so it can give a situational disadvantage against fire depending of the length of the fur.
- **Enhanced Smell:** Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Howl:** The creature can use a Quick Action to howl to call other creatures of their species.
- **Jaws:** It procure a bonus of +2 to Brutal Fighting.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Loot: Wolf pelt

MONSTROSITIES

Abomination



Type: Medium-Large (50) Defensive Monstrosity
Habitat: Dark Placer
Active Time: Nocturnal

The Abomination is a terrific creature with multiple tentacles.

Initiative	6	
Brutal Fighting	8	Bite
Resistance	3	Armor: 0
Finesse Fighting	7	Tentacles
Dodge	3	
Health	3	

STR	3	CON	0	AGI	3	REF	3	INT	-2	PER	0	CHA	-4

Acrobatics	0	3	**Brutal Fighting**	2	8	**Muscular**	0	3	**Stealth**	1	2	**Investigate**	0	-2
Athletics	0	3	**Finesse Fighting**	1	7	**Sleight of Hands**	0	6	**Intimidate**	2	1	**Survival**	0	0

Edges

- **Monstrous Intimidation:** The creature use the inverse value of the Charisma to calculate the Intimidate level.
- **Night Vision:** The creature has a good sight in the dark but not in pitch black or smoke. It procure an Advantage on Investigation test when in the dark.
- **Tentacles:** The creature has tentacles that can be use to hit or grapple an opponent at Short Range with a Finesse Fighting test.

Hindrances

- **Vulnerable (major):** The creature health is reduce by 2.

Blinker



Type: Medium (18) Aggressive Monstrosity
Habitat: Dark Placer
Active Time: Nocturnal

The Blinker gets out at night to hunt its prey. They can teleport and easily get behind their prey or move to safety after a lethal attack.

Initiative	7	
Brutal Fighting	0	Bite
Resistance	-3	Armor: 0
Finesse Fighting	9	Claws
Dodge	3	
Health	2	

STR	-2	CON	-1	AGI	2	REF	3	INT	1	PER	2	CHA	-2

Acrobatics	2	3	**Brutal Fighting**	0	0	**Muscular**	0	-3	**Stealth**	2	5	**Investigate**	1	4
Athletics	1	-2	**Finesse Fighting**	2	7	**Sleight of Hands**	2	7	**Intimidate**	1	-3	**Survival**	1	2

Edges

- **Teleport (Major):** The creature can use a Quick Action to teleport itself as far as a Quick Action can but without restriction for wounds and terrain.
- **Claws:** Claws allow to climb trees or soft surfaces without any hold and to dig the ground. They confers a bonus of +2 to Finesse Fighting.
- **Night Vision:** The creature has a good sight in the dark but not in pitch black or smoke. It procure an Advantage on Investigation test when in the dark.

Hindrances

- **Can't Swim:** The creature can't swim and will rapidly drown.
- **Sensitive to Light:** Cause a Disadvantage to all tests in daylight or in a well lit room.

Bloater



Type: Medium-Small (10) Aggressive Monstrosity
Habitat: Dark Placer
Active Time: Nocturnal

Bloaters are stupid monster. They are not very strong but they explode on death so it makes them very dangerous. Their belly is full of unstable gas that explode when ruptured.

Initiative	3	
Brutal Fighting	0	Bite
Resistance	-4	Armor: 0
Finesse Fighting	3	Paws
Dodge	-2	
Health	1	

STR	-1	CON	-3	AGI	1	REF	2	INT	-2	PER	-1	CHA	-2

Acrobatics	0	-2	**Brutal Fighting**	0	0	**Muscular**	0	-4	**Stealth**	0	-1	**Investigate**	0	-3
Athletics	0	-4	**Finesse Fighting**	0	3	**Sleight of Hands**	0	3	**Intimidate**	0	-3	**Survival**	0	-4

Edges

- **Explosive Death (Major):** The creature explodes when killed. The explosion does 8 damages to everything around.
- **Night Vision:** The creature has a good sight in the dark but not in pitch black or smoke. It procure an Advantage on Investigation test when in the dark.

Hindrances

- **Can't Swim:** The creature can't swim and will rapidly drown.
- **Sensitive to Light:** Cause a Disadvantage to all tests in daylight or in a well lit room.

Loot: Explosive Excrement

Boggit



Type: Medium-Small (12) Defensive Monstrosity
Habitat: Dark Placer
Active Time: Nocturnal

The Bulker is a small creature that hide in tall grass and bites any creature that pass near them. The creature is slow but have a terrible bite.

Initiative	2	
Brutal Fighting	-1	Bite
Resistance	-4	Armor: 0
Finesse Fighting	4	Paws
Dodge	1	
Health	1	

STR	-2	CON	-2	AGI	1	REF	1	INT	0	PER	0	CHA	-3

Acrobatics	2	1	**Brutal Fighting**	0	-1	**Muscular**	0	-4	**Stealth**	1	2	**Investigate**	1	1
Athletics	1	-3	**Finesse Fighting**	2	4	**Sleight of Hands**	0	2	**Intimidate**	0	-5	**Survival**	0	-2

Edges

- **Heat Vision:** The creature can see heat. It allows to detect living being based on their temperature.
- **Wings (Major):** The creature has wings. Their body is still pretty heavy for their wings so no speed performance can be achieve. The creature can fly at their normal speed. Creature with wings can be wounded to one or multiple wings.

Hindrances

- **Can't Swim:** The creature can't swim and will rapidly drown.
- **Sensitive to Light:** Cause a Disadvantage to all tests in daylight or in a well lit room.

Bruiser



Type: Medium-Large (55) Defensive Monstrosity
Habitat: Forest
Active Time: Diurnal

The Bruiser tall, strong and agile monster that can break it's prey in small pieces.

Initiative	2	
Brutal Fighting	9	Bite
Resistance	9	Armor: +6
Finesse Fighting	8	Claws
Dodge	9	
Health	8	

STR	4	CON	4	AGI	4	REF	-2	INT	-3	PER	-3	CHA	-4

Acrobatics	1	9	**Brutal Fighting**	1	9	**Muscular**	1	9	**Stealth**	0	1	**Investigate**	0	-6
Athletics	1	9	**Finesse Fighting**	1	3	**Sleight of Hands**	0	2	**Intimidate**	2	2	**Survival**	1	2

Edges

- **Armored (Major):** Procure 6 points of Armor.
- **Claws, Powerful (Major):** Claws allow to climb trees or soft surfaces without any hold and to dig the ground. They confers a bonus of +5 to Finesse Fighting.
- **Regenerate (Major):** Using a Quick Action, the creature can heal one wound. It's limited to one wound per round.

Hindrances

- **Poor Vision:** Cause a Disadvantage on Investigate tests when sight is involve.
- **Sensitive to Fire:** When attacked with fire, the creature suffer a Disadvantage to resist damages.
- **Smelly:** The creature is very smelly and can be detected without any test at a few dozen meters away.

Bulker



Type: Small (7) Defensive Monstrosity
Habitat: Forest
Active Time: Diurnal

The Bulker is a small creature that hide in tall grass and bites any creature that pass near them. The creature is slow but has a terrible bite.

Initiative	-1	
Brutal Fighting	6	Jaws
Resistance	3	Armor: 0
Finesse Fighting	0	Claws
Dodge	0	
Health	5	

STR	2	CON	0	AGI	0	REF	-1	INT	-3	PER	-1	CHA	-3

Acrobatics	0	0	**Brutal Fighting**	2	4	**Muscular**	1	3	**Stealth**	2	-1	**Investigate**	0	-4
Athletics	0	2	**Finesse Fighting**	1	0	**Sleight of Hands**	0	-1	**Intimidate**	0	-1	**Survival**	0	-1

Edges

- **Jaws:** It procure a bonus of +2 to Brutal Fighting.

Hindrances

- **Slow:** The creature is moving slowly and suffer a Disadvantage on all the Athletics tests.

Ceiling Catcher



Type: Medium-Large (25) Aggressive Monstrosity
Habitat: Buildings
Active Time: Nocturnal

Ceiling Catchers are monsters hiding on ceilings and trying to catch their preys under them. They use their powerful tongue to catch and bring the unfortunate prey into their mouth.

Initiative	8	
Brutal Fighting	10	Jaws
Resistance	5	Armor: 0
Finesse Fighting	10	Tongue
Dodge	3	
Health	6	

STR	3	CON	0	AGI	3	REF	3	INT	-2	PER	-2	CHA	-2

Acrobatics	0	3	**Brutal Fighting**	2	8	**Muscular**	2	5	**Stealth**	2	3	**Investigate**	0	-4
Athletics	0	3	**Finesse Fighting**	2	8	**Sleight of Hands**	2	8	**Intimidate**	0	1	**Survival**	0	-2

Edges

- **Jaws:** It procure a bonus of +2 to Brutal Fighting.
- **Long Tongue:** The creature has a long tongue that can be use to hit or grapple an opponent at Short Range with a Finesse Fighting test with a bonus of +2.

Hindrances

- **Immobile (Major):** The creature cannot move or only a meter per round. It has a disadvantage to dodge test.
- **Limbless:** Those kind of creature have no limb. Even wounded, the creature cannot have reduced movement speed.

Dead Corpse



Type: Medium (20) Aggressive Monstrosity
Habitat: Abandoned Building
Active Time: Nocturnal

Sometime, someone die but their corpse continue to move. Those are not very fast but can still be dangerous.

Initiative	-2	
Brutal Fighting	0	Bite
Resistance	-2	Armor: 0
Finesse Fighting	-2	Fist
Dodge	-3	
Health	2	

STR	-1	CON	-2	AGI	-1	REF	-1	INT	-2	PER	-1	CHA	-3

Acrobatics	0	-3	**Brutal Fighting**	2	0	**Muscular**	1	-2	**Stealth**	0	-3	**Investigate**	0	-3
Athletics	0	-3	**Finesse Fighting**	0	-2	**Sleight of Hands**	0	-2	**Intimidate**	2	-2	**Survival**	0	-3

Edges

- **Regenerate (Major):** Using a Quick Action, the creature can heal one wound. It's limited to one wound per round.

Hindrances

Creeper Soldier



Type: Medium-Large (30) Aggressive Monstrosity
Habitat: Forest
Active Time: Nocturnal

The Creeper Soldier is a creature made of Red Vines.

Initiative	8	
Brutal Fighting	9	Bite
Resistance	6	Armor: 0
Finesse Fighting	10	Claws
Dodge	6	
Health	6	

STR	4	CON	1	AGI	3	REF	3	INT	-4	PER	1	CHA	-3

Acrobatics	2	6	**Brutal Fighting**	2	9	**Muscular**	1	6	**Stealth**	2	1	**Investigate**	2	-1
Athletics	2	7	**Finesse Fighting**	2	8	**Sleight of Hands**	2	8	**Intimidate**	1	2	**Survival**	3	5

Edges

- **Claws:** Claws allow to climb trees or soft surfaces without any hold. It confers +2 to Finesse Fighting.
- **Heat Vision:** The creature can see heat. It allows to detect living being based on their temperature.
- **No Blood:** The creature has no blood so it cannot suffer from the Bleed condition.
- **Regenerate (Major):** Using a Quick Action, the creature can heal one wound. It's limited to one wound per round.

Hindrances

- **Sensitive to Fire:** When attacked with fire, the creature suffer a Disadvantage to resist damages.

Electric Floater



Type: Medium (20) Aggressive Monstrosity
Habitat: Abandoned location
Active Time: Nocturnal

The Electric Floater is a creature made of electricity or some kind of energy. It's able to discharge an electric arc that are very dangerous.

Initiative	8	
Brutal Fighting	5	Electric Lash
Resistance	-3	
Finesse Fighting	-	None
Dodge	4	
Health	2	

STR	-2	CON	-1	AGI	3	REF	4	INT	-2	PER	-1	CHA	0

Acrobatics	2	4	**Brutal Fighting**	1	2	**Muscular**	0	-3	**Stealth**	0	1	**Investigate**	1	-2
Athletics	1	-2	**Finesse Fighting**	0	7	**Sleight of Hands**	1	8	**Intimidate**	0	-2	**Survival**	1	-1

Edges

- **Electric Lash (Major)**: The creature can attack at Short Range and do a Brutal Attack with electric damage +3.
- **Electrified (Major):** Those creatures are like eel and produce electricity that can stun an attacker who does a Close Range attack against them.
- **Float (Major):** The creature float over the ground.
- **Limbless:** Those kind of creature have no limb. Even wounded, the creature cannot have reduced movement speed.
- **No Blood:** The creature has no blood so it cannot suffer from the Bleed condition.

Hindrances

- **No Finesse:** The creature cannot do Finesse Attack.

Faun



Type: Medium-Small (16) Defensive Monstrosity
Habitat: Forest
Active Time: Nocturnal

Faun are creature living in the forest. They look like creatures from story books so they got their name from there.

Initiative	5	
Brutal Fighting	1	Headbutt
Resistance	-2	
Finesse Fighting	5	Paws
Dodge	2	
Health	2	

STR	-1	CON	-1	AGI	2	REF	2	INT	-1	PER	1	CHA	1

Acrobatics	1	2	**Brutal Fighting**	0	1	**Muscular**	0	-2	**Stealth**	1	2	**Investigate**	1	1
Athletics	0	-2	**Finesse Fighting**	1	5	**Sleight of Hands**	1	5	**Intimidate**	0	0	**Survival**	1	1

Edges

- **Night Vision:** The creature has a good sight in the dark but not in pitch black or smoke. It procure an Advantage on Investigation test when in the dark.
- **Tools (Major):** The creature can use simple tools and weapons.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Flare Lizard



Type: Massive (500) Aggressive Monstrosity
Habitat: Dark Places
Active Time: Nocturnal

The Flare Lizard is generally of dark colors but emit a bright colourful light when angry or fighting.

Initiative	8	
Brutal Fighting	17	Jaws
Resistance	9	Armor: +3
Finesse Fighting	15	Claws, Powerful
Dodge	10	
Health	8	

STR	3	CON	3	AGI	3	REF	2	INT	-3	PER	3	CHA	-2

Acrobatics	4	10	**Brutal Fighting**	6	12	**Muscular**	3	9	**Stealth**	5	5	**Investigate**	2	2
Athletics	3	9	**Finesse Fighting**	5	10	**Sleight of Hands**	3	8	**Intimidate**	5	10	**Survival**	2	8

Edges

- **Claws, Powerful (Major):** Claws allow to climb trees or soft surfaces without any hold and to dig the ground. They confers a bonus of +5 to Finesse Fighting.
- **Climber:** Allows to climb at normal speed.
- **Flare Skin:** The skin of the monster can emit a bright colourful light. When the skin is bright in the darkness, a Disadvantage should be applied to attacks against the monster.
- **Jaws, Powerful (Major):** When biting, the jaws procure a bonus of +5 to Brutal Fighting.
- **Monstrous Intimidation:** The creature use the inverse value of the Charisma to calculate the Intimidate level.
- **Protected:** Procure 3 points of Armor.

Hindrances

- **Cold Blood:** Cause a Disadvantage when resisting to the cold.
- **Huge:** When not actively trying to hide, the creature can generally be detected without any test.

Loot: Skin parts can be harvested and put in a jar or other container. Shaking the jar produce light as bright as a lantern. The duration of the light is one scene and cannot be used again after. The armor can be harvested to create an amor of level 3.

Floating Whale



Type: Colossal (1500) Fearful Monstrosity
Habitat: Sky
Active Time: Diurnal

Those colossal flying whales slowly fly in the sky. They are full of a very light gas that allows them to float. The gas in them is very unstable and explosive making them very dangerous when up clone. They are generally inoffensive but very intelligent. Floating Whale fly around and eat smaller flying creature like small birds and swarm of insects.

Initiative	-3	
Brutal Fighting	9	Tail
Resistance	9	Armor: 0
Finesse Fighting	-2	Fin
Dodge	6	
Health	10	1 Body

STR	5	CON	3	AGI	-2	REF	-3	INT	5	PER	1	CHA	2

Acrobatics	5	6	**Brutal Fighting**	6	9	**Muscular**	6	14	**Stealth**	4	7	**Investigate**	5	11
Athletics	6	14	**Finesse Fighting**	3	-2	**Sleight of Hands**	2	-3	**Intimidate**	4	11	**Survival**	5	9

Special
The Floating Whale host Flying Mantis on their back. Those creatures live there and eat parasites on the whale's back. They will aggressively defend their home against any aggressions.

Edges
- **Hydrogen Gas:** The monster is full of hydrogen and is highly susceptible to fire. All this hydrogen allows the monster to slowly fly. If the creature catch fire, it will explode. Use the statistics of a Fragmentation Grenade.
- **Host:** The monster is so big that some smaller monster live on that monster.
- **Telepathy:** The creature can talk using telepathy. The power is generally limited to a few meters.

Hindrances
- **Colossal (Major):** When not actively trying to hide, the creature can generally be detected without any test. The creature suffer a disadvantage to dodge and resistance test when attacked since it's very large.
- **Highly Flammable (Major):** The monster is highly susceptible to fire. Fire kill the monster and can spread fire nearby.
- **Unresistant (Major):** Remove 5 from the Resistance value.

Loot: If the whale does not explode, it can be possible to harvest the hydrogen in its belly.

Flying Mantis



Type: Tiny (1) Defensive Monstrosity
Habitat: Forest or on Flying Whale
Active Time: Crepuscular

Flying Mantis are big but rapid insects. One individual can be very dangerous so swarms are devastating.

Initiative	4	
Brutal Fighting	-1	Bite
Resistance	-4	Armor: 0
Finesse Fighting	4	Tail
Dodge	-1	
Health	1	

STR	-2	CON	-2	AGI	1	REF	3	INT	-3	PER	-2	CHA	-1

Acrobatics	0	-1	**Brutal Fighting**	0	-1	**Muscular**	0	-4	**Stealth**	2	0	**Investigate**	0	-5
Athletics	0	-4	**Finesse Fighting**	0	4	**Sleight of Hands**	0	4	**Intimidate**	0	-3	**Survival**	2	-2

Edges

- **Wings (Major):** The creature has wings. Their body is still pretty heavy for their wings so no speed performance can be achieve. The creature can fly at their normal speed. Creature with wings can be wounded to one or multiple wings.

Hindrances

Goliath



Type: Large (50) Aggressive Monstrosity
Habitat: Quiet Place
Active Time: Crepuscular

This large monster look like a disgusting bear. It walks on two or four legs.

Initiative	2	
Brutal Fighting	11	Jaws
Resistance	11	Armor: 0
Finesse Fighting	9,6	Claws, Tongue
Dodge	5	
Health	9	

STR	5	CON	4	AGI	1	REF	1	INT	-4	PER	1	CHA	-3

Acrobatics	0	5	**Brutal Fighting**	3	9	**Muscular**	2	11	**Stealth**	0	-3	**Investigate**	0	-3
Athletics	2	11	**Finesse Fighting**	2	4	**Sleight of Hands**	0	2	**Intimidate**	2	10	**Survival**	1	6

Edges

- **Claws, Powerful (Major):** Claws allow to climb trees or soft surfaces without any hold. It confers +5 to Finesse Fighting.
- **Jaws:** It procure a bonus of +2 to Brutal Fighting.
- **Long Tongue:** The creature has a long tongue that can be use to hit or grapple an opponent at Short Range with a Finesse Fighting test with a bonus of +2.
- **Monstrous Intimidation:** The creature use the inverse value of the Charisma to calculate the Intimidate level.

Hindrances

- **Smelly:** The creature is very smelly and can be detected without any test at a few dozen meters away.

Goo Horror



Type: Large (40) Aggressive Monstrosity
Habitat: Quiet Place
Active Time: Nocturnal

This large and horrific monster is made of goo-like substance. When wounded enough, it split into two smaller entities.

Initiative	5	
Brutal Fighting	4	Bite
Resistance	4	Armor: 0
Finesse Fighting	5	Arms
Dodge	3	
Health	5	

STR	2	CON	2	AGI	1	REF	3	INT	-2	PER	0	CHA	-4

Acrobatics	0	3	**Brutal Fighting**	1	4	**Muscular**	0	4	**Stealth**	1	0	**Investigate**	0	-2
Athletics	0	4	**Finesse Fighting**	1	5	**Sleight of Hands**	1	5	**Intimidate**	1	7	**Survival**	1	3

Edges

- **Duplicate (Major):** The creature duplicate itself when reduced to half its Health. It creates two almost identical but smaller creatures. Those creatures are one size smaller and every attributes are reduced by 1 level. The Health of both creatures are the half of the previous creature but all wounds are healed.
- **Squeeze:** The creature can squeeze itself and go through small passage. When squeezing, the creature is considered as two size smaller.

Hindrances

Lashworm



Type: Small (4) Aggressive Monstrosity
Habitat: Dark Water
Active Time: Nocturnal

The sucker worms are large worm the size of a cat. They live in dark stagnant water, often in flooded basements. They can also get out of the water and crawls on walls.

Initiative	2	
Brutal Fighting	4	Strangle (Constrictor)
Resistance	2	Armor: 0
Finesse Fighting	2	Bite (Bleed Sucker)
Dodge	0	
Health	4	1 Body

STR	3	CON	-1	AGI	1	REF	1	INT	-2	PER	-1	CHA	-1

Acrobatics	0	0	**Brutal Fighting**	0	4	**Muscular**	0	2	**Stealth**	0	-1	**Investigate**	0	-3
Athletics	0	2	**Finesse Fighting**	0	2	**Sleight of Hands**	0	2	**Intimidate**	0	4	**Survival**	0	-2

Edges

- **Blood Sucker:** After a successful bite, the monster attach itself to the target. If the monster is hit, it detach itself from the target. During its round, when attached to a target the monster does not need to attack the target anymore and automatically cause a wound every round.
- **Climber:** Allows to climb at normal speed.
- **Constrictor:** The creature has a way to grapple an opponent and do damage at the same time.
- **Monstrous Intimidation:** The creature use the inverse value of the Charisma to calculate the Intimidate level.
- **Swim:** Creature with the swim capacity do not have situational disadvantage on underwater actions. The creature can swim underwater at their speed.
- **Limbless:** Those kind of creature have no limb. Even wounded, the creature cannot have reduced movement speed.

Hindrances

- **Highly Flammable (Major):** The monster is highly susceptible to fire. Fire kill the monster and can spread fire nearby.
- **Photophobia (Major):** The creature is afraid of any source of light and will try to avoid it.
- **Smelly:** The creature is very smelly and can be detected without any test at a few dozen meters away.

Loot: The blood of the Lashworm can be harvested. A worm can provide a can of oil.

Leg Eater



Type: Small (10) Aggressive Monstrosity
Habitat: Underground
Active Time: Nocturnal

The Leg Eater is a small octopus monster that live in shallow waters. It move underwater and try to grab and bite the leg of it victim.

Initiative	3	
Brutal Fighting	4	Bite
Resistance	-3	Armor: 0
Finesse Fighting	2	Tentacles
Dodge	1	
Health	2	

STR	-2	CON	-1	AGI	1	REF	1	INT	-3	PER	-1	CHA	-3

Acrobatics	1	1	**Brutal Fighting**	0	-1	**Muscular**	0	-3	**Stealth**	1	-1	**Investigate**	0	-4
Athletics	0	-3	**Finesse Fighting**	0	2	**Sleight of Hands**	1	3	**Intimidate**	0	-5	**Survival**	1	-1

Edges

- **Jaws, Powerful (Major):** It procure a bonus of +5 to Brutal Fighting.
- **Night Vision:** The creature has a good sight in the dark but not in pitch black or smoke. It procure an Advantage on Investigation test when in the dark.
- **Swim:** Creature with the swim capacity do not have situational disadvantage on underwater actions. The creature can swim underwater at their speed.
- **Tentacles:** The creature has tentacles that can be use to hit or grapple an opponent at Short Range with a Finesse Fighting test.

Hindrances

- **Cold Blood:** Cause a Disadvantage when resisting to the cold.

Merger



Type: Medium (20) Aggressive Monstrosity
Habitat: Underground
Active Time: Nocturnal

The Merger is an odd creature that can become bigger with to monster of it kind merge together. In some reclusive places, the merger has become extremely big and powerful.

Initiative	0	
Brutal Fighting	2	Bite
Resistance	3	Armor: 0
Finesse Fighting	0	Paws
Dodge	1	
Health	5	

STR	2	CON	1	AGI	0	REF	0	INT	-2	PER	-1	CHA	-1

Acrobatics	0	1	**Brutal Fighting**	0	2	**Muscular**	0	3	**Stealth**	0	-2	**Investigate**	0	-3
Athletics	0	3	**Finesse Fighting**	0	0	**Sleight of Hands**	0	0	**Intimidate**	0	1	**Survival**	0	0

Edges

- **Merger (Major):** This kind of creature can merge with monsters of their kind and size. When doing so, the creature will be able to works as one big entity. The merge is grotesque and the resultant even more. This transformation allows the many small creatures to face greater danger. In game mechanics, when two creatures of the same size are joining, the resultant creature gain one point in every skills, increase their size by 1 and heal a wound. The merge takes one action. A creature that has merge that way can unmerge following the same process.
- **Night Vision:** The creature has a good sight in the dark but not in pitch black or smoke. It procure an Advantage on Investigation test when in the dark.

Hindrances

- **Two legs, no arm (Major):** The creature has two legs but no arm.

Pangolin



Type: Medium (25) Defensive Monstrosity
Habitat: Grassland
Active Time: Nocturnal

The Pangolin is a very resistant creature with its natural armor. It's slow but dangerous.

Initiative	2	
Brutal Fighting	2	Bite
Resistance	5	Armor: +6
Finesse Fighting	2	Paws
Dodge	3	
Health	6	

STR	1	CON	1	AGI	1	REF	1	INT	-3	PER	-3	CHA	0

Acrobatics	1	3	**Brutal Fighting**	0	2	**Muscular**	3	5	**Stealth**	0	-2	**Investigate**	0	-6
Athletics	1	3	**Finesse Fighting**	0	2	**Sleight of Hands**	0	2	**Intimidate**	0	1	**Survival**	0	-2

Edges

- **Armored (Major):** Procure 6 points of Armor.
- **Regenerate (Major):** Using a Quick Action, the creature can heal one wound. It's limited to one wound per round.

Hindrances

- **Can't Swim:** The creature can't swim and will rapidly drown.
- **Slow:** The creature is moving slowly and suffer a Disadvantage on all the Athletics tests.

Loot: The armor can be harvested to create an amor of level 5.

Ravager Beast



Type: Type: Large (80) Aggressive Monstrosity
Habitat: Abandoned Place
Active Time: Nocturnal

This kind of Ravagers look like a dog with a yellow fur. They are aggressive and used by the Ravagers to find their prey.

Initiative	10	
Brutal Fighting	15	Jaws
Resistance	8	Armor: 0
Finesse Fighting	15	Claws
Dodge	10	
Health	7	

STR	3	CON	3	AGI	3	REF	3	INT	-3	PER	3	CHA	-4

Acrobatics	4	10	**Brutal Fighting**	4	10	**Muscular**	2	8	**Stealth**	4	4	**Investigate**	3	3
Athletics	3	9	**Finesse Fighting**	4	10	**Sleight of Hands**	4	10	**Intimidate**	1	0	**Survival**	1	7

Edges

- **Claws, Powerful (Major):** Claws allow to climb trees or soft surfaces without any hold. It confers +5 to Finesse Fighting.
- **Fur:** Gives a situational advantage against frost and low temperature or can simply be used as a descriptor. Fur burn well so it can give a situational disadvantage against fire depending of the length of the fur.
- **Enhanced Smell:** Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Jaws, Powerful (Major):** It procure a bonus of +5 to Brutal Fighting.
- **Night Vision:** The creature has a good sight in the dark but not in pitch black or smoke. It procure an Advantage on Investigation test when in the dark.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Loot: Ravager pelt

Ravager Charger



Type: Type: Massive (1000) Aggressive Monstrosity
Habitat: Abandoned Place
Active Time: Nocturnal

This kind of Ravagers look like a dog with a yellow fur. They are aggressive and used by the Ravagers to find their prey.

Initiative	-3	
Brutal Fighting	14	Jaws
Resistance	13	Armor: 0
Finesse Fighting	-3	Paws
Dodge	3	
Health	10	

STR	8	CON	4	AGI	-1	REF	-2	INT	-3	PER	-1	CHA	-2

Acrobatics	0	3	**Brutal Fighting**	2	9	**Muscular**	1	13	**Stealth**	0	-4	**Investigate**	0	-4
Athletics	2	14	**Finesse Fighting**	0	-3	**Sleight of Hands**	0	-3	**Intimidate**	1	7	**Survival**	1	4

Edges

- **Horn, powerful (Major):** The creature has a horn or horns and can use it to attack enemy. It does +5 Brutal Fighting damage.
- **Mount:** The creature can be used as a mount. Double the Carrying and Weight Lift value. If mounted, the creature carried should be smaller than the mount.
- **Trample:** The creature can trample an enemy in their path when doing a power move. This movement is also considered as an attack.

Hindrances

Ravager Dog



Type: Type: Medium-Small (16) Aggressive Monstrosity
Habitat: Abandoned Place
Active Time: Nocturnal

This kind of Ravagers look like a dog with a yellow fur. They are aggressive and used by the Ravagers to find their prey.

Initiative	3	
Brutal Fighting	4	Jaws
Resistance	0	Armor: 0
Finesse Fighting	3	Paws
Dodge	0	
Health	3	

STR	0	CON	0	AGI	0	REF	1	INT	-4	PER	0	CHA	-3

Acrobatics	0	0	**Brutal Fighting**	2	2	**Muscular**	0	0	**Stealth**	0	-4	**Investigate**	2	-2
Athletics	0	0	**Finesse Fighting**	2	3	**Sleight of Hands**	2	3	**Intimidate**	1	-2	**Survival**	0	0

Edges

- **Fur:** Gives a situational advantage against frost and low temperature or can simply be used as a descriptor. Fur burn well so it can give a situational disadvantage against fire depending of the length of the fur.
- **Enhanced Smell:** Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Jaws:** It procure a bonus of +2 to Brutal Fighting.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Loot: Ravager pelt

Ravager Soldier



Type: Type: Medium (16) Aggressive Monstrosity
Habitat: Abandoned Place
Active Time: Nocturnal

Ravagers are creature a little bit smaller than human but generally more strong. They are good at climbing and they can communicate between each other using a very basic language.

Initiative	5	
Brutal Fighting	6	Jaws
Resistance	2	Armor: 0
Finesse Fighting	8	Claws
Dodge	3	
Health	4	

STR	1	CON	0	AGI	2	REF	2	INT	-2	PER	0	CHA	-3

Acrobatics	1	3	**Brutal Fighting**	1	4	**Muscular**	1	2	**Stealth**	1	1	**Investigate**	0	-2
Athletics	1	2	**Finesse Fighting**	2	6	**Sleight of Hands**	1	5	**Intimidate**	1	-1	**Survival**	0	0

Edges

- **Claws:** Claws allow to climb trees or soft surfaces without any hold. It confers +2 to Finesse Fighting.
- **Fur:** Gives a situational advantage against frost and low temperature or can simply be used as a descriptor. Fur burn well so it can give a situational disadvantage against fire depending of the length of the fur.
- **Jaws:** It procure a bonus of +2 to Brutal Fighting.
- **Tools (Major):** The creature can use simple tools and weapons.

Hindrances

- **Can't Swim:** The creature can't swim and will rapidly drown.
- **Pack Member:** The creature will flee any danger when not with individuals of their kind.

Loot: Ravager pelt

Scav



Type: Type: Small (5) Fearful Monstrosity
Habitat: Abandoned locations
Active Time: Crepuscular

Those small creature are scavengers. They are normally fearful but attack in group. They often steal food and avoid confrontation.

Initiative	4	
Brutal Fighting	-1	Bite
Resistance	-3	Armor: 0
Finesse Fighting	4	Paws
Dodge	1	
Health	2	

STR	-2	CON	-1	AGI	1	REF	1	INT	0	PER	1	CHA	0

Acrobatics	1	1	**Brutal Fighting**	0	-1	**Muscular**	0	-3	**Stealth**	2	3	**Investigate**	2	3
Athletics	0	-3	**Finesse Fighting**	2	4	**Sleight of Hands**	2	4	**Intimidate**	0	-2	**Survival**	1	1

Edges

- **Fur:** Gives a situational advantage against frost and low temperature or can simply be used as a descriptor. Fur burn well so it can give a situational disadvantage against fire depending of the length of the fur.
- **Enhanced Smell:** Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Tools (Major):** The creature can use simple tools and weapons.

Hindrances

- **Pack Member:** The creature will flee any danger when not with individuals of their kind.

Loot: Scav pelt

Skulk



Type: Average (15) Aggressive Monstrosity
Habitat: Dark Places
Active Time: Nocturnal

This deformed creature is skeleton looking and approximately the size of a dog. It's still fast and always hungry.

Initiative	4	
Brutal Fighting	2	Bite
Resistance	-2	Armor: 0
Finesse Fighting	6	Tongue
Dodge	0	
Health	2	

STR	0	CON	-2	AGI	1	REF	2	INT	-1	PER	0	CHA	-3

Acrobatics	1	0	**Brutal Fighting**	1	2	**Muscular**	0	-2	**Stealth**	0	0	**Investigate**	1	0
Athletics	0	-2	**Finesse Fighting**	1	4	**Sleight of Hands**	1	4	**Intimidate**	1	4	**Survival**	1	-1

Edges

- **Climber:** Allows to climb at normal speed.
- **Howl:** The creature can use a Quick Action to howl to call other creatures of their species.
- **Long Tongue:** The creature has a long tongue that can be use to hit or grapple an opponent at Short Range with a Finesse Fighting test with a bonus of +2.
- **Monstrous Intimidation:** The creature use the inverse value of the Charisma to calculate the Intimidate level.
- **Night Vision:** The creature has a good sight in the dark but not in pitch black or smoke. It procure an Advantage on Investigation test when in the dark.
- **Smelly Bite:** The bite add a scent telling to all the individual of that species that the prey is wounded. That kind of monster can smell the scent from over a kilometre. Washing the wound with water is enough to remove the bad smell.

Hindrances

- **Noisy:** The creature makes a lot of noise when moving fast.
- **Smelly:** The creature is very smelly and can be detected without any test at a few dozen meters away.

Loot: It's possible to harvest the liquid in the Skulk mouth. This liquid will attract Skulks.

Snatcher



Type: Type: Medium-Large (30) Aggressive Monstrosity
Habitat: Mountains
Active Time: Diurnal

Snatchers are large flying beasts that snatch their preys from above.

Initiative	3	
Brutal Fighting	6	Jaws
Resistance	7	Armor: 0
Finesse Fighting	2	Snatch
Dodge	6	
Health	7	2 legs, 2 Wings

STR	2	CON	3	AGI	1	REF	0	INT	-2	PER	3	CHA	-3

Acrobatics	2	6	**Brutal Fighting**	1	4	**Muscular**	2	7	**Stealth**	2	1	**Investigate**	3	4
Athletics	1	6	**Finesse Fighting**	1	2	**Sleight of Hands**	2	3	**Intimidate**	1	6	**Survival**	2	8

Edges

- **Catch and Drop:** This flying monster can grab smaller prey and make it fall from the sky. The first round the monster try to grab the prey and fly up. At this height (10 meters), causing a fall with a difficulty of 10. Then next round, if the prey has not managed to free itself, it will usually try continue to fly up and then drop their victim from a height of 20 meters, a fall with a difficulty of 20. When in group, they can join together to lift larger preys.
- **Jaws:** It procure a bonus of +2 to Brutal Fighting.
- **Monstrous Intimidation:** The creature use the inverse value of the Charisma to calculate the Intimidate level.
- **Wings (Major):** The creature has wings. His body is still pretty heavy for his wings so no speed performance can be achieve. The creature can fly at his normal speed. Creature with wings can be wounded to one or multiple wings.

Hindrances

- **Two legs, no arm (Major):** The creature has two legs but no arm.

Spider, Soldier



Type: Type: Massive (1000) Defensive Monstrosity
Habitat: Dark Places
Active Time: Nocturnal

Spider Soldiers are giant spiders from another world.

Initiative	8	
Brutal Fighting	14	Jaws, Powerful (Venomus)
Resistance	5	Armor: +3
Finesse Fighting	11	Legs
Dodge	8	
Health	6	8 legs

STR	3	CON	1	AGI	3	REF	3	INT	-1	PER	1	CHA	-3

Acrobatics	4	8	**Brutal Fighting**	3	9	**Muscular**	1	5	**Stealth**	2	4	**Investigate**	1	1
Athletics	2	6	**Finesse Fighting**	5	11	**Sleight of Hands**	2	8	**Intimidate**	1	7	**Survival**	2	4

Edges

- **Arachnid or Octopus:** The creature have 8 limbs that can be used has arms or legs.
- **Climber:** Allows to climb at normal speed.
- **Jaws, Powerful (Major):** When biting, the jaws procure a bonus of +5 to Brutal Fighting.
- **Monstrous Intimidation:** The creature use the inverse value of the Charisma to calculate the Intimidate level.
- **Protected:** Procure 3 points of Armor.
- **Razor-Sharp Web (Major):** The creature can create razor-sharp web with an action. Being in contact with this sticky web cut the victim that can be prevented with a Muscular and armor test with a difficulty of 5. An Exceptional Effect cause the bleed effect. The Web has a resistance of 3 and a structure of 1 per 1 meter cube.
- **Venomous (Major):** The monster has venom. It can be with a poisonous sting or pincer that cause the infected condition on all the attacks. Venom must be injected.

Hindrances

- **Colossal (Major):** When not actively trying to hide, the creature can generally be detected without any test. The creature suffer a disadvantage to dodge and resistance test when attacked since it's very large.
- **Can't Swim:** The creature can't swim and will rapidly drown.

Loot: The venom can be harvested and then put on a weapon or in a liquid to poison someone. The poison cause the Infected condition. The poison on a weapon last for the duration of an encounter. The armor can be harvested to create an amor of level 2.

Spider, Vorpal



Type: Type: Small (5) Defensive Monstrosity
Habitat: Dark Places
Active Time: Nocturnal

Vorpal Spiders are almost translucent creatures. They are from another world and the size of a cat.

Initiative	6	
Brutal Fighting	3	Bite (Infected)
Resistance	2	Armor: 0
Finesse Fighting	6	Bite (Infected)
Dodge	5	
Health	4	8 legs

STR	1	CON	1	AGI	2	REF	3	INT	-2	PER	1	CHA	-3

Acrobatics	2	5	**Brutal Fighting**	0	3	**Muscular**	0	2	**Stealth**	1	1	**Investigate**	0	-1
Athletics	0	2	**Finesse Fighting**	1	6	**Sleight of Hands**	1	6	**Intimidate**	0	-2	**Survival**	1	3

Edges

- **Arachnid or Octopus:** The creature have 8 limbs that can be used has arms or legs.
- **Climber:** Allows to climb at normal speed.
- **Flare Skin:** The skin of the monster can emit a bright colourful light. When the skin is bright in the darkness, a Disadvantage should be applied to attacks against the monster.
- **Glare Shift (Major):** The creature can enter or exit the Glare at will. It takes one action.
- **Infected:** An Exceptional Effect on an attack cause the Infection condition to the target.
- **Pounce (Major):** Pouncing allows to double the length or the height of a jump and procure an Advantage to a test. It can also procure a Combat Advantage when the round didn't start with the attacker engaged in close quarter.
- **Spiderweb:** The creature can produce web strong enough to hold an human. It requires one Action to destroy 1 meter cube but fire destroy it completely.

Hindrances

- **Can't Swim:** The creature can't swim and will rapidly drown.
- **Pyrophobia:** Some animal or creature fear fire. They will try to flee if they can. The fire should still be a treat to the creature. The light from a lighter will not cause fear to must of them.

Loot: The venom can be harvested and then put on a weapon or in a liquid to poison someone. The poison cause the Infected condition. The poison coated on a weapon last for the duration of an encounter.

Spider, Worker



Type: Type: Medium-Large (30) Aggressive Monstrosity
Habitat: Dark Places
Active Time: Nocturnal

Spider Workers are giant spiders from another world.

Initiative	5	
Brutal Fighting	6	Jaws (Venomus)
Resistance	4	Armor: +3
Finesse Fighting	4	Legs
Dodge	6	
Health	5	8 legs

STR	2	CON	2	AGI	2	REF	2	INT	-2	PER	1	CHA	-3

Acrobatics	2	6	**Brutal Fighting**	0	4	**Muscular**	0	4	**Stealth**	1	1	**Investigate**	1	0
Athletics	1	5	**Finesse Fighting**	0	4	**Sleight of Hands**	1	5	**Intimidate**	0	5	**Survival**	1	4

Edges

- **Arachnid or Octopus:** The creature have 8 limbs that can be used has arms or legs.
- **Climber:** Allows to climb at normal speed.
- **Digger:** The creature can dig soft ground and move around at reduced speed.
- **Jaws:** It procure a bonus of +2 to Brutal Fighting.
- **Monstrous Intimidation:** The creature use the inverse value of the Charisma to calculate the Intimidate level.
- **Protected:** Procure 3 points of Armor.
- **Spiderweb:** The creature can produce web strong enough to hold an human. It requires one Action to destroy 1 meter cube but fire destroy it completely.
- **Venomous (Major):** The monster has venom. It can be with a poisonous sting or pincer that cause the infected condition on all the attacks. Venom must be injected.

Hindrances

- **Can't Swim:** The creature can't swim and will rapidly drown.
- **Pyrophobia:** Some animal or creature fear fire. They will try to flee if they can. The fire should still be a treat to the creature. The light from a lighter will not cause fear to must of them.

Loot: The venom can be harvested and then put on a weapon or in a liquid to poison someone. The poison cause the Infected condition. The poison on a weapon last for the duration of an encounter.

Spifrog



Type: Type: Tiny (2) Defensive Monstrosity
Habitat: All
Active Time: Nocturnal

This tiny creature is generally inoffensive but can still be dangerous in group. They can climb almost anywhere and can attack with their pointy legs.

Initiative	2	
Brutal Fighting	-2	Bite
Resistance	-7	
Finesse Fighting	2	Legs
Dodge	1	
Health	1	

STR	-4	CON	-3	AGI	2	REF	0	INT	-3	PER	0	CHA	-3

Acrobatics	2	1	**Brutal Fighting**	0	-2	**Muscular**	0	-7	**Stealth**	2	1	**Investigate**	2	-1
Athletics	0	-7	**Finesse Fighting**	0	2	**Sleight of Hands**	0	2	**Intimidate**	0	-7	**Survival**	0	-3

Edges
• **Climber:** Allows to climb at normal speed.
Hindrances
• **Can't Swim:** The creature can't swim and will rapidly drown.

Spikecupine



Type: Type: Medium-Small (18) Defensive Monstrosity
Habitat: Abandoned Place
Active Time: Diurnal

The Spikecupine is like a large rat covered with spikes. Fortunately for it's prey, the creature is almost blind.

Initiative	3	
Brutal Fighting	7	Jaws
Resistance	3	Armor: 0
Finesse Fighting	6	Throw Spikes
Dodge	2	
Health	5	

STR	2	CON	0	AGI	1	REF	2	INT	-3	PER	0	CHA	-3

Acrobatics	1	2	**Brutal Fighting**	2	5	**Muscular**	1	3	**Stealth**	0	-2	**Investigate**	0	-3
Athletics	0	2	**Finesse Fighting**	1	4	**Sleight of Hands**	0	3	**Intimidate**	0	-1	**Survival**	0	0

Edges

- **Jaws:** It procure a bonus of +2 to Brutal Fighting.
- **Spiked:** Spikes grow on the body. Enemies suffer a wound when grappled. It also cause a wound when an opponent execute a grapple, do any unarmed attack or a bite. The spikes have a rating of 2.
- **Throw Spikes:** The creature can throw spikes. Those spikes add a +2 to Finesse Attack.

Hindrances

- **Slow:** The creature is moving slowly and suffer a Disadvantage on all the Athletics tests.
- **Poor Vision:** Cause a Disadvantage on Investigate tests when sight is involve.

Spitter



Type: Medium (25) Aggressive Monstrosity
Habitat: Forest
Active Time: Nocturnal

The flying lizard is able to fly. It can spit acid from above to its prey and they finish its victim with its large mouth.

Initiative	7	
Brutal Fighting	5	Bite
Resistance	1	Armor: 0
Finesse Fighting	7	Acid Spit
Dodge	5	
Health	4	

STR	0	CON	0	AGI	4	REF	3	INT	1	PER	-3	CHA	-3

Acrobatics	1	5	**Brutal Fighting**	1	5	**Muscular**	1	1	**Stealth**	0	5	**Investigate**	0	-2
Athletics	0	0	**Finesse Fighting**	0	7	**Sleight of Hands**	0	7	**Intimidate**	2	-1	**Survival**	2	-1

Edges

- **Acid Spit:** The creature can spit Acid at Short Range with a Finesse Fighting test.
- **Wings (Major):** The creature has wings. Their body is still pretty heavy for their wings so no speed performance can be achieve. The creature can fly at their normal speed. Creature with wings can be wounded to one or multiple wings.

Hindrances

- **Cold Blood:** Cause a Disadvantage when resisting to the cold.

Spore Chub



Type: Medium-Small (15) Defensive Monstrosity
Habitat: Deserted Area
Active Time: Nocturnal

The Spore Chub is a tricky monster that release spore when hit. It's always safe to attack the monster from a safe distance to avoid being caught in the cloud of spore.

Initiative	1	
Brutal Fighting	1	Bite
Resistance	0	Armor: 0
Finesse Fighting	6	Claws
Dodge	1	
Health	3	

STR	0	CON	0	AGI	1	REF	0	INT	-2	PER	0	CHA	-1

Acrobatics	0	1	**Brutal Fighting**	0	1	**Muscular**	0	0	**Stealth**	0	-1	**Investigate**	0	-2
Athletics	0	0	**Finesse Fighting**	0	1	**Sleight of Hands**	0	1	**Intimidate**	0	-1	**Survival**	0	0

Edges

- **Claws (Major):** Claws allow to climb trees or soft surfaces without any hold. It confers +5 to Finesse Fighting.
- **Gas Spore:** The creature has gas spores on its body that explode when the creature is hit. It affects all the creatures at Close range causing the Privation condition.

Hindrances

- **Noisy:** The creature makes a lot of noise when moving fast.

Loot: It's possible to harvest the balls of spore that grow on the monster's body. The spore can then be thrown (Finesse +0) and cause the Privation condition at everything at Close Range of the impact.

Spore Thrower



Type: Medium-Small (15) Aggressive Monstrosity
Habitat: Deserted Area
Active Time: Nocturnal

The Spore Thrower is a cousin version of the Spore Chub. The monster walk on two legs so it's able to grab and throw some of the spore that grow on it's body.

Initiative	4	
Brutal Fighting	2	Bite
Resistance	-2	Armor: 0
Finesse Fighting	4	Paws, Gas Ball
Dodge	0	
Health	2	

STR	0	CON	-2	AGI	2	REF	2	INT	-1	PER	1	CHA	-3

Acrobatics	0	0	**Brutal Fighting**	0	2	**Muscular**	0	-2	**Stealth**	0	1	**Investigate**	0	0
Athletics	0	-2	**Finesse Fighting**	0	4	**Sleight of Hands**	0	4	**Intimidate**	0	-3	**Survival**	0	-1

Edges

- **Gas Ball (Major):** The creature can throw balls of gas. When it hit something, it explode and cause the Privation condition to everyone in Close range of the impact. The creature is immune to the gas.
- **Gas Spore:** The creature has gas spores on its body that explode when the creature is hit. It affects all the creatures at Close range causing the Privation condition.

Hindrances

Loot: It's possible to harvest the balls of spore that grow on the monster's body. The spore can then be thrown (Finesse +0) and cause the Privation condition at everything at Close Range of the impact.

Tunnel Hunter



Type: Large (135) Aggressive Monstrosity
Habitat: Underground
Active Time: Nocturnal

The Tunnel Hunter is a monstrous creature that lurk in dark places. The creature is very powerful but fear light and fire.

Initiative	8	
Brutal Fighting	21	Bite
Resistance	14	Armor: 0
Finesse Fighting	15	Arms
Dodge	10	
Health	10	

STR	6	CON	4	AGI	3	REF	2	INT	-2	PER	2	CHA	-5

Acrobatics	3	10	**Brutal Fighting**	7	16	**Muscular**	4	14	**Stealth**	3	4	**Investigate**	2	2
Athletics	5	15	**Finesse Fighting**	5	10	**Sleight of Hands**	3	8	**Intimidate**	5	16	**Survival**	4	10

Edges

- **Claws, Powerful (Major):** Claws allow to climb trees or soft surfaces without any hold. It confers +5 to Finesse Fighting.
- **Jaws, Powerful (Major):** When biting, the jaws procure a bonus of +5 to Brutal Fighting
- **Monstrous Intimidation:** The creature use the inverse value of the Charisma to calculate the Intimidate level.
- **Night Vision:** The creature has a good sight in the dark but not in pitch black or smoke. It procure an Advantage on Investigation test when in the dark.

Hindrances

- **Sensitive to Fire:** When attacked with fire, the creature suffer a Disadvantage to resist damages.
- **Sensitive to Light:** Cause a Disadvantage to all tests in daylight or in a well lit room.

Venomtail



Type: Colossal (1280) Aggressive Monstrosity
Habitat: Dark Places
Active Time: Nocturnal

This monstrosity look like a giant centipede with a lot of legs. If it was not enough, the creature has a tail with a sting at the end.

Initiative	8	
Brutal Fighting	21	Jaws, Powerful
Resistance	13	Armor: +6
Finesse Fighting	13	Sting (Venomus)
Dodge	10	
Health	10	6 Legs, 1 Tail

STR	7	CON	3	AGI	3	REF	3	INT	-4	PER	3	CHA	-5

Acrobatics	4	10	**Brutal Fighting**	6	16	**Muscular**	3	13	**Stealth**	4	3	**Investigate**	4	3
Athletics	2	12	**Finesse Fighting**	7	13	**Sleight of Hands**	2	8	**Intimidate**	4	16	**Survival**	3	9

Edges

- **Armored (Major):** Procure 6 points of Armor.
- **Climber:** Allows to climb at normal speed.
- **Jaws, Powerful (Major):** When biting, the jaws procure a bonus of +5 to Brutal Fighting.
- **Monstrous Intimidation:** The creature use the inverse value of the Charisma to calculate the Intimidate level.
- **Venomous (Major):** The monster has venom. It can be with a poisonous sting or pincer that cause the infected condition on all the attacks. Venom must be injected.

Hindrances

- **Colossal (Major):** When not actively trying to hide, the creature can generally be detected without any test. The creature suffer a disadvantage to dodge and resistance test when attacked since it's very large.

Loot: The venom can be harvested and then put on a weapon or in a liquid to poison someone. The poison cause the Infected condition. The poison coated on a weapon last for the duration of an encounter. The armor can be harvested to create an amor of level 5.

Wolf, Direwolf



Type: Average (40) Aggressive Beast
Habitat: Forest
Active Time: Nocturnal

Direwolfs are wolfs from another world. They are bigger and stronger than our normal wolfs. They often join a pack of wolfs and become the alpha.

Initiative	5	
Brutal Fighting	10	Jaws
Resistance	7	Armor: 0
Finesse Fighting	6	Paws
Dodge	9	
Health	7	

STR	2	CON	3	AGI	2	REF	0	INT	-2	PER	3	CHA	0

Acrobatics	4	9	**Brutal Fighting**	4	8	**Muscular**	2	7	**Stealth**	4	4	**Investigate**	3	4
Athletics	4	9	**Finesse Fighting**	4	6	**Sleight of Hands**	3	5	**Intimidate**	2	4	**Survival**	2	8

Edges

- **Fur:** Gives a situational advantage against frost and low temperature or can simply be used as a descriptor. Fur burn well so it can give a situational disadvantage against fire depending of the length of the fur.
- **Enhanced Smell:** Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Howl:** The creature can use a Quick Action to howl to call other creatures of their species.
- **Jaws:** It procure a bonus of +2 to Brutal Fighting.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Loot: Wolf pelt

FIENDS

Avatar of Gaia



Type: Medium-Small (18) Defensive Fiend
Habitat: Natural locations
Active Time: Diurnal

The chupacabra looks like a coyote with skin and fur problem. They generally only attack in pack.

Initiative	9	
Brutal Fighting	2	Headbutt
Resistance	2	Armor: 0
Finesse Fighting	9	Hands
Dodge	7	
Health	4	

STR	0	CON	0	AGI	2	REF	1	INT	3	PER	2	CHA	4

Acrobatics	5	7	**Brutal Fighting**	0	2	**Muscular**	2	2	**Stealth**	7	12	**Investigate**	5	10
Athletics	2	2	**Finesse Fighting**	6	9	**Sleight of Hands**	6	9	**Intimidate**	2	6	**Survival**	7	9

Special
The Avatar of Gaia possess all the Elementalist and Storm Chaser powers.

Edges
- **Enhanced Smell:** Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Minor Source of Power:** The creature has access to powers from a Minor Mastery from a specific Source of Power.
- **Major Source of Power (Major):** The creature has access to powers from a Major Mastery from a Source of Power.
- **Night Vision:** The creature has a good sight in the dark but not in pitch black or smoke. It procure an Advantage on Investigation test when in the dark.
- **Speak:** The creature can speak human language.
- **Teleport (Major):** The creature can use a Quick Action to teleport itself as far as a Quick Action can but without restriction for wounds and terrain.

Hindrances

Chupacabra



Type: Medium-Small (12) Defensive Fiend
Habitat: Abandoned locations
Active Time: Nocturnal

The chupacabra looks like a coyote with skin and fur problem. They generally only attack in pack.

Initiative	4	
Brutal Fighting	2	Bite
Resistance	2	Armor: 0
Finesse Fighting	3	Claws
Dodge	3	
Health	4	

STR	0	CON	0	AGI	1	REF	1	INT	2	PER	1	CHA	-2

Acrobatics	2	3	**Brutal Fighting**	1	2	**Muscular**	2	2	**Stealth**	2	5	**Investigate**	2	5
Athletics	3	3	**Finesse Fighting**	1	3	**Sleight of Hands**	2	4	**Intimidate**	0	-2	**Survival**	1	2

Edges

- **Fur:** Gives a situational advantage against frost and low temperature or can simply be used as a descriptor. Fur burn well so it can give a situational disadvantage against fire depending of the length of the fur.
- **Enhanced Smell:** Advantage on Investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.

Hindrances

Loot: Chupacabra pelt.

Doppelgängers, Lost Child



Type: Medium (20) Defensive Fiend
Habitat: Anywhere
Active Time: Diurnal

A Lost Child is a creature that can mimic the appearance of other creatures of the same size. They often mimic human to blend in a community. They are less powerful than Mimic and are often hunted by them.

Initiative	1	
Brutal Fighting	-1	Headbutt
Resistance	-2	Armor: 0
Finesse Fighting	0	Fist
Dodge	0	
Health	2	

STR	-1	CON	-1	AGI	0	REF	0	INT	2	PER	0	CHA	2

Acrobatics	1	0	**Brutal Fighting**	0	-1	**Muscular**	0	-2	**Stealth**	1	3	**Investigate**	1	3
Athletics	1	-1	**Finesse Fighting**	0	0	**Sleight of Hands**	1	1	**Intimidate**	0	1	**Survival**	0	-1

Special
Lost Child generally prefer to avoid affrontement and will transform into key people to stay hidden in plain sight.

Edges
- **Doppelgänger (Major):** The creature can use an action to change its appearance. The size remains the same.
- **Speak:** The creature can speak human language.
- **Tools (Major):** The creature can use simple tools and weapons.

Hindrances

Doppelgängers, Mimic



Type: Medium (20) Defensive Fiend
Habitat: Anywhere
Active Time: Diurnal

Mimic are powerful Doppelgänger that has mastered the art of transformation into other creature of there size. They generally take the appearance of a human that they have previous killed.

Initiative	1	
Brutal Fighting	3	Headbutt
Resistance	4	Armor: 0
Finesse Fighting	2	Fist
Dodge	2	
Health	5	

STR	1	CON	1	AGI	0	REF	0	INT	2	PER	0	CHA	0

Acrobatics	1	2	**Brutal Fighting**	2	3	**Muscular**	2	4	**Stealth**	1	3	**Investigate**	1	3
Athletics	1	3	**Finesse Fighting**	2	2	**Sleight of Hands**	1	1	**Intimidate**	2	3	**Survival**	1	2

Special
Mimic like to confuse their ennemies and will often try to confuse them by transforming themself into their allies.

Edges
- **Doppelgänger (Major):** The creature can use an action to change its appearance. The size remains the same.
- **Speak:** The creature can speak human language.
- **Tools (Major):** The creature can use simple tools and weapons.

Hindrances

Prime Being



Type: Type: Vary (1000 to 2000) Defensive Fiend
Habitat: Glare and Forest
Active Time: Cathemeral

This powerful being is able to communicate with animals and human as well. It can give parts of their powers to another being.

Initiative	5	
Brutal Fighting	15	Antlers, Powerful (can Trample)
Resistance	9	Armor: 0
Finesse Fighting	7	Hoof
Dodge	5	
Health	8	

STR	3	CON	2	AGI	1	REF	2	INT	4	PER	3	CHA	2

Acrobatics	2	5	**Brutal Fighting**	6	10	**Muscular**	4	9	**Stealth**	5	10	**Investigate**	6	13
Athletics	7	12	**Finesse Fighting**	4	7	**Sleight of Hands**	2	5	**Intimidate**	1	6	**Survival**	5	10

Special
The Prime Being possess all the powers of the Animalism mastery.

Edges
- **Antlers, Powerful (Major):** Can be use to attack with a bonus of +5 to Brutal Fighting.
- **Speak:** The creature can speak human language.
- **Major Source of Power (Major):** The creature has access to powers from a Major Mastery from a Source of Power.
- **Speak:** The creature can speak human language.
- **Trample:** The creature can trample an enemy in their path when doing a power move. This movement is also considered as an attack.

Hindrances
- **Colossal (Major):** When not actively trying to hide, the creature can generally be detected without any test. The creature suffer a disadvantage to dodge and resistance test when attacked since it's very large.

Loot: The heart of the Prime Being can be harvested. Eating the heart procure a new power.

Ravager King



Type: Type: Large (100) Defensive Fiend
Habitat: Abandoned Place
Active Time: Nocturnal

A Ravager King is the biggest and strongest of the Ravagers. When a Ravager becomes king, they are feed more and become a lot larger.

Initiative	0	
Brutal Fighting	15	Jaws
Resistance	13	Armor: 0
Finesse Fighting	5	Claws
Dodge	3	
Health	10	

STR	5	CON	5	AGI	-2	REF	-1	INT	2	PER	0	CHA	0

Acrobatics	0	3	**Brutal Fighting**	7	10	**Muscular**	3	13	**Stealth**	1	1	**Investigate**	3	5
Athletics	3	13	**Finesse Fighting**	3	0	**Sleight of Hands**	3	0	**Intimidate**	3	8	**Survival**	3	8

Edges

- **Claws, Powerful (Major):** Claws allow to climb trees or soft surfaces without any hold. It confers +5 to Finesse Fighting.
- **Fur:** Gives a situational advantage against frost and low temperature or can simply be used as a descriptor. Fur burn well so it can give a situational disadvantage against fire depending of the length of the fur.
- **Jaws, Powerful (Major):** It procure a bonus of +5 to Brutal Fighting.
- **Speak:** The creature can speak human language.
- **Tools (Major):** The creature can use simple tools and weapons.

Hindrances

- **Can't Swim:** The creature can't swim and will rapidly drown.
- **Pack Member:** The creature will flee any danger when not with individuals of their kind.

Loot: Ravager pelt

Red Vine



Type: Medium (30) Defensive Fiend Plant
Habitat: Anywhere
Active Time: All

The Red Vines are a plant that grow almost everywhere. It traverse the Glare and grow underground. The sap is toxic and very dangerous.

Initiative	-4	
Brutal Fighting	0	Lash, Red Vines Sap
Resistance	4	Armor: 0
Finesse Fighting	-4	Lash, Red Vines Sap
Dodge	0	
Health	4	

STR	2	CON	2	AGI	-2	REF	-2	INT	2	PER	-2	CHA	0

Acrobatics	0	0	Brutal Fighting	0	0	Muscular	0	4	Stealth	0	0	Investigate	0	0
Athletics	0	4	Finesse Fighting	0	-4	Sleight of Hands	0	-4	Intimidate	0	2	Survival	0	0

Special
Other Vines can spawn from the ground behind their opponents.

Edges
- **Red Vines Sap (Major):** Exceptional effects infect the victim with the sap. An antidote can cure the infection.
- **No Blood:** The creature has no blood so it cannot suffer from the Bleed condition.
- **Unbreakable (Major):** The creature is very hard to break and attacks that cannot inflict the Bleed condition suffer a Disadvantage.

Hindrances
- **Sensitive to Fire:** When attacked with fire, the creature suffer a Disadvantage to resist damages.
- **Slow:** The creature is moving slowly and suffer a Disadvantage on all the Athletics tests.

Red Vines Sap

When untreated, the infected person will suffers from the following symptoms:

- **1 Hour after infection:** Headache and the Exhausted condition.
- **2 Hours after infection:** Fever and the Infected condition.
- **12 Hours after infection:** High Fever and the Unconscious condition.
- **24 Hours after infection:** Dying condition.

Sandman



Type: Medium-Small (20) Defensive Fiend
Habitat: Anywhere
Active Time: Nocturnal

A Sandman is a creature of dreams. They live in the physical world but try to trap their prey in their dreams where they are a lot more powerful.

Initiative	9	
Brutal Fighting	2	Headbutt
Resistance	-2	Armor: 0
Finesse Fighting	8	Throw Sand
Dodge	4	
Health	4	

STR	-1	CON	-1	AGI	3	REF	3	INT	2	PER	0	CHA	-1

Acrobatics	2	4	**Brutal Fighting**	0	2	**Muscular**	0	-2	**Stealth**	2	7	**Investigate**	1	3
Athletics	1	-1	**Finesse Fighting**	2	8	**Sleight of Hands**	3	9	**Intimidate**	0	0	**Survival**	1	0

Special
The Sandman is formed of sand that it can throw to make their victims fall asleep, entering the Sandman's dream. In their dreams, the Sandman as an Advantage on all their test and cause their victims to suffer a Disadvantage. When dreaming, the Sandman enter a trance and cannot to anything else. The Sandman can use this power in combat or to manipulate their victims. The only way to wake up from a Sandman's dream is to kill it or wait to be released. Another character using an action to disrupting the Sandman in real life or to wake up the dreamer can also do the trick.

Edges
• **Telepathy (Major):** The creature can talk using telepathy. The power is generally limited to a few meters.
Hindrances

Scarecrow



Type: Medium-Small (20) Defensive Fiend
Habitat: Anywhere
Active Time: Nocturnal

Scarecrows are creatures from nightmares. They make pacts with human that they use as pawns. They often trader powers in exchange for services.

Initiative	2	
Brutal Fighting	1	Bite
Resistance	-2	Armor: 0
Finesse Fighting	4	Claws
Dodge	0	
Health	4	

STR	-1	CON	-1	AGI	1	REF	0	INT	6	PER	0	CHA	-3

Acrobatics	0	0	**Brutal Fighting**	1	1	**Muscular**	0	-2	**Stealth**	2	9	**Investigate**	1	7
Athletics	0	-2	**Finesse Fighting**	1	2	**Sleight of Hands**	1	2	**Intimidate**	1	3	**Survival**	1	0

Special
The Scarecrow possess all the powers of the Mind Control mastery.

Edges
- **Claws:** Claws allow to climb trees or soft surfaces without any hold. It confers +2 to Finesse Fighting.
- **Major Source of Power (Major):** The creature has access to powers from a Major Mastery from a Source of Power.
- **Speak:** The creature can speak human language.
- **Telepathy (Major):** The creature can talk using telepathy. The power is generally limited to a few meters.

Hindrances

GLARE INHABITANTS

ENGULFER



Type: Massive (1100) Aggressive Glare Fiend
Habitat: Glare
Active Time: Diurnal

It's a beautiful and large butterfly that live in the Glare. Armed with a poisonous sting, it can rapidly become very lethal.

Initiative	6	
Brutal Fighting	12	Bite
Resistance	8	Armor: 0
Finesse Fighting	11	Claws
Dodge	8	
Health	8	

STR	3	CON	2	AGI	1	REF	2	INT	-1	PER	1	CHA	-1

Acrobatics	5	8	**Brutal Fighting**	6	10	**Muscular**	3	8	**Stealth**	1	1	**Investigate**	5	5
Athletics	4	9	**Finesse Fighting**	6	9	**Sleight of Hands**	3	6	**Intimidate**	3	7	**Survival**	2	5

Special

The Engulfer live in the Glare but often get out to hunt. When bitten by the Engulfer, the prey is banished to the Glare. After catching a few preys, the engulfer return to the Glare to finish its trapped victims.

Edges

- **Banish (Major):** A successful attack can banish an opponent to the Glare. The victim will return to our world at the end of the next encounter.
- **Claws:** Claws allow to climb trees or soft surfaces without any hold. It confers +2 to Finesse Fighting.
- **Glare Creature:** The creature is originating from the Glare and can stay in the Glare for as long as it wants.
- **Glare Shift (Major):** The creature can enter or exit the Glare at will. It takes one action.
- **Jaws:** It procure a bonus of +2 to Brutal Fighting.

Hindrances

- **Colossal (Major):** When not actively trying to hide, the creature can generally be detected without any test. The creature suffer a disadvantage to dodge and resistance test when attacked since it's very large.

Glare Butterfly



Type: Tiny (1) Defensive Glare Beast
Habitat: Glare
Active Time: Diurnal

It's a beautiful and large butterfly that live in the Glare. Armed with a poisonous sting, it can rapidly become very lethal.

Initiative	4	
Brutal Fighting	-	
Resistance	-9	Armor: 0
Finesse Fighting	4	String (Infected)
Dodge	-1	
Health	-1	1 Body

STR	-5	CON	-4	AGI	3	REF	1	INT	-2	PER	-2	CHA	2

Acrobatics	0	-1	**Brutal Fighting**	0	-2	**Muscular**	0	-9	**Stealth**	1	2	**Investigate**	0	-4
Athletics	0	-9	**Finesse Fighting**	0	4	**Sleight of Hands**	0	4	**Intimidate**	0	-3	**Survival**	1	-5

Edges

- **Glare Creature:** The creature is originating from the Glare and can stay in the Glare for as long as it wants.
- **Infected:** An Exceptional Effect on an attack cause the Infection condition to the target.
- **Wings (Major):** The creature has wings. Their body is still pretty heavy for their wings so no speed performance can be achieve. The creature can fly at their normal speed. Creature with wings can be wounded to one or multiple wings.

Hindrances

- **Not Brutal:** The creature cannot do Brutal Attack.

Loot: The poison of the Glare Butterfly can be harvested.

Glare Charger



Type: Medium (15) Aggressive Glare Monstrosity
Habitat: Glare
Active Time: Nocturnal

This creature live and hunt in the Glare. They are very territorial and live small group.

Initiative	1	
Brutal Fighting	3	Jaws
Resistance	2	Armor: 0
Finesse Fighting	3	Claws
Dodge	1	
Health	4	

STR	1	CON	1	AGI	0	REF	1	INT	-4	PER	-1	CHA	-1

Acrobatics	0	1	**Brutal Fighting**	0	1	**Muscular**	0	2	**Stealth**	0	-4	**Investigate**	0	-5
Athletics	0	2	**Finesse Fighting**	0	1	**Sleight of Hands**	0	1	**Intimidate**	0	2	**Survival**	0	0

Edges

- **Claws:** Claws allow to climb trees or soft surfaces without any hold. It confers +2 to Finesse Fighting.
- **Glare Creature:** The creature is originating from the Glare and can stay in the Glare for as long as it wants.
- **Jaws:** It procure a bonus of +2 to Brutal Fighting.
- **Monstrous Intimidation:** The creature use the inverse value of the Charisma to calculate the Intimidate level.

Hindrances

Glare Fiend



Type: Type: Huge (250) Aggressive Monstrosity
Habitat: Glare and Forest
Active Time: Crepuscular

This creature originate from the Glare but also live in our world. It can shift from one side or the other.

Initiative	8	
Brutal Fighting	14	Antlers, Powerful (can Trample)
Resistance	7	Armor: 0
Finesse Fighting	13	Claws, Powerful
Dodge	6	
Health	7	

STR	3	CON	1	AGI	2	REF	2	INT	1	PER	2	CHA	-3

Acrobatics	3	6	**Brutal Fighting**	4	9	**Muscular**	3	7	**Stealth**	3	6	**Investigate**	4	7
Athletics	4	8	**Finesse Fighting**	4	8	**Sleight of Hands**	4	8	**Intimidate**	2	8	**Survival**	3	6

Edges

- **Antlers, Powerful (Major):** Can be use to attack with a bonus of +5 to Brutal Fighting.
- **Claws, Powerful (Major):** Claws allow to climb trees or soft surfaces without any hold. It confers +5 to Finesse Fighting.
- **Glare Creature:** The creature is originating from the Glare and can stay in the Glare for as long as it wants.
- **Glare Shift (Major):** The creature can enter or exit the Glare at will. It takes one action.
- **Monstrous Intimidation:** The creature use the inverse value of the Charisma to calculate the Intimidate level.
- **Trample:** The creature can trample an enemy in their path when doing a power move. This movement is also considered as an attack.

Hindrances

- **Huge:** When not actively trying to hide, the creature can generally be detected without any test.

Glare Sundew



Type: Medium-Small (10) Aggressive Glare Plant
Habitat: Glare
Active Time: Always

This very dangerous carnivore plant generally blend with the other plants in the Glare. The plant grows long tentacles under the Glare's ground to catch its prey. Often, multiple plants of this kind are joined together to form a bigger one with more tentacles.

Initiative	4	
Brutal Fighting	8	Tentacles Constrictor Tentacles, Ram
Resistance	1	Armor: 0
Finesse Fighting	4	Tentacles Lash
Dodge	1	
Health	4	Body

STR	3	CON	-2	AGI	3	REF	1	INT	-6	PER	1	CHA	0

Acrobatics	0	1	**Brutal Fighting**	0	6	**Muscular**	0	1	**Stealth**	0	-3	**Investigate**	0	-5
Athletics	0	1	**Finesse Fighting**	0	4	**Sleight of Hands**	0	4	**Intimidate**	0	3	**Survival**	0	-1

Edges

- **Constrictor:** The creature has a way to grapple an opponent and do damage at the same time.
- **Gas Spore:** The creature has gas spores on its body that explode when the creature is hit. It affects all the creatures at Close range causing the Privation condition.
- **Glare Creature:** The creature is originating from the Glare and can stay in the Glare for as long as it wants.
- **No Blood:** The creature has no blood so it cannot suffer from the Bleed condition.
- **Ram:** A successful Brutal Fighting test cause the target to be pushed 2 meters away and becoming prone. This attack procure a bonus of +2 to the attack test.

Hindrances

- **Slow:** The creature is moving slowly and suffer a Disadvantage on all the Athletics tests.

BEHEMOTHS

World Destroyer



Type: Tremendous (200000) Aggressive Behemoth
Habitat: Anywhere
Active Time: Diurnal

World Destroyers are massive monster. They need a very large quantity of food so they often live in our world for a few months or years and then get back to their original world.

Initiative	-2	
Brutal Fighting	24	Bite Tentacles, Push Back
Resistance	22	Armor: 0
Finesse Fighting	1	Tentacles
Dodge	13	
Health	14	

STR	10	CON	8	AGI	5	REF	-7	INT	2	PER	3	CHA	-5

Acrobatics	0	13	**Brutal Fighting**	9	24	**Muscular**	4	22	**Stealth**	0	7	**Investigate**	3	8
Athletics	4	22	**Finesse Fighting**	3	1	**Sleight of Hands**	0	-2	**Intimidate**	4	19	**Survival**	2	13

Edges

- **Gigantic Attack (Major):** The creature is so large that when attacking a target, it also hit everything around it at Short Range. This feature is for Gigantic creature or larger one.
- **Monstrous Intimidation:** The creature use the inverse value of the Charisma to calculate the Intimidate level.
- **Push Back (Major):** This attack only works on target at least 2 sizes smaller. A successful Brutal Fighting test cause the target to be pushed 5 meters away and becoming prone. This attack procure a bonus of +5 to the attack test.
- **Tentacles:** The creature has tentacles that can be use to hit or grapple an opponent at Short Range with a Finesse Fighting test.

Hindrances

- **Colossal (Major):** When not actively trying to hide, the creature can generally be detected without any test. The creature suffer a disadvantage to dodge and resistance test when attacked since it's very large.



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