

## EARTHLY BURDEN

SP: 4

**Target:** An earth element attribute that *overburdens* the target for 1d4 rounds.

**Terrain:** This disrupts a swathe of land, creating difficult terrain in 1 square yard.

## SNAP FREEZE

SP: 2

**Target:** A cold element attribute that leaves the target *stuck* for 1d4 rounds.

**Terrain:** A single (1) square yard of the ground is frozen over, creating slick terrain. Characters traversing this area must pass an Acrobatics UC of 12 or fall *prone*.

## VOLT

SP: 2

**Target:** An electric element attribute that *stuns* the target, inflicting 1 AP loss for 1d4 rounds.

**Terrain:** Electrically charge 1 square yard for 1d4 rounds. While active, this *stuns* anyone for 1 AP per affected yard traveled, up to 5 AP.

## ELEMENTAL WALL

SP: 3

The primaltheurgist creates a short wall of elemental energy half a yard high, 1 yard wide, 2 yards long providing full cover to tiny creatures and smaller and half cover to small creatures. Its health is equal to 4 × Casting (Primaltheurgy). Taking this attribute multiple times increase the duration by 1d4 rounds and allows the caster to add 2 yards to width, 2 yards to length, or change the height up one category. Medium walls are 1 yard high and provide full cover to small creatures and below and provides half cover to medium creatures. A high wall is 2 yards high and provides full cover to medium creatures and below while large creatures are provided half cover. Any other attributes in this spell are applied when a creature makes contact with the wall; this includes unarmed and natural weapon attacks. While it lasts, no character, object, or attack may pass through this wall.

# NECROMANCY

*“It is not the purpose of every necromancy to destroy. Even to create life, is itself, only a fraction of what we seek. We desire mastery of both: to gain immortality and transcend humanity, to become something beyond the comprehension of mortals.”*

—“The Corpsefather,” Letch Malign, 2731 PR

Necromancers are accepted as a necessary evil by most of society, working to understand and control the presence of the undead. Their study of the living and the dead has granted them a unique power to manipulate both. They enfeeble foes with curses, but their real notoriety stems from the practice of stitching; assembling and reanimating dead flesh.

## INNATE FEAR

Necromancers often look unsettling or downright frightening. They may appear deceptively frail, with a sallow or deathly white complexion, and their bodies may look atrophied or starved. Necromancers gain a bonus equal to half their Casting (Necromancy) rank on Intimidate checks against Feneryans that have not studied necromancy.

## CURSES

Part of a necromancer’s power is the ability to influence and drain the life force from living things with curses. The duration of curses is equal to half the caster’s ranks in Casting (Necromancy). Curses can affect any character or creature so long as it has stats. Curses are opposed by Mental Resolve.

If a stronger version of a curse already afflicting a character is cast, it replaces the weaker curse. If a curse of the same strength is cast upon a character, the duration is reset. If a weaker version of a curse currently afflicting a character is cast, nothing happens. Cursing Toughness does not affect a character’s max or current health values. Curses cannot reduce AP, stats, or skills to a negative number.

ATTRIBUTE	SP	EFFECT
Actions	3	Reduces the target’s AP by 1.
Additional Targets	2	Curse one additional target.
Combat Skill	2	Reduces the ranks of the chosen combat skill by 1.
Movement	2	Reduces the target’s stride by 1 yard.
Non-Combat Skill	1	Reduces the ranks of the chosen non-combat skill by 1.
Stat	3	Reduces the ranks of the chosen stat by 1.

## STITCHES

A stitch is any previously dead flesh or tissue that has been reanimated by a necromancer. The size of a stitch can range from a single hand to an entire body, or even several corpses jerry-rigged together through the use of specialized and basic parts.

**Specialized parts** are specific to the physical structure and the mental capacities of the stitch. **Basic parts** represent the essential functions of a living body: circulatory, respiratory and digestive systems all fall under this classification.

## COLLECTING SPECIALIZED & BASIC PARTS

The window during which the life essence lingers in a corpse is fleeting. For this reason, necromancers may attempt to gather parts from a single corpse at the end of combat. This is an Arkana check against the creature’s yield, which is 3 times the creature’s Toughness. The chopping and cutting means collecting from a corpse can only be attempted once. Butchering it ruins any parts the necromancer may have desired.

Success grants the character basic parts equal to half the creature’s Toughness and 2 to 4 specialized parts depending on the creature’s classification (Veterans yield 2, Lords yield 3, Remnants yield 4).

## ASSEMBLING A STITCH

A minimum of 7 specialized parts and 7 basic parts are required to assemble a stitch of medium size. Other sizes have different requirements, as indicated by the chart below. Size also affects health and maximum ranks in Strength, Toughness, and Agility.

SIZE	MAX STRENGTH & TOUGHNESS	MAX AGILITY	PART ADJUSTMENT	HEALTH MOD
Fine	5	No limit	-5	1d10
Tiny	6	10	-3	2d10
Small	7	9	-1	3d10
Medium	8	8	0	4d10
Large	9	7	+1	5d10
Huge	10	6	+3	6d10
Massive	11	5	+5	7d10
Colossal	No limit	4	x2	8d10



### SPARKING A STITCH

All stitches begin with 1 rank in each stat. This is further modified when the necromancer gives their stitch a **spark of life**, which allows the stitch to borrow a small portion of humanity from their creator. A necromancer may do this in one of two ways: by sacrificing a small portion of their own blood and reducing their max health by 8, or sharing a piece of their memories with the stitch and reducing their maximum *Fatigue Threshold* by 2. These penalties persist until the stitch ‘dies’ or its spark is extinguished.

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#### BLOOD SPARK

**Caster Penalty:** Max Health Reduced by 8

**Stats:** +1 rank to Strength, Agility, and Toughness; +2d10 Health

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#### MEMORY SPARK

**Caster Penalty:** -2 to *Fatigue Threshold*

**Stats:** +1 rank to Intelligence, Willpower, and Perception; +1d10 Health

A necromancer can only have one stitch sparked at any given time, which can be extinguished at any time. If a spark is extinguished while

outside of combat, the necromancer regains the invested health and max health, or *Fatigue Threshold*. If the stitch is killed or extinguished while in combat, the necromancer is incapable of maintaining the transfer and will not heal, but their max health and *Fatigue Threshold* are still returned to normal. Once the spark has been given, a stitch will have some semblance of life and will understand and obey basic commands from the necromancer that gave it the spark.

A necromancer may also spark any character that has died recently. The resurrected character loses the ability to speak, but is still able to comprehend those around them. They operate on instinct and reasonable instructions from those they trusted in life. Every day the resurrected character goes without recovering their soul, they suffer 1d4 *paranoia*. Resurrected characters cannot be upgraded like a stitch. They must still expend experience points.

Stitches are pinnacle of necromantic knowledge, and their creation marked an incredible milestone in arkāna. The true goal is permanent resurrection of a corpse and full restoration of its faculties. There are limitations, however. Namely, stitches cannot create other stitches because they lack their own life force and memories to give to another.

### INCREASING STATS & SKILLS

Once a stitch has been sparked, the necromancer may increase its stats through the use of specialized parts, and skills through the use of basic



parts. To increase a stat, the specialized part cost is 3 times the desired rank. Increasing a skill requires basic parts equal to the desired rank. Note that all ranks must be purchased sequentially (rank 2, then rank 3, 4, and so on). Once the parts have been allotted, an Arkāna check is required against twice the desired rank (For example, if the desired rank is 5, the check would be against a difficulty of 10). If the check fails, the parts are destroyed.

### BOLSTER STITCH

Sometimes these simple stat boosts just are not enough; a stitch may need a little something extra. A necromancer can bolster their stitch for a temporary penalty to either their health or *Fatigue* Threshold and must pass a Casting check equal to the amount of support given. This generally lasts for 2 rounds but can be increased when the spell is cast. Bolstering a stitch an additional time will completely erase any previous support and start with the new effects and a new duration.

NAME	PENALTY	SP	BENEFIT
Blood Bolster	-4 Health	3	+1 Strength, Agility, Toughness
Mental Bolster	-2 <i>Fatigue</i> Threshold	3	+1 Intelligence, Willpower, Perception
Duration	N/A	1	Increase the duration by 1 round.

### BIOMODS & PROSTHETICS

A necromancer may also apply biomods and prosthetics to a stitch. To do so, the necromancer must use a number of basic parts equal to half the UC of the biomod or prosthetic. They must also use 1 specialized part per unique biomod or prosthetic already installed on the stitch.

### GRANTING TALENTS

Necromancers may also give their stitches access to any talent available, providing that the stitch meets the requirements. At base, all talents cost 1 specialized part, 1 basic part, and 3 UC. If a talent has stat or skill requirements, each respective rank increases the talent's basic part cost and UC by 1. Should an additional stat or skill be required for the talent, it would increase the talent's basic part cost and UC by 2 per rank. Finally, if the desired talent is an iteration of a talent progression, add 3 to the UC and 2 specialized parts times the iteration of the talent. Note that in order to add an iterative talent, the initial talent must be added to the stitch first.

## SWIFT FOOT

The UC to add Swift Foot to a stitch would begin with a base of 3. Swift Foot's first requirement is Agility, adding the ranks of Agility times 1, in this case an additional 5 UC. Swift Foot is a first iteration talent adding 3 UC (3 × 1).

## REBOUNDED STRIKE

Rebounding Strike (page 107) requires 5 Strength, 7 Melee, and because it also requires Bouncing Strike, is a second iteration talent.

**BASIC PARTS:** The Strength requirement adds 5 basic parts to the base of 1, for a total of 6 basic parts. This also requires 7 ranks in the Melee skill increasing the basic part cost by 14 (Melee 7 × 2nd stat/skill requirement. 7 × 2 = 14), for a total of 20 basic parts.

**SPECIALIZED PARTS:** Rebounding Strike would also require 5 specialized parts (1 from the base, and 4 because it is a second iteration talent (2 × 2) , for a total of 5).

**UC:** The UC to add Rebounding Strike to a stitch begins with a base of 3. The talent's first stat or skill requirement is Strength, adding the ranks of Strength times 1, in this case an additional 5 UC. The Melee skill is the second stat or skill requirement, adding twice its ranks to the UC, or 14 UC (7 × 2). Finally, as a second iteration talent, it gains an additional 6 UC (2 × 3). The total UC of adding this talent to a stitch would be 28.

# ARKÄNA TALENTS



## ARKÄNE SPECIALIZATION

Choose one school of magic. Gain a +1 bonus to Casting checks from the selected school. When multicasting, this may only be applied to the primary school. This talent progression can be taken for each school independently.

I	! Casting 1, Arkäna 2	Cost: 14xp
II	! Arkäna 3	Cost: 35xp
III	! Arkäna 4	Cost: 70xp
IV	! Arkäna 5	Cost: 122xp
V	! Arkäna 6	Cost: 195xp

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## MASTER OF ARKÄNA



Casting 7, Arkäna 7

Cost: 196xp

Select one school of magic and increase the SP allowed for that school by 1. This talent may only be taken once per school.

I

## POWER OF CHANCE



Arkäna 4

Cost: 35xp

While overcasting, greater power comes with a risk of more overcast points. The character may now choose to gain 1d4 overcast points to increase SP by 2 for each casting attempt.

I



## POWER OF THE ELEMENTS



Casting 5

Cost: 52xp

Select one spell attribute that applies a condition. Spells cast of that element attribute will deal an additional +1 damage for each damage die rolled. This may be taken once per spell attribute.

# CONVICTION



## CONVICTION

The character is chosen by an Avatar to represent their aspect as a marshal. They can perform miracles based on their devotion, and cannot take this twice unless they have the Dualism talent.

I	II	III	IV	V
9xp	27xp	54xp	90xp	135xp
VI	VII	VIII	IX	X
189xp	252xp	324xp	405xp	495xp

## CONVICTION POINTS (CP)

The bond between a marshal and their aspect is represented by Conviction Points (**Conviction + Charisma + [3 × Devotion]**). A marshal expends these to perform miracles (page 128). Once they've exhausted their CP, a marshal can no longer perform miracles. Half of a marshal's total CP can be recovered with 4 consecutive hours of rest, and all of their CP is restored after 8 consecutive hours of rest.

## RANGE OF INFLUENCE

All of a marshal's abilities (graces, scrying, opposition auras, and miracles) can be performed at a range of **the character's Willpower + 5 yards**. They must also have line of sight on the target.

## SCYTHES OF TAE'K

After the fall of Tae'k, many of his surviving allies regrouped to form the Scythes. This fanatical sect firmly believes that while Tae'k ultimately became the Avatar of Death, during his crusade he displayed an uncanny balance of Life and Death. As such, they dedicate themselves to the study of these twin aspects. Much of this study involves exploring the power of the living and the dead from infancy to old age, especially extreme behaviors. This includes orgies, infanticide, physical training, and suicide pacts. Children of the Scythes, upon coming of age, are shown "Visions of the Rift" via a potent hallucinogenic mushroom stew. This experience lasts several hours, during which they explore the eternal dichotomy of Life and Death.

In a sense, Scythes of Tae'k worship neither Life nor Death, but Tae'k himself. Their leader is called the "Redeemer of Tae'k." This person is believed to be the embodiment of both aspects, making them an adequate vessel for the second coming of Tae'k. Beneath the Redeemer of Tae'k sit two democratically voted marshals: one of Life and one of Death. They serve to balance one another and the Redeemer of Tae'k when important decisions must be made. If any of the three stray too far from the path set forth by Tae'k, the Scythes will call for them to sacrifice themselves, or be killed. By realizing that one has strayed from the path and giving oneself up for execution, the Scythes believe that offenders have found a true path to living with both philosophies and are executed in order to preserve this melding of ideals within the offender.

The cult believes that upon the Second Coming of Tae'k, he will be resurrected within the body of the Redeemer and bequeath his powers of Life and Death upon each and every disciple. Then, Tae'k and his Scythes will rid the world of all other "impostor" cults before reestablishing the balance of Life and Death. Any aggression from the Scythes is typically aimed at, but not limited to, other cults of Life and Death.

## THE ASPECTS

"I have come for you. I have come to purge Feneryss of the blight named death."  
—Tae'k, The Battle of Death's Door

The aspects represent the various forces at work on Feneryss. Some are more tangible than others, but each has a very real role in the history and future of the continent. Marshals are individuals chosen by an Avatar to represent the aspect as literally or as figuratively as the marshal interprets their duties. They cannot refuse this gift, nor can it be revoked because, in some way, representing the aspect is inherent in their character and behavior. Each aspect has five unique characteristics: **omens**, **scrying**, **graces**, **opposition**, and **auras**.

**Omens** are distinct physical marks or changes that identify the character as a marshal. Minor details may vary among marshals, but each aspect has a very clearly defined omen that is easily recognized and difficult to conceal. When attempting a disguise check, marshals suffer a penalty equal to half their rank in the Conviction talent. If they possess the Dualism talent, both Conviction talents apply this penalty.

**Scrying** is available as soon as a character becomes a marshal and offers a new means of perception, or heightens senses they already possess.

**Graces** are unique gifts born from the bond between marshal and aspect. As that bond matures, more potent graces become available

**Opposition** is a law of the universe: push and pull, ebb and flow. For each aspect, there is a counter, and marshals of opposing aspects are capable of afflicting each other with their **auras**. These come into effect whenever a marshal chooses, as a free action. A marshal's Aura ceases as soon as they move out of range of their opponent, fall *unconscious*, die, or deactivate it intentionally.

## AIR

Mistral is the Avatar of **Air**. Like Tae'k, she was a mortal marshal that ascended to the position of Avatar. Air disciples also call her Lady of the Feather and the Fifth Wind. Her symbol is a tight spiral surrounded by four similar spirals with tails that point toward the four cardinal directions. It represents her control over the four winds of Feneryss, with herself embodied by the fifth in the center. Worshipers typically fall into one of two categories. The first group are nomads, going wherever the wind takes them. The second group is much more common and abstains from a lifetime of wandering. Instead, they chase the winds for a few days or weeks, often by airship. Prayers are most common among sailors, with many ships possessing their own unique tradition prior to every launch. The most popular story of Mistral tells of her striking a deal with the Avatar of Earth in order to thwart the Undead Tide centuries ago. The Obelisk ripped open a great chasm, and Mistral swept the horde into that fathomless deep with a powerful gale. This cooperation, says the legend, is the sole reason Lokoran continues to thrive.

OMEN

The character grows small, ethereal wings on their back. They are intangible, passing through any clothing or armor worn by the marshal.

SCRY

Marshals of air can sense the breath of all living things within their range. This negates any penalties to actions or reactions against detected enemies. A brief meditation is required for the marshal to attune to the gentle passage of air. It requires 2 AP during combat and lasts until the next turn. Out of combat, it requires 1 minute of meditation, and its effects last 5 minutes.

OPPOSED

EARTH

AURA

Gravity weighs upon a marshal of air heavily. Marshals of air cannot fly; their stride is halved and being knocked *prone* causes 1d6 points of fall damage. Their wings droop and appear shriveled.

GRACES

**RANK 2: Wings of Freedom:** The marshal's wings can slow their fall to a safe speed. They may also hover up to 1 yard off the ground. While hovering, the marshal moves at half their normal stride, and they must land at the end of each turn.

**RANK 5: Galeforce:** The marshal's wings grow stronger. They may move their normal stride while hovering, but must still land at the end of their turn. The wings may also be used to attempt a trip or bullrush against an opponent up to 5 yards away. These combat actions are made with a Devotion check, but are reacted to normally.

**RANK 9: Hurricane (3AP):** The marshal now possesses a pair of full-fledged, translucent wings. Characters may use 1 CP or take 1 point of fatigue for every 5 rounds spent airborne. Once per encounter, they may also summon the full fury of their aspect, generating a wild wind storm that lasts 3 rounds and affects a 4-yard radius around the marshal. Enemies within the area suffer a -4 penalty to Ballistic checks and also fall *prone* on any failed Dodge checks. The marshal and their allies are unaffected by this ability.

## DARKNESS

The Avatar of **Dark** is named the Permeous, the Endless Dark, and the Unbidden. Proper worship occurs in a chamber of permanent blackness. To preserve this, every temple to the Endless Dark possesses an antechamber between the sanctuary and the nave. To desecrate the sanctuary with even a single beam of light is the greatest heresy. As the temples preach the fallibility of mankind's faculties, the devoted pray for protection, guidance, and wisdom.

OPPOSED	OMEN	The marshal's irises turn black and radiate a dark energy. If the marshal is ever set <i>ablaze</i> , the fire turns black and does not radiate light.
	SCRY	Marshals of darkness can detect the presence and location of creatures that possess the Darksight or Dusksight abilities within their range of influence.
OPPOSED	LIGHT AURA	The marshal's eyes turn an iridescent white and visibly glow. For the purposes of Stealth and Perception checks they are considered to be surrounded by normal light. Shadowboxing no longer penalizes foes in total darkness.

GRACES	<b>RANK 2: Nightcloak (2AP):</b> Once per day, the character may douse or obscure all light sources within their range of influence, drastically reducing visibility. This does not require line of sight.
	<b>RANK 5: Shadowbound:</b> Once per encounter, the marshal may turn a shadow corporeal and use it to bind an enemy. On the target's next turn, all physical movement is restricted; only psy actions may be made.
	<b>RANK 9: Shadowboxing:</b> The marshal is now capable of becoming one with the darkness. They may jump into the shadow of an enemy within their range of influence. All melee and hand-to-hand attacks against that enemy cannot be dodged. The marshal, restrained to the shadow, also cannot dodge. Shadowboxers can also meld with shadows inside areas of total darkness. In this case, their melee and hand-to-hand attacks cannot be dodged and enemies attacking the marshal act as if they are <i>blinded</i> . The only exception to this are enemies with infrared vision. Shadowboxing lasts 4 rounds, or until the darkness is eliminated.

## DEATH

The legend of the Avatar of **Death**, Tae'k the Usurper, is well known by all Feneryans. He attained his ascendance at the Battle of Death's Door, where he slew the former Avatar, Agorra. Most refuse to worship him and instead pay homage to the previous Avatar, hoping the power of their devotion will dethrone Tae'k. Most of Tae'k's followers are members of a group called Scythes of Tae'k. Regardless of their allegiance, followers of Death gather in graveyards or tombs to ensure their closeness to the dead. Thanks to the concentration of death and the undead, Hel is a particularly powerful place for worshipers. Prayers are often bargains to delay death or requests for the death of a foe. A death is frequently offered in the form of a small or domesticated animal, but more substantial offerings are not unheard of. Death is followed primarily by necromancers, but soldiers, sailors, and mercenaries are also frequent worshipers.

OMEN	Embracing Death gives the marshal a sickly appearance. Their skin is drawn taut and bones are prominently visible.
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OPPOSED	SCRY	The marshal can force the dead to do their bidding. 1 AP grants the marshal the ability to control a single dead creature within their range of influence and access to all its senses. This connection is too tenuous to engage in combat, and cannot be used on stitches or the undead. Control is lost if the subject is harmed in any way.
	LIFE AURA	As their connection with death fades, they grow soft, plump, and healthy. Intimidate checks suffer a -4 penalty and their Nosferatu grace is nullified.
GRACES	<b>RANK 2: I Am Become Death:</b> When a marshal of death kills a living thing, all enemies must make a Fear check. The UC is equal to twice the marshal's ranks in Conviction (Death).	
	<b>RANK 5: Nosferatu:</b> When present at the death of a sentient creature, the character gains health equal to their rank in Conviction (Death). This bonus is not gained from the undead.	
	<b>RANK 9: Your Time Has Come:</b> For every 4 points of damage this marshal receives they gain a +1 bonus to all attack and reaction rolls. This lasts until they receive healing or the encounter ends.	

## EARTH

The Avatar of **Earth** is aptly named the Obelisk, the Stone Sentinel, and the Presence. At the base of an obelisk or worshipers inscribe or emboss an eye staring upward. This represents the Stone Sentinel as it gazes upon all who walk the world. Followers typically aim to emulate the key features of their Avatar: strength, resilience, dependability, and supportiveness. Faithful that embody all four traits possess the physical and mental fortitude to presumably endure any challenge they encounter, and provide not only for themselves but those in need. As such, they are some of the more charitable believers in Feneryss. Prayers usually request safe travels, free of earthquakes and roaming beasts. A popular legend among them is that the first marshal of Earth was so powerful that he did not die, but transformed into a statue of pure obsidian and now resides at the heart of the world. There, he wrestles the great beasts that cause earthquakes.

OPPOSED	OMEN	The marshal's skin reflects the state of Feneryss, becoming rough and prone to splits and fissures.
	SCRY	The marshal gains the Tremorsense ability (page 73). If they already possess a talent from the Tremorsense talent line, they gain the next stage. If they possess Landsight the range is increased by 5 yards.
OPPOSED	AIR AURA	A marshal's connection to the earth at their feet weakens, and their tremorsense range is halved. The air itself fights against the marshal's every movement, halving their stride, and adding a -1 penalty to Dodge and Block checks. Their skin softens, oozing like mud.
	GRACES	<b>RANK 2: Earthen Aegis (1AP):</b> The marshal can draw up the earth to serve as a barrier. This earthen berm takes up 1 cubic yard of space, provides major cover, and lasts 1 round.
<b>RANK 5: Ironhide:</b> The marshal's skin hardens, granting them +2 natural armor, which can never be bypassed.		
<b>RANK 9: Ensnare (2AP):</b> Once per encounter, the marshal may call upon their aspect to reach up and trap their foes. All foes on the ground and within the marshal's range of influence are <i>stuck</i> until they free themselves with 2 AP.		

## FIRE

The Avatar of **Fire** is known as Tongue of Fire, the Undying Ember, and the Evereater. It is depicted as a floating, four-tongued flame in either carvings or drawings. There is a prominent divide among the Fire-faithful. Half find the true power of fire is its ability to create through destruction: to provide warmth, safety, and energy for themselves. The other half revel only in its destructive force. They anneal themselves in the flames and set the world alight to “burn away weakness.” Both groups delight in celebrations around great bonfires. Average Feneryans praying to the Undying Ember ask for warm weather and a dry place to sleep. Those who claim to have witnessed the Undying Ember say it hovers in the air without any source of fuel and burns only the unfaithful.

OPPOSED  
SCRY  
OMEN

The irises of a fire marshal glimmer like glowing coals in a hearth and their skin cracks to reveal glowing embers.

Fire marshals are capable of viewing the world from any source of fire within their range of influence. This vision is infrared.

OPPOSED  
WATER  
AURA

Their inner fire begins to cool, dulling the gleam of their eyes and skin. Even at room temperature, they are struck by an oppressive chill that blues their skin and racks them with shivers. They gain 1 *fatigue* point at the start of every round that they are not *ablaze*.

GRACES

**RANK 2: Flametouched:** The marshal's inner fire swells, turning their body into a weapon. Whenever they succeed at a hand-to-hand attack or offensive *grapple* maneuvers, they deal damage to their opponent equal to half their ranks in Conviction (Fire) that bypasses armor.

**RANK 5: Hot-Blooded:** The marshal's blood thickens like lava when exposed to the air. They take half damage from all sources of fire damage and may re-roll one Stabilization check per day.

**RANK 9: Raging Inferno (3AP):** Once per day marshals of fire may express their holy fervor with an explosive conflagration, lighting everyone within a 3-yard radius *ablaze* and dealing 5d6 fire damage.

## HATE

The Avatar of Hate is known as the Vile and the Black Beast. The Beast is represented by a simple pictogram of an open-mouthed creature consuming an orb that represents the world, both painted black. They are stereotyped as bloodthirsty rapists and anarchists without a cause. In truth, congregants are most often the poor and the disenfranchised, people who have been wronged and harbor a fierce anger as a result. Followers tend not to worship so much as focus their rage and use it to fuel their endeavors. This typically manifests as revenge plots, but there are others who utilize their hate as fuel for other more productive efforts. Prayers are often for the strength to avenge a wrongdoing or the death of an enemy.

SCRY  
OMEN

An iron crown of thorns grows from the marshal's skull, leaving scars where it gouges their flesh.

Hate is innate for these marshals. The marshal gains a +3 to all social checks with people who are angry and gain have an innate understanding of what upsets them.

OPPOSED

LOVE  
AURA

Empathy seeps into the marshal's heart and visions of their enemies' families flash before their eyes during combat. Every round a marshal of hate deals damage, they suffer a cumulative -1 penalty to all offensive checks.

GRACES

**RANK 2: Contempt:** A marshal of hate can choose a target of contempt once per day. They skillfully channel their animosity, gaining a bonus to offensive rolls (including Intimidate and Diplomacy) against the chosen target. The bonus is equal to half the marshal's rank in Conviction (Hate).

**RANK 5: Scorn:** Marshals of hate are too stubborn to die. They can re-roll failed Stabilization checks once, and take the better roll.

**RANK 9: Infuriate:** Once per encounter, the marshal can enrage one enemy within their range of influence. For the remainder of the encounter, the enraged opponent exclusively targets the marshal and takes a -2 to all opposed checks against them.

## LIFE

Parishioners of **Life** call their Avatar the Ancient Child, the Deathless, and the Reborn. Its symbol is three looping arcs within a circle, also known as a triquetra, which represents the interconnectedness of all living things. The most popular legend claims that the Deathless wanders Feneryss, constantly changing its identity, and blesses those who host it with good health. Most do not worship, but instead practice charity to all, aid in child labor, or work in hospitals. The most common prayers are cures for sickness and disabilities, and a long life. Its race, age, and other identifying features are never the same from one day to the next. It blesses others with good health wherever it goes. To worship, congregations typically gather in their temples during childbirth to aid in the process and collectively pray for the newborn's wellbeing. Beyond that, the most common practice is charity to travelers.

OPPOSED

SCRY  
OMEN

The character's body emits a permanent healthy glow and is flawless in appearance. They possess no blemishes, scars, or other deformities.

Marshals of life can call upon other creatures to aid them. For 1 AP, they can manipulate a single living, non-sentient creature within their range of influence and gain access to its senses. This connection is too tenuous to engage in combat, and control is lost if the subject is harmed in any way.

OPPOSED

DEATH  
AURA

Their glow dims as the holy connection wanes. They suffer 1 point of damage every round that bypasses all DR and the effect of their healing miracles is halved. In this state, it is possible for a marshal of life to take wounds that will scar.

GRACES

**RANK 2: Healing Hands:** When invoking the Healing Touch miracle, the marshal can restore bonus health equal to half their rank in Conviction (Life).

**RANK 5: In The Balance (3AP):** Enhanced restorative powers allow marshals of life to automatically stabilize a character, including themselves. This can be used once per day and increases to twice per day when the marshal attains rank 9.

**RANK 9: Lifegiver:** Once per day, marshals can channel the full essence of their faith. They take *fatigue* and damage equal to their rank in Conviction (Life) that bypasses all DR in order to restore all allies within 5 yards to full health.

## LIGHT

The Avatar of **Light** is known as Glint, the Spiritual Star, and the Unblinking. Worship and representation of this deity is difficult. Most temples reflect the glare of a bonfire or other powerful light source off a mirror, or series of mirrors, to track the time of day across a circular disk known as a lightstone. The beam of light cast by this system orbits the edge of the lightstone once per day and typically starts at the northernmost point. Poorer congregations and private devotees make do with a simple blindfold ritual. By temporarily robbing themselves of sight, they renew their appreciation of the Spiritual Star's gift and give thanks. Prayers for long daylight hours, continued sight, and wisdom are most common.

SCRY OMEN	Both iris and pupil are overtaken by a pale golden light, and any wounds found on the marshal produce a heavenly glow.
	Marshals of light can peer out from any light source, as Daysight, within their range of influence.
OPPOSED DARKNESS AURA	The encroaching darkness overwhelms the marshal's inner light and fills them with terror. Illumination penalties are doubled, their blood no longer casts light, and fear reactions are increased by 1 step.

GRACES	<b>RANK 2: Beacon:</b> Once per day, the character may become a light source emitting normal light with a range of 5 yards. The quality of this light wanes with distance and decreases by one step in illumination (page 93) every additional 5 yards. This lasts a number of rounds (in combat) or minutes (out of combat) equal to their rank in Conviction (Light).
	<b>RANK 5: C:</b> Marshals and their party move like light itself, and add half the marshal's rank in Conviction (Light) to the party's stride for their first movement action in an encounter.
	<b>RANK 9: Sunburst:</b> The holiest of bloodlines shine as bright as a sun. Every time the marshal is dealt damage, all enemies within 1 yard are <i>blinded</i> until the end of the marshal's next turn. This effect does not stack with itself, but can be applied multiple times.

## LOVE

The Avatar of Love, known as The Companion or The Hearthstone, is represented by a heart wreathed in burst of flame. As is expected, the primary tenet is compassion for their fellow man, regardless of race, history, status, or any other feature. Worshipers are best known for their frequent acts of kindness and charity throughout their neighborhoods. Many sects also promote polyamory, which is not received well by certain societies, especially Pulse. Furthermore, the parishes that engage in sexual exhibition, orgies, and other fetishistic acts of physical love are seen by more conservative elements as lechers who use faith as an excuse. Casual worshipers who ask only to find their true love or ideal lover are common, but true worshipers are more likely to wish for kindness, compassion, and understanding in themselves and others.

SCRY OMEN	A white halo runed with symbols of an Undying Rose appears over the marshal's head. They radiate a feeling of love to those around them.
SCRY OMEN	A marshal of love is deeply attuned to the positive feelings of joy, love, and attraction. They gain a +3 bonus whenever socially interacting with someone strongly experiencing these emotions and can even discern the cause of the emotion.

OPPOSED HATE AURA	The marshal's love falters and their compassion wanes. Their halo cracks, wavers, and casts a dark red glow. Unable to muster empathy for others, they cannot perform miracles that heal or buff others, cannot provide Solace, and suffer a -2 penalty to Charisma-based checks.
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GRACES	<b>RANK 2: Enamor:</b> Once per day, the marshal may choose to earn the trust of one other person. The target takes a penalty equal to half the marshal's rank in Conviction (Love) to all Charisma-based checks against them.
	<b>RANK 5: Solace:</b> The marshal naturally projects an aura of trust and certainty. Whenever the marshal or allies within 3 yards makes a Mental Resolve check to resist fear, they gain a +1 bonus for every die they rolled.
	<b>RANK 9: Impassioned (3AP):</b> Once per encounter, the marshal can instill overwhelming passion in the heart of one of their foes. For the remainder of combat the target will defend the marshal or a chosen ally from one attack each round. They will only do this if they can move adjacent to the ally they must defend within a single stride. This does not consume any of the target's action points and they may only block.

## PEACE

Names for the Avatar of Peace include The Silent Bloom and the Gentle One. The symbol is a blooming white izahbe flower, which is a Feneryan symbol for peace and is often a gift when one desires to make amends. The abilities of mediation and empathy are lauded above all others, and for this reason worshipers and their marshals are often called upon as arbiters in smaller or poorer communities. Prayers typically revolve around requests of wisdom, safety, and empathy.

OPPOSED WAR AURA	An insurmountable rage blossoms within the marshal of peace. Their visage darkens and their omen looks as if it has turned to embers. They assault the nearest person, friend or foe, and persists until one of them is killed or knocked <i>unconscious</i> .
SCRY OMEN	A laurel wreath is emblazoned on the marshal's cheek, forehead, or around their temples.
SCRY OMEN	While active, any sound made within the marshal's range of influence cannot be heard by anyone or anything outside of it. The marshal can opt to reduce the range if they so desire. Using their scry during combat costs 3 AP per round.

GRACES	<b>RANK 2: Lucky Break:</b> Once per day, a marshal of peace may grant one member of their party a re-roll on a single failed reaction.
	<b>RANK 5: A Moment's Rest:</b> Once per day, the marshal can summon an aura of peace around an ally or themselves. This deters enemies from attacking them for a number of rounds equal to half the marshal's ranks in Conviction (Peace). In order to attempt an attack on the target, opponents must pass a Mental Resolve check against the marshal's Devotion.
	<b>World Peace (5AP):</b> Once per day, a marshal of peace may force their opponents to deal no damage on their next round.



## WAR

Names for the Avatar of War include Bloodbringer, Scar Giver, and Worldburner. Its symbol is a silver sword and obsidian hammer on a red shield: the tools of the trade. Most parishes are actually mercenary bands that go wherever their work is desired. Whether it's killing men or monsters, most warbands do not care as long as there is a fight worth glory and cash. Most do not believe there is such a thing as a "right" or "wrong" fight, only a worthy or unworthy fight. Soldiers and mercenaries are naturally the most common worshippers, with prayers that request strength for upcoming battles.

OPPOSED	FIRE AURA	Marshals of war are marked with a blood-stained brow that never dries and coal-dark eyes that seem lit by an inner fire that burgeons with combat.
		The tides of war carry a particular scent that is overpowering to marshals of war. Add half the marshal's rank in Conviction (War) to the party's initiative, thanks to their perpetual vigil and heightened senses.
GRACES		The fire behind their eyes is snuffed out and their vigor in combat evaporates in a moment, leaving them feeling drained. The marshal suffers a -2 penalty to their Die Code when performing offensive actions (including Intimidate).
GRACES		<b>RANK 2: Preemptive Strike:</b> Once per encounter, a marshal of war may grant one member of their party one free basic attack against an enemy.
		<b>RANK 5: Battlesense:</b> Marshals of War develop a sixth sense for impending combat. They are considered <i>suspicious</i> whenever they are the target of a surprise attack.
		<b>RANK 9: Momentum:</b> Once per day, the marshal may spur an ally into a flurry of action fueled by a sympathetic bloodlust. The chosen ally gains 5 AP to spend this turn.

## WATER

Members of the **Water** aspect's congregation worship the Squall, also known as the Dark Cloud and the Urn of Vitality. Its emblem is three consecutive waves that gradually decrease in size and force, hinting at water's duality: gentle preserver and furious destroyer. The easiest and most common practice is to wash one's hands and face from a basin of fresh water, which is then re-purified by a marshal. Some have taken this practice into the home and partake at various times. Most frequently first thing in the morning, just before sleep, and prior to meals. The most powerful form of worship is prayer while fully submerged in freshwater. Common prayers include clear weather and ample, clean water. Unsurprisingly, many of the Urn's faithful believe the Cistern is its home and immigrate or make pilgrimage to Lokoran.

OPPOSED	FIRE AURA	The marshal's skin takes on a pale blue hue and glistens as if wet.
		The marshal can detect all creatures within or making contact with water within their range of influence.
GRACES		The marshal becomes short of breath and begins to struggle like a fish out of water. They gain 1 <i>fatigue</i> each round spent out of water. Their skin begins to crack like dried up lake beds.

GRACES

**RANK 2: Ebb and Flow:** A marshal may draw and purify water from the earth at their feet. The quantity is equal to half their Conviction (Water) rank in gallons and the marshal must be able to provide storage lest it slip away after a few minutes.

**RANK 5: In Suspension:** With the marshal's attunement to water, they have learned how to control the vapor in the air. For a number of rounds equal to half their rank in Conviction (Water), all opponents within 5 yards move at half their stride. This may be performed once per encounter.

**RANK 9: Syphon (2AP):** Masterful control of even the most minute sources of water let the marshal extract moisture from an opponent's body. The target becomes *dehydrated* and gains 5 *fatigue* points. This can be performed once per encounter and cannot be used on an already *dehydrated* target.

## MIRACLES

When a marshal performs a miracle, they are calling upon the essence of their faith to perform an act not normally possible. Miracles are not purchased, they are instead unlocked when the marshal meets certain requirements. Performing a miracle consumes *conviction points*, so a marshal must be careful not to lean on their faith too heavily, or waste this precious resource too early. A marshal may perform miracles from any rank which is equal to or less than ranks in their highest Conviction talent. Invoking more than one miracle with the same effect only applies the greater effect. Performing a miracle that provides a bonus multiple times does not increase the bonus, but resets the duration (e.g. Holy Vigil).

RANK 1	Dehex Healing Touch I Unshakeable Faith Vigor I	RANK 6	Chronos II Divine Mantle II Divine Strike II Zeal II
RANK 2	Foresight I Holy Vigil I Smite I Valor I	RANK 7	Divine Intervention I Fateless Healing Touch III Vigor III
RANK 3	Aegis I Chronos I Divine Mantle I Divine Strike I	RANK 8	Aegis III Foresight III Holy Vigil III Overpowering Presence I
RANK 4	Foresight II Healing Touch II Vigor II Zeal I	RANK 9	Divine Mantle III Smite III Valor III Zeal III
RANK 5	Aegis II Holy Vigil II Smite II Vigor II	RANK 10	Chronos III Divine Intervention II Divine Strike III Overpowering Presence II

### AEGIS

A marshal's aspect grants them bonus DR until the beginning of their next turn.	
<b>I</b>	<b>3 Conviction Rank: 3</b> CP: 2
The marshal gains 2 DR until the beginning of their next turn.	
<b>II</b>	<b>3 Conviction Rank: 5</b> CP: 4
The marshal gains 4 DR until the beginning of their next turn.	
<b>III</b>	<b>3 Conviction Rank: 8</b> CP: 6
The marshal gains 6 DR until the beginning of their next turn.	

### CHRONOS

Time is compressed around the marshal's allies allowing for more actions to be performed during combat.	
<b>I</b>	<b>3 Conviction Rank: 3</b> CP: 4
All allies within the marshals range of influence gain an additional 1 AP until the end of the turn.	
<b>II</b>	<b>3 Conviction Rank: 6</b> CP: 8
All allies within the marshals range of influence gain an additional 2 AP until the end of the turn.	
<b>III</b>	<b>3 Conviction Rank: 10</b> CP: 14
All allies within the marshals range of influence gain an additional 3 AP until the end of the turn.	

### DEHEX

<b>I</b>	<b>2 Conviction Rank: 1</b> CP: 5
A marshal may, within their range of influence, remove one curse currently afflicting a character.	

### DIVINE INTERVENTION

An avatar of the marshal's aspect intercedes on their behalf, opening up a rift in time-space and revealing itself to their enemies. This miracle may be used once per day and must be invoked if the marshal has less than a quarter of their maximum health.	
<b>I</b>	<b>4 Conviction Rank: 7</b> CP: 8
The marshal regains a quarter of their maximum health. Enemies must make a Fear check of UC 15.	
<b>II</b>	<b>4 Conviction Rank: 10</b> CP: 16
The marshal regains a third of their maximum health. Enemies must make a Fear check of UC 20.	

### DIVINE MANTLE

The Avatar wraps the faithful in a protective cloak, granting the marshal's allies a bonus to their DR until the start of their next turn.	
<b>I</b>	<b>4 Conviction Rank: 3</b> CP: 4
The marshal's allies gain 2 DR until the beginning of their next turn.	
<b>II</b>	<b>3 Conviction Rank: 6</b> CP: 6
The marshal's allies gain 4 DR until the beginning of their next turn.	
<b>III</b>	<b>2 Conviction Rank: 9</b> CP: 12
The marshal's allies gain 6 DR until the beginning of their next turn.	

### DIVINE STRIKE

The marshal instills one of their allies with the essence of their aspect.	
<b>I</b>	<b>2 Conviction Rank: 3</b> CP: 4
Until the end of the turn, all of the chosen ally's melee and hand-to-hand attacks deal an extra 1d6 damage.	
<b>II</b>	<b>3 Conviction Rank: 6</b> CP: 4
Until the end of the turn, all of the chosen ally's melee and hand-to-hand attacks deal an extra 2d6 damage.	
<b>III</b>	<b>3 Conviction Rank: 10</b> CP: 10
Until the end of the turn, all of the chosen ally's melee and hand-to-hand attacks deal an extra 3d6 damage.	

### FATELESS

<b>I</b>	<b>2 Conviction Rank: 7</b> CP: 12
The marshal's power is strong enough to rewrite what has already happened. This miracle may be used once per day and must be invoked prior to determining damage, and can be used to reroll an enemy's offensive roll or an ally's reaction roll.	

### FORESIGHT

The marshal sees their opponent's attack before it happens, gaining a bonus to reactions until the start of their next turn.	
<b>I</b>	<b>1 Conviction Rank: 2</b> CP: 1
The marshal gains a +1 bonus.	
<b>II</b>	<b>1 Conviction Rank: 4</b> CP: 6
The marshal gains a +3 bonus.	
<b>III</b>	<b>1 Conviction Rank: 8</b> CP: 8
The marshal gains a +5 bonus.	

### HEALING TOUCH

The character has learned how to heal the wounds of an ally through faith. Marshals of death suffer damage equal to the number of CP spent that bypasses all DR. At the time of use, the marshal spend additional CP to restore additional health without increasing the AP cost.	
<b>I</b>	<b>2 Conviction Rank: 1</b> CP: 2
The marshal restores 3 health.	
<b>II</b>	<b>2 Conviction Rank: 4</b> CP: 2
The marshal restores 5 health.	
<b>III</b>	<b>2 Conviction Rank: 7</b> CP: 2
The marshal restores 7 health.	

### HOLYVIGIL

The marshal can access the omnipresence of their chosen aspect and can see things not normally noticeable to their eyes.	
<b>I</b>	<b>1 Conviction Rank: 2</b> CP: 1
The marshal gains a +1 bonus to their Perception for the next 10 minutes or 10 rounds if in combat.	
<b>II</b>	<b>1 Conviction Rank: 5</b> CP: 3
The marshal gains a +3 bonus to their Perception for the next 10 minutes or 10 rounds if in combat.	
<b>III</b>	<b>1 Conviction Rank: 8</b> CP: 3
The marshal gains a +5 bonus to their Perception for the next 10 minutes or 10 rounds if in combat.	

## OVERPOWERING PRESENCE

<b>I</b>	<b>3</b> Conviction Rank: 8	<b>CP: 6</b>
The marshal's influence is such that they may now single out enemies of their faith and suppress them with their aura. Once per encounter, the marshal may choose a single target. The target suffer the effects of the marshal's aura as though they were a marshal of the opposing aspect for 4 rounds.		
<b>II</b>	<b>3</b> Conviction Rank: 10	<b>CP: 12</b>
The marshal's power has reached its zenith and radiates from them in undulating waves of power. All enemies within 2 yards suffer the effects of the marshal's aura as though they were a marshal of the opposing aspect for 3 rounds.		

## SMITE

Any sufficiently powerful marshal can channel their divine judgment into their melee and hand-to-hand attacks.		
<b>I</b>	<b>1</b> Conviction Rank: 2	<b>CP: 2</b>
Until the end of the turn, all of the marshal's melee and hand-to-hand attacks deal an extra 1d6 damage.		
<b>II</b>	<b>1</b> Conviction Rank: 5	<b>CP: 5</b>
Until the end of the turn, all of the marshal's melee and hand-to-hand attacks deal an extra 2d6 damage.		
<b>III</b>	<b>1</b> Conviction Rank: 9	<b>CP: 8</b>
Until the end of the turn, all of the marshal's melee and hand-to-hand attacks deal an extra 3d6 damage.		

## UNSHAKABLE FAITH

<b>I</b>	<b>2</b> Conviction Rank: 1	<b>CP: 2</b>
A marshal may, within their range of influence, reduce a character's fear reaction by 1 step.		

## VALOR

The marshal inspires courage and bravery in all allies within their range of influence, granting them a bonus to resist fear for the remainder of combat		
<b>I</b>	<b>3</b> Conviction Rank: 2	<b>CP: 2</b>
The marshal grants a +1 bonus to resist fear.		
<b>II</b>	<b>3</b> Conviction Rank: 5	<b>CP: 6</b>
The marshal grants a +3 bonus to resist fear.		
<b>III</b>	<b>3</b> Conviction Rank: 9	<b>CP: 12</b>
The marshal grants a +5 bonus to resist fear.		

## VIGOR

A marshal may remove <i>fatigue</i> from themselves or from an ally within their range of influence.		
<b>I</b>	<b>3</b> Conviction Rank: 1	<b>CP: 1</b>
The marshal removes 2 point of <i>fatigue</i> .		
<b>II</b>	<b>2</b> Conviction Rank: 4	<b>CP: 2</b>
The marshal removes 2 points of <i>fatigue</i> .		
<b>III</b>	<b>1</b> Conviction Rank: 7	<b>CP: 3</b>
The marshal removes 2 points of <i>fatigue</i> .		

## ZEAL

The marshal inspires a single ally to disregard their own safety to annihilate the enemy.		
<b>I</b>	<b>2</b> Conviction Rank: 4	<b>CP: 4</b>
Grant one ally a +2 bonus to all offensive checks and a -2 to all reactions until the beginning of the marshal's next turn.		
<b>II</b>	<b>2</b> Conviction Rank: 6	<b>CP: 6</b>
Grant one ally a +4 bonus to all offensive checks and a -4 to all reactions until the beginning of the marshal's next turn.		
<b>III</b>	<b>2</b> Conviction Rank: 9	<b>CP: 6</b>
Grant one ally a +6 bonus to all offensive checks and a -4 to all reactions until the beginning of the marshal's next turn.		

# CONVICTION TALENTS

<b>I</b>	<b>DUALISM</b>	<b>Cost: 126xp</b>
<p><b>!</b> Conviction 7, Cannot have Saint</p> <p>Characters may choose a secondary, non-opposing aspect from which to draw power. Upon taking this talent, gain the first rank in the desired aspect for free.</p>		
<b>I</b>	<b>1+</b> PERSEVERANCE	<b>Cost: 67xp</b>
<p><b>!</b> Conviction 5</p> <p>A marshal is able to restore themselves from negative health to 1 health for 10CP so long as they are not <i>unconscious</i>. This requires at least 1AP and consumes all their AP this turn. This does not remove any effects gained from critical damage.</p>		
<b>I</b>	<b>SACRED BOND</b>	<b>Cost: 4xp</b>
<p><b>!</b> Conviction 1</p> <p>Once per day, the marshal may choose to form a sacred bond with one ally. Whenever that person takes damage, the marshal may opt to spend 2CP to divert half the total damage to themselves. Damage dealt to the marshal in this way bypasses all forms of DR.</p>		
<b>I</b>	<b>SAINTE</b>	<b>Cost: 247xp</b>
<p><b>!</b> Conviction 10, Cannot have Dualism</p> <p>The marshal has been granted the blessing of Saint, bestowing upon them an additional 10 conviction points, a +1 bonus to their Charisma rank, and a +3 bonus when interacting socially with followers of their aspect.</p>		

## NEMZUL'S NOTE

As a scribe for a Lanisian historian, I bore witness to one of Tae'k's battles on the Alecian Plains. All the while I could not help but laugh until I cried. That a man could slaughter so efficiently from such an absurd delusion-- and the irony! A marshal of life annihilating swathes of humanity to eradicate death! I no longer travel the western strand of the Plains lest I succumb to the maddening laughter and tears again.

# MARTIAL ARTS

Hand to hand combat predates all other forms of warfare, but martial arts are more than reckless haymakers and frantic kicks: they are disciplines mastered by iron-willed men and women that turn a body into a living, lethal weapon. There are as many philosophies in this regard as there are on life itself. The greatest academy in Pulse, The Car'Naan Academy, teaches a rigid stance, swift killing blows, and bone-shattering defenses. In counterpoint, the masters of Lokoran's Sublime Kinesthetics instruct their pupils in fluid movement, emulating the endless motion of the Cistern to flow deftly around their opponents and counterstrike.

A **Martial Arts Stance** is composed of 3 elements: **Style**, **Impact**, and **Race**.

A martial artist's **Style** is how they were trained. Through it, they learn Kata at ranks 2, 6, and 10. Kata are techniques to turn combat in their favor.

The **Impact** of the Stance alters their cadence in combat, granting them boons at every odd rank (1, 3, 5, 7, 9). Two martial artists trained in the same Style, but different Impacts will conduct themselves in starkly contrasting manners.

Last is **Race**. Each race's physiology bestows upon them peculiar benefits in the raw crucible of close-quarters combat that further individualizes their fighting style. This comes with time and training at ranks 4 and 8. A Stance is permanent and unchangeable, but characters are capable of learning multiple Stances. If the character possesses multiple Stances, they must choose which to use as their active Stance at the beginning of an encounter.

Note that unless otherwise specified, any actions listed under Styles or Impacts that imply the usage of hands or arms cannot be used while wielding any kind of melee or ballistic weapons.



## MARTIAL ARTS STANCE

The character becomes a martial artist, trained to wield their body as both weapon and shield. Select a Style and Impact. For every 2 ranks in a Stance, gain +1 damage to unarmed hand-to-hand attacks while using that Stance, up to +5 at rank 10.

! Hand-to-Hand 1

I	II	III	IV	V
11xp	33xp	66xp	110xp	165xp
VI	VII	VIII	IX	X
231xp	308xp	396xp	495xp	605xp

## NEMZUL'S NOTE

After a series of unfortunate encounters, my dear sister became an ardent martial artist. She event went so far as to devise her own style she called Kai. I never did manage to master the technique and resolved myself to a life as a lazy pistolier.

## STYLES

### EFFSAERAE

*"The supreme art of war is to subdue the enemy without fighting."*

**Rank 2 - Counter Attack:** Immediately after taking damage, the character may attempt one free hand-to-hand basic attack against the opponent that attacked them. This can take place once per round.

**Rank 6 - Roundabout:** The martial artist can perceive an opponent's attack before it is made, and redirect it. When an opponent attempts a melee or hand-to-hand attack, the martial artist may make a hand-to-hand check as their reaction. On success, the attack is redirected at their assailant. On failure, they take damage normally.

**Rank 10 - Ranged Roundabout:** The martial artist is now capable of catching a single projectile and redirecting it at their attacker. The Roundabout Kata can now be used as a hand-to-hand reaction against a single projectile. It cannot be used in reaction to weapons with the scatter enhancement. Full-auto and rapidfire weapons do not convey their damage bonuses to projectiles redirected in this fashion.

### KAI

*"Let your plans be dark and impenetrable as night, and when you move, fall like a thunderbolt."*

**Rank 2 - Thunderclap (1AP):** After making an attack, the Kai practitioner may clap their hands together to create a powerful sound wave that *stuns* all characters in a 3-yard cone.

**Rank 6 - Sonic Blast (1AP):** The Thunderclap Kata can now be used to *stun* all characters within a 2-yard radius. This still requires them to make an attack.

**Rank 10 - Kiai:** After making an attack, the martial artist can unleash a primal roar that emulates a fierce creature of Feneryss. This is a free Intimidate check with a +5 bonus that affects all opponents within a 5-yard radius.

### DAOHD

*"Thus the expert in battle moves the enemy, and is not moved by him."*

**Rank 2 - Counter Grapple:** The martial artist may make a Grapple check as a reaction to attacks made within their reach. If successful, the two characters are now *grappling* and no damage is dealt. If the martial artist is currently *grappled*, this Kata may only be used to negate damage from the opponent they are *grappling*.

**Rank 6 - Sleeper Hold:** This Kata is a unique maneuver that can only be performed while grappling. A successful grapple check will initiate the Sleeper Hold, and will render the opponent unconscious after the martial artist spends AP equal to the target's Toughness. This Kata can last multiple rounds provided the martial artist does not attempt any other offensive actions and the target does not break free with a grapple or acrobatics check.

**Rank 10 - Sleeper Kill:** Following the same rules as Sleeper Hold, a martial artist may instead choose to kill their opponent by crushing their trachea.



## TENKHEI

*"Opportunities multiply as they are seized."*

**Rank 2 - Dragon Palm:** Any basic hand-to-hand attack made against an opponent also hits anyone 1 yard behind them.

**Rank 6 - Twin Hit:** Once per round, the martial artist can strike two targets within range with a single hand-to-hand basic attack.

**Rank 10 - Furious Fists:** If the martial artist does not move this turn, all hand-to-hand basic attacks cost 1 AP, to a max of 5 attacks.

## SHINKEN

*"The mark of a great warrior is that they fight on their terms or not at all."*

**Rank 2 - Arkäne Touch:** If the character has 2 ranks in an arkäna school, they may make an Arkäna check as a free action to apply a 2 SP spell to their next hand-to-hand basic attack. They cannot apply range increments, wall effects, or damage.

**Rank 6 - Arkäne Fist:** If the character has 4 ranks in an arkäna school, they may make an Arkäna check as a free action to apply a 4 SP spell to their next hand-to-hand basic attack. They cannot apply range increments, wall effects, or damage.

**Rank 10 - Arkäne Warrior:** Masters of Shinken with 6 ranks in an arkäna school may make an Arkäna check as a free action to apply a 6 SP spell to their next hand-to-hand basic attack. They cannot apply range increments, wall effects, or damage.

# IMPACTS

## BRUTALITY

*"The greatest joy is crushing your enemies."*

**Rank 1:** After doing damage to an enemy, gain a +1 bonus to the damage of the next offensive action. This does not stack and resets after the bonus has been applied.

**Rank 3:** After doing damage to an enemy the character can make a bullrush for 1 AP.

**Rank 5:** After taking damage from an enemy's solid projectile, the martial artist rips it out of the wound with their bare hands, granting a +3 bonus to their next Intimidate check.

**Rank 7:** If the martial artist succeeds on 4 consecutive attacks, the fourth attack also gives their opponent a simple fracture (page 87) in addition to the damage that would normally be dealt.

**Rank 9 (5AP):** Once per day, the martial artist channels all their force into a single devastating strike. On success, the target suffers the *critical health* effect equal to the damage dealt to them. This can only decapitate foes who are reduced to *critical health*.

## CALM

*"Those who are prudent lie in wait for an enemy who is not."*

**Rank 1:** Once per day, the martial artist can reduce the difficulty of a Fear check by their rank in the active Calm Stance.

**Rank 3:** If the character is accompanied by an ally, they may ignore any Fear check less than 8 + their rank in the active Calm Stance.

**Rank 5:** Any time the character receives 2 or more points of *paranoia*, reduce that number by 1.

**Rank 7:** The martial artist can never be *confused*.

**Rank 9:** The martial artist reduces the category of their fear effect by 1. Thus they will never be subject to *no force in sin or sand*, and they can ignore a situation that would typically evoke the *gasp!* reaction.

## ELUSIVE

*"Attack him where he is unprepared, appear where you are not expected."*

**Rank 1:** If a character is standing, they may drop prone prior to rolling a Dodge check. This must be declared prior to the attack being rolled, and cannot be combined with Elusive's other ranks.

**Rank 3:** On every successful Dodge check, the character can move 1 yard in any direction.

**Rank 5:** Any time a character's Dodge check surpasses an opponent's melee or hand-to-hand attack by 5 or more, a disarm attempt can be made as a free action. This does not apply to automatic successes. If this would move the character out of an area of effect attack, the damage is entirely negated.

**Rank 7:** For every successful Dodge check, gain a +1 bonus to the next dodge attempt, to a maximum of +5. This resets when a dodge is failed.

**Rank 9:** Once per encounter, the martial artist may automatically succeed a single Dodge check. This must be declared prior to the attack being rolled, and cannot be combined with Elusive's other ranks.

## PAIN

*"Those who wish to fight must first count the cost."*

**Rank 1:** The martial artist may sacrifice up to 3 health as a free action. They gain a damage bonus on their next successful hand-to-hand attack equal to the sacrifice, to a maximum of +3.

**Rank 3 (1AP):** Instead of gaining a damage bonus, and at the additional cost of 1AP, a martial artist can now heal an adjacent ally equal to the amount of health that was sacrificed, up to a maximum of 3 health.

**Rank 5:** The character may now sacrifice up to 5 health for either their rank 1 or rank 3 abilities. Likewise the maximums of each are increased to +5 bonus damage or 5 health, respectively.

**Rank 7:** If the character sacrifices at least 3 health for their rank 1 ability, they may convert those 3 points into a status effect instead of damage. They may inflict *ablaze*, *acid burn*, *stuck*, or *stun 2*.

**Rank 9:** Every point of health sacrificed for the rank 1 or rank 3 abilities is now worth 3 points of damage or health respectively.

## POISE

*"Appear weak when you are strong, and strong when you are weak."*

**Rank 1:** The martial artist can apply half their ranks in a Poise Stance to defend against a bullrush or charge.

**Rank 3:** Once per round if the character successfully dodges, they can move up to 2 yards for free.

**Rank 5:** The martial artist cannot be knocked *prone* while conscious unless they critically fail.

**Rank 7:** Power attack now grants 1d6+1 per increment while precision strike now grants 1d4+1 per increment.

**Rank 9:** The martial artist is never *overwhelmed* in combat. Additionally, the martial artist gains a +1 bonus to their attack rolls against adjacent enemies for each adjacent enemy beyond the first.

## RAGE

*"Outward rage is so much slag; inner rage tempers the body into a blade."*

**Rank 1:** The character gains a +2 bonus to the next hand-to-hand attack roll made against the last opponent that damaged them.

**Rank 3:** After being attacked, regardless of success, the character can charge twice the usual distance in pursuit of their attacker.

**Rank 5:** The charge combat action now costs 2 AP.

**Rank 7:** Once per round, after taking damage, gain a damage bonus to the next attack equal to half the damage taken.

**Rank 9:** After successfully charging an opponent, the martial artist may also bullrush them for free.

## UNWAVERING

“Be steady; wait until your enemy reveals their true weakness.”

**Rank 1:** Shields with a Strength requirement of 6 or less may now be used while performing Martial Arts.

**Rank 3:** The martial artist is always considered standing ground.

**Rank 5:** A martial artist can now bullrush as a free action after a successful shield bash.

**Rank 7:** The character may reduce their stride by 1 yard at the start of their turn to gain a +1 bonus to their next Block check. A character's stride may be reduced in this way to a minimum of 0.

**Rank 9:** On a successful block, the character performs a shield bash against that opponent. Additionally, a martial artist now gains the ranks in their active Unwavering Stance to shield bash damage.

## VENGEANCE

“The best revenge is to unmake he who performed the injury.”

**Rank 1:** The martial artist is enraged when their allies are hurt. For every ally that takes damage, the martial artist gains a +1 yard bonus to their stride, to a maximum of +3 until the end of their next turn.

**Rank 3:** The character gains a +3 bonus to Intimidate checks when using a Vengeance Stance in combat.

**Rank 5:** Once per day, if the character is reduced to *critical health*, they may immediately make a free basic attack prior to their first Stabilization check. This does not suffer any critical health penalties.

**Rank 7:** If an ally is reduced to *critical health*, the martial artist can immediately move one stride and bullrush the opponent that dealt the damage as a free action. During the next turn, if adjacent, the martial artist may block any attacks made against their critically wounded ally.

**Rank 9:** When an ally is reduced to *critical health*, the martial artist's next basic attack against that foe will inflict the same *critical health* penalty in addition to dealing damage normally. The greatest effect this can inflict is Lose Leg.

# RACES

## HUMAN

**Rank 4:** Once per encounter, the martial artist may immediately attempt a disarm for free after a successful block.

**Rank 8:** Humans may change the impact of their Stance with 4 hours of restful meditation. To regain their original Impact requires another 4 hours of restful meditation.

## ALYPSE

**Rank 4:** An Alypse's skin secretes a poison that adds 2 points of damage to all attacks made while *grappling* that bypass armor. Alypse are not immune to the poison of other Alypse.

**Rank 8:** The slick scales that cover an Alypse's body make them difficult to hold onto. They gain a cumulative +1 bonus to disengaging a grapple for every failed action taken within a grapple. Any attempt to disengage will use this bonus and reset its value.

## DRONE

**Rank 4:** The Drone gains a bonus to Block checks equal to half their ranks in Craft (Mechanics).

**Rank 8:** For every consecutive unarmed attack after the first, the Drone gains a cumulative +1 bonus. This also applies to counter attacks and resets at the beginning of the character's next turn.

## FLORVANA

**Rank 4:** While in a grapple, Florvana send out root tendrils reach out to restrict their opponent's weapons. The opponent being *grappled* may not use any weapons in a grapple, including those with the light attribute.

**Rank 8:** The Florvana's tendrils begin to bind and crush their opponent. After 4 rounds in a grapple, the Florvana's unarmed attacks ignore the opponent's armor.

## REKINDLED

**Rank 4:** For every damage die on an unarmed strike that shows its maximum value, the opponent suffers 1 point of *paranoia*, to a maximum of 5 per opponent.

**Rank 8:** The first successful unarmed strike on an opponent each round also inflicts 1 point of *fatigue*.

## SHADE

**Rank 4:** For every successful hand-to-hand attack, the Shade gains a +1 bonus on their next dodge attempt.

**Rank 8:** Each time a Shade successfully dodges an attack, they gain a +1 bonus to their next hand-to-hand attack.

## VAMPIRE

**Rank 4:** The Vampire fixates on a particular race for the duration of combat. Whenever engaged in one-on-one melee or hand-to-hand combat with the chosen race, they gain the bonus listed below. This lasts until the end of the encounter.

- **Human:** +1 damage.
- **Alypse:** +1 to attack rolls.
- **Drone:** +1 Block checks.
- **Florvana:** +1 to all healing effects and spells affecting the Vampire.
- **Rekindled:** Negate 1 point of *paranoia* per round.
- **Shade:** +1 yard to the Vampire's stride.
- **Wretched:** +1 to dodge reactions.

**Rank 8:** After feeding, the Vampire gains the victim's rank 8 martial arts racial bonus. They keep this bonus until feeding on another race.

## WRETCHED

**Rank 4:** For every 2 unique biomods a Wretched possesses they gain a +1 bonus to Block checks while unarmed.

**Rank 8:** For every 2 unique biomods a Wretched possesses, they gain a +1 damage in hand-to-hand.

# MARTIAL ARTS TALENTS

I

2

## DRAGON'S ESSENCE

Willpower 5, Hand-to-Hand 6

Cost: 141xp

The martial artist gathers their remaining might to make one final explosive strike. It is considered a hand-to-hand basic attack, but has a range equal to the character's highest martial arts Stance. Damage is equal to the difference between the character's current and maximum health. After performing this ability, regardless of success, the character's health drops to 0. If they are already suffering *critical health*, their health does not change.

II

## DRAGON'S BREATH

! Dragon's Essence

Cost: 282xp

Having mastered the method of channeling their spirit, the martial artist's Dragon's Essence now bypasses armor.

I

2

## FOCUSED BODY

! Martial Arts 4, Agility 4

Cost: 100xp

If the martial artist has learned more than one Stance, they may, once per round, switch Stances in the any time during their turn.

II

1

## FLEXIBLE MIND

! Focused Body, Martial Arts 6

Cost: 215xp

The martial artist is capable of fluidly adapting to the scenario as necessary. Switching Stances now costs 1 AP.

I

## MARTIAL THROW

! Strength 4, Hand-to-Hand 3

Cost: 66xp

A martial artist may now perform a bullrush using their full Strength.

I

## OLE!

! Agility 4, Hand-to-Hand 3

Cost: 66xp

If the character successfully dodges an opponent's charge by 5 or more, the opponent continues past the character to the full length of their stride. If they collide with any objects, they suffer 2d6 + distance traveled in damage that bypasses armor.

I

## THUNDER STRIKE

! Strength 3, Hand-to-Hand 2

Cost: 37xp

The martial artist pounds the ground with incredible force. This is a Hand-to-Hand check opposed by Acrobatics by all characters adjacent to the martial artist. If they fail, they lose their balance and fall *prone*.

I

3

## UPPERCUT

! Strength 4, Hand-to-Hand 2

Cost: 55xp

Perform a hand-to-hand basic attack that, in addition to damage, launches an enemy into the air and moves them back half the martial artist's Strength in yards.



# PSY

Psy is a unique mutation that manifests in a rare few Feneryans. These psykics have the unusual capacity to influence the world with the power of their minds, and they fall into one of two disciplines: kinesis and illusion. The former manipulates matter and assaults the psyche while the latter creates visions and distorts reality. Performing psychic manipulations or sleights is known as channeling.



## CHANNEL

When Channel is taken, the character must choose one of two disciplines: Kinesis or Illusion. Each comes with its own selection of abilities. The character may also ignore 1 point of fatigue per rank of this talent while making strain checks of the relevant discipline. This does not negate penalties to other actions or strain checks in other disciplines.

**Kinesis:** Kineticists manipulate the physical world and directly strike their opponents' minds with psychic energy.

**Illusion:** An illusionist manipulates others' perception. Creativity is the sole limit to what they can accomplish.

! Psy 1

I	II	III	IV	V
5xp	15xp	30xp	50xp	75xp
VI	VII	VIII	IX	X
105xp	140xp	180xp	225xp	275xp

## RANGE OF INFLUENCE

The range of a psychic's abilities is equal to (**Willpower × Range Multiplier**) + 5. At base the range multiplier is 1, but may be cumulatively increased by 1 for 2 strain. In order to channel any ability, the target must also be within the psychic's direct line of sight.

## STRAIN

Every manipulation and sleight puts stress on the user's mind which can cause *fatigue*. The amount of stress, and therefore the difficulty, is determined by its strain. Every ability has a base strain, which is the minimum required to channel its simplest form. More powerful psykics who are capable of handling greater strain can enhance these sleights with additional attributes, which vary by ability. Psykics cannot perform sleights with a strain greater than 5 times their ranks in the appropriate Channel talent. At 10 ranks, this limitation is removed.

## SUCCESS &amp; FAILURE

To successfully channel a psychic manipulation, the player must roll a Psy check (**Willpower + Psy**) equal to or greater than the ability's strain. If the ability is listed as an opposed check, the target(s) will then roll Mental Resolve (**Willpower + Resolve**). If the psychic's roll is higher, all effects take place. If their roll is less than the strain or their target's Mental Resolve, the sleight fails and the psychic suffers 1 point of *fatigue*. Some abilities increase this penalty or cause *fatigue* even on success.

## PSYKICS IN THE WORLD

Psy is a relatively rare and greatly misunderstood mutation. General ignorance has propagated a number of superstitious beliefs about psykics and a general distrust of anyone suspected to be among their number. Certain societies, such as Lanis or Lokoran, are much more accepting of psykics. The former has embraced it as a mysterious and exciting field of study, complete with its own guild and dynasties while the latter possesses a culture of compassion and camaraderie. The military-industrial complex of Pulse actively seeks out such individuals with its own host of psykics to train and weaponize these unique individuals. The chaotic city-states of the north are less concerned with psykics, burdened as they are with their own issues of rampant undead or an ongoing civil war.

Among the laymen of Feneryss certain erroneous ideas have sprung into their minds, and psykics (or merely suspected psykics) are usually the first to receive blame for all sorts of ill omens: crop failure, early visits from the Undead Tide, and even unruly spirits. This partially stems from the association of psy with Shades and Shade culture. Their natural telepathy and noc'shala have produced a number of rumors that are taken as fact by the ignorant and perpetuate this negative association.

In many more specialized circles, such as military units or airship crews, these skills are coveted and respected by more pragmatic minds. Illusions are invaluable tools for infiltrators and psychological warfare; Kineticists are powerful force multipliers, capable of physical feats greater than any single man and excellent interrogators.

## KINESIS

### BOLSTER ALLIES

Fortify the minds of allies and resist fear effects for 2 rounds.

ATTRIBUTE	STRAIN	DESCRIPTION
Base	3	Give a single ally a +2 bonus to their Mental Resolve check.
Additional Ally	+2	Grant the bonus to an additional ally.
Increased Threshold	+3	Increase the bonus by +1.
Long-term	+2	Increase the number of rounds this power lasts by 1.

### CONFUSION

Briefly scramble the target's senses, leaving them unsteady and confused for 1d4 rounds.

ATTRIBUTE	STRAIN	DESCRIPTION
Base	5	Inflict <i>confused</i> on one target within range.
Additional Target	+5	Inflict <i>confused</i> on an additional target.
Increased Duration	+5	Increase the duration by 1 round.

### MIND FLAY

Deluge the target with a wild frenzy of psychic energy, triggering random areas of the brain that can drive a person insane. More focused assaults can lead to irreversible side effects, such as neuroses. Only one eccentricity or neurosis may be applied per channeling of Mind Flay.

ATTRIBUTE	STRAIN	AP	DESCRIPTION
<i>Paranoia</i>	3	-	The target suffers 1 point of <i>paranoia</i> .
Eccentricity	+10	-	Inflict 1 random eccentricity on a target.
Neurosis	+20	-	Inflict one random neurosis on a target.
Additional Target	+4	+1	Inflict a chosen mental affliction upon one more target.

### PSYKIC PROBE

A psychic can project their mind to probe for signs of cognizant life. This is very strenuous, and psykics trying to probe beyond their natural reach will suffer one point of *fatigue* for each time they increase their range increment. Sentient life includes all playable races as well as any creatures that are considered sentient.

RESULT	DESCRIPTION
5	The psychic knows how many sentient lifeforms are present within their range of influence.
10	The direction of all sentient lifeforms is also known.
15	The psychic now knows the exact location of creatures within range as well as a sense of their current emotion (happy, scared, wary, calm, etc.). This is just a snapshot, however. It will not track any of the lifeforms if they move, or if their moods change.
20	Now the psychic can passively track all detected lifeforms and their emotions for the next five minutes or five rounds of combat, whichever comes first.
25	The psychic's passive tracking now lasts ten minutes or ten rounds and includes the surface thoughts of those individuals. Surface thoughts would be anything 'said' by a person's 'inner voice,' such as when thinking through a problem ( <i>If the setting sun is on my left, then I'm facing north</i> ) or reacting to someone in silence ( <i>What a jerk</i> ).
30	All detected lifeforms can now be passively tracked indefinitely so long as they remain inside the psychic's range of influence. With a moment of concentration (1 AP in combat) they can also glimpse a vague impression of a single creature's surroundings.
35	The psychic can track all the discovered targets indefinitely, so long as they remain within their range of influence, hear their basic thoughts, and glimpse vague impressions of their surroundings.
40	All detected entities are now viable targets of psychic attacks other than Telekinesis. They are unable to react to the first attack, unless they possess line of sight on the psychic.

### STRESS

Overwhelm a target with so many thoughts that they become exhausted. This is an opposed check that inflicts 1 point of *fatigue* per 4 strain.

## SUBLIMATE

Slip into a target's mind to extract data, such as current thoughts, emotions, memories, and more. This is an opposed check. The psychic must choose how deep they wish to dig. Success grants access to the desired level and all those before it. Failure by 5 or more lets the target know that someone attempted to invade their mind. Failure by 10 or more means the target knows who assaulted them and what they wanted.

THOUGHT LEVEL	STRAIN	EXAMPLE/DESCRIPTION
General Emotions	4	Anger, Fear, etc.
Motives	8	Lust, Greed, etc.
Goals	14	Becoming a great arkanist, earning vast wealth, joining the elite ranks of Pulse's military, etc.
Current Thought / Dreams	18	Can listen to target's thought process, word for word or witness their dreams as they happen. The psychic cannot affect the dream or thoughts in any way.
Impactful Memories/Plans	24	Wedding day, premeditated murder; their biggest memories or plans are laid bare.
Picture Perfect	30	Gain perfect access to all of the target's memories.
Brain Bug	40	The psychic keeps a minuscule presence in the target's mind, spying on their every thought as it happens, and may peruse the target's memories and plans at their own leisure. This bug lasts so long as the target remains within the psychic's range of influence.

## TELEKINESIS

Psychics can move inanimate objects with their minds and even send them hurtling at deadly speeds. The maximum weight they can lift is equal to 10 lbs. for every rank of the Channel (Kinesis) talent. Increasing the weight limit or number of objects will burden the psychic with greater strain. They retain control of all objects until they fail a Psy check for telekinesis, intentionally release them, fall *unconscious*, or perish.

If a the psychic maintains control of any objects at the start of their turn, they must make a Psy check against 2 UC per object held. This is a free action.

ATTRIBUTE	STRAIN	AP	DESCRIPTION
Base	3	2	Lift and move an object that weighs up to 10 times the character's rank of Channel (Kinesis) in pounds, up to 5 yards.
Additional Object	+2	+1	Lift an additional object.
Attack	+3	2	Make a Psy check at a -4 penalty to perform a basic attack with one object. Any objects used, weapons or otherwise, are treated as one-handed for the purposes of damage bonuses. If the target is not adjacent to the object, the throwing range increment is equal to the psychic's ranks in Willpower. Firing a ballistic weapon in this manner increases the range increment penalty to a -2. If an improvised weapon is being used, determine damage using the psychic's Willpower instead of Strength.
Increase Weight	+1	N/A	Increases the maximum weight by 5 pounds per rank of Channel (Kinesis). Only applies to 1 object.

# ILLUSION

Illusionists practice the art of mental deception. It could be as subtle as disguising a rifle as a canvas tube or altering one's facial appearance to impersonate a high-ranking clergyman. Illusionists can also be aggressive, summoning demonic apparitions to petrify opponents or stripping foes of their senses entirely, leaving them at the psychic's mercy.

Unless stated otherwise, any scaling bonuses are capped out to a bonus equal to the ranks in Channel (Illusion). All illusions have the same duration, which can be modified (shown below), and each type of illusion (Glamour, Nightmare, and Veil) must be channeled separately.

DURATION	STRAIN	AP	ATTRIBUTES
Base Duration	-	-	Illusion lasts a number of rounds/minutes equal to ½ the Discipline (Illusion) ranks.
Increased Duration	+3	+1	Add rounds/minutes equal to ½ Discipline (Illusion) ranks.

## AURAL SHIFT

If perception is reality, illusionists twist reality to create the echo of marching armies and the pitter-patter of sneaking demons.

ATTRIBUTE	STRAIN	AP	DESCRIPTION
Base	2	2	Create noise, such as a scream or the clink of a bottle. The point of origin must be within the psychic's range of influence. It can be heard by all characters in a 4-yard radius.
Louder	+2	-	The sound is louder, and its radius is increased by 2 yards.

## DAMPENER

Cloaked in silence, even the bluntest pilferer can own peace of mind.

ATTRIBUTE	STRAIN	AP	DESCRIPTION
Base	4	2	Dampen sound within the psychic's range of influence. All characters outside the area of effect cannot hear any noises produced within the dampener.
Mute	+2	-	Increase the radius of Dampener by 1 yard.

## FALSE LIGHT

Bending light grants the illusionist supreme control of the battlespace, highlighting enemies and masking allies.

ATTRIBUTE	STRAIN	AP	DESCRIPTION
Base	3	2	Increase or decrease the light level of an area by 1 step. The center of the effect must be within the psychic's range of influence and the area of effect is a 2-yard radius.
Empower	+3	-	Increases or decreases the light level by an additional step.
Increase Radius	+2	-	Increases the radius of False Light by 1 yard.

## GLAMOURS

A glamour is a disguise of an object or person in appearance only.

ATTRIBUTE	STRAIN	AP	DESCRIPTION
Base	4	2	Add +2 to Disguise / Deceit Checks for 1 Medium sized target.
Size	+3/step	-	Increase the size by one step: Medium / Large / Huge / Massive / Colossal.
Power	+2/per	-	Increase the bonus to Disguise / Deceit by 1.
Additional Targets	-	+1	Psychics may affect another target of the same size.

## NIGHTMARES

Nightmares are the deepest fears of Humanity made manifest.

ATTRIBUTE	STRAIN	AP	DESCRIPTION
Base	4	2	One target must resist a Fear check equal to the Strain check. This lasts 1 round.
Area Effect	+3	+1	The fear now reaches all targets within a 1-yard radius of the original target. This effect can be taken multiple times, each time increasing the radius by 1 yard
Crippling Fears	+10	+3	This effect lasts a number of rounds equal to the ranks in Discipline (Illusion). Any target that passes the Fear check ignores this effect. Those that failed must attempt another Fear check on their next turn.

## VEILS

A veil is an illusion that hides an object or person from sight. A perfect veil will make it appear as though a person has vanished into thin air.

ATTRIBUTE	STRAIN	AP	DESCRIPTION
Base	6	2	The psychic can render themselves almost completely invisible to light-based vision for 1 round. Provided that the psychic does not move, they gain a bonus equal to their rank in Channel (Illusion) to checks opposing Perception-based skills.
Movement	-	-	If a psychic moves while maintaining a veil, the bonus they gain from the veil is reduced by 1 point per yard moved. This reduction is cumulative and will become a penalty if the veil's bonus is reduced to below 0.
Duration	+1	-	A veil may be maintained for multiple rounds or minutes on end. The strain check to maintain a veil increases cumulatively by 1 for each successive minute or round.
Disruption	x2	-	In addition to other methods of dispelling illusions, smoke or clouds of small particles (such as ash) can hinder a psychic's ability to maintain a veil. If such a disruption takes place, the veil immediately falls unless the psychic can succeed in making a strain check against the veils current required strain.

# PSY TALENTS

2

## ALLIED INTERVENTION

<b>I</b>	Channel 3, Resolve 3	Cost: 36xp
Once per round, a psychic can defend an ally from a single attack, before they declare a reaction, by making a Psy check with a -4 penalty to oppose the attack. On failure, the ally may still attempt reactions. Since this ability is used as a reaction, the AP cost is subtracted from the character's next turn.		
<b>II</b>	Allied Intervention 1, Channel 4	Cost: 107xp
The penalty is reduced to -2 and the talent may be used twice per round.		
<b>III</b>	Allied Intervention 2, Channel 5	Cost: 214xp
Allied Intervention no longer has a penalty to its Psy check.		

II

## DANGEROUS MIND

**I** Channel 6, Hidden Psyche, Resolve 5 **Cost: 117xp**

The psychic has learned how to make their mind hostile to invading psychics. When enemies attempt to perform a Psychic Probe or Sublimate on this character, the enemy takes 1d6 + Channel ranks this character possesses in damage. This cannot be reacted to and it ignores all forms of DR. This can only occur once per encounter per enemy.

## INNOCUOUS

The character is in a constant state of psychic vigilance. After a short period of time, this psychic is forgotten by those who meet them.

**I** Channel 5 **Cost: 37xp**

Any witnesses of the psychic's presence will forget them in 72 hours.

**II** Innocuous 1 **Cost: 74xp**

Any witnesses of the psychic's presence will forget them in 1 day.

**III** Innocuous 2 **Cost: 148xp**

Any witnesses of the psychic's presence will forget them in 1 hour.



## MENTAL ACUITY

Choose one channelling discipline. Gain a +1 bonus per rank to strain checks for the selected discipline.

**I** Casting 1, Psy 2 **Cost: 13xp**

**II** Psy 3 **Cost: 34xp**

**III** Psy 4 **Cost: 69xp**

**IV** Psy 5 **Cost: 121xp**

**V** Psy 6 **Cost: 194xp**

I

## DANGEROUS MIND

**I** Channel 1 **Cost: 5xp**

The character can speak directly into the minds of willing recipients, sharing words, pictures, or simple ideas. This is a free action in combat.

II

## AMPLIFIED TELEPATHY

**I** Telepathy, Channel 4 **Cost: 30xp**

The character may now communicate with others at twice their range of influence and read the thoughts of willing characters, effectively enabling silent two-way communication. If the character is a Shade with the Natural Telepath racial trait, they can ignore the Telepathy talent requirement.

## SHIELDED MIND

The character has developed an active guard that allows them to resist *fatigue* on a failed strain check. When taken, the character can ignore a number of *fatigue* points they possess equal to the ranks in Shielded Mind for the purposes of channeling only. This stacks with the psychic's trait to ignore *fatigue* when channeling. Psychics with rank 5 of Shielded Mind and rank 10 in any Channeling talent may use psy abilities after passing out from *fatigue*. If knocked *unconscious* by a source other than *fatigue*, they cannot channel while *unconscious*.

**I** Resolve 2, Willpower 4

I	II	III	IV	V
55xp	110xp	220xp	440xp	880xp

# AIRSHIP CADRE

Airships are led by a team of officers with specialized training in their respective fields. These unique sets of knowledge and skills are represented by Special Orders, which are acquired via talents. These provide bonuses to existing cadre orders or provide new tactics. Only one Special Order may be performed per officer per turn. All Special Orders that require a roll must be declared before the roll is initiated.

## CAPTAIN

Some combination of charisma and cunning has gifted the character with invaluable insights into aerial tactics and leadership.

### I BRACE FOR IMPACT

! Command 1 **Cost: 2xp**

If rammed by an attacking airship, The airship can ignore the armor loss imposed by the enemy ram. Additionally, the ship's middle armor is added to reduce damage sustained while performing a ram action.

### II RALLY

! Brace for Impact, Command 3 **Cost: 17xp**

If the crew's morale would be reduced to 0, the captain may make a Command roll, the result of which is added to the crew's morale for the duration of the turn. At the beginning of the next turn, morale is reduced to 0 if it is not already equal to or less than 0. This provokes a mutiny if one has not already begun.

### III DEMOTIVATION

! Rally, Charisma 3, Command 5 **Cost: 81xp**

When the airship is locked with an enemy airship, an attempt to persuade the enemy crew to mutiny can be made. A Command check is rolled opposed by the enemy captain. If successful, the enemy crew suffers morale damage equal to ranks in Command. This can only be performed once per enemy ship.

### IV SCUTTLE

! Demotivation, Charisma 5, Command 7 **Crew: 5**  
**Cost: 218xp**

A captain ought to know when is best to turn tail and preserve the lives of his men, and when death remains the only option. A captain can order the ship's ark-drive output to be raised beyond safety limits. The arkānik drive's rotations will accelerate over the next 2 turns. On the third turn the ark-drive will burst, tearing the ship apart and killing anyone on or within 50 yards of the airship. This explosion also deals 5 damage per section of the scuttled ship to every section on other airships within range, and bypasses damage reduction. This process may be stopped at any point if the limiter is placed back into the arkānik drive.

### V YOU AIN'T DEAD, KID

! Scuttle, Charisma 7, Command 9 **Cost: 456xp**

The captain is able to inspire great courage— or great fear— in his crew. Once per encounter the captain can revive up to his ranks in Command worth of incapacitated or killed crew. This ability revives any incapacitated crew first; if he is able to revive more, they will be pulled from the killed roster.

## HELMSMAN

Time has tested the character's mettle as a spokespinner, and they have learned to push a ship to its outer limits.

### I CRAZY IVAN

! Operate (Airship) 1 **Cost: 2xp**

For one round per encounter, the airship can make all turns without consuming speed.

### II EMERGENCY EVASION

! Crazy Ivan, Operate (Airship) 3 **Cost: 17xp**

On a successful Dodge check, the airship can move 25 yards forward. This does not add to later Dodge checks, and can be performed only once per round.

### III STRAFE

! Emergency Evasion, Perception 3, Operate (Airship) 5 **Cost: 81xp**

Speed can now be split between 2 movement actions, allowing for Attack Orders in between.

### IV OVERCLOCK

! Strafe, Perception 5, Operate (Airship) 7 **Cost: 218xp**

The engines can be overlocked to double the ship's speed, but this will spark an intensity 2 fire on board. The ship's maximum bonus to Dodge from movement is still equal to its maximum base speed.

### V PREDICTIVE MANEUVERING

! Overclock, Perception 7, Operate (Airship) 9 **Cost: 456xp**

An expert helmsman can reliably predict the actions of his counterparts. This is an Operate(Airship) check opposed by the helmsman of the chosen ship. If successful, the helmsman can turn the airship up to 90 degrees for free after a volley to make a second volley. This second volley must be aimed at the predicted ship and must use weapons that have not yet been fired this round. This can be attempted multiple times per encounter if previous attempts failed.

# CHIEF ENGINEER

A deep insight into the inner workings of an airship's systems has made the character an excellent repairman and revealed ways of pushing airships to their limit.

<b>I</b>	<b>I'M GIVIN' HER ALL SHE'S GOT</b>	<b>Crew: 2</b>
!	Craft (Mechanics) 1	<b>Cost: 2xp</b>

The airship's speed is increased by 2. This may last for as many rounds as the character has Chief Engineer talents. At the end of its duration, a number of engines equal to the duration are *disrupted*.

<b>II</b>	<b>JURY-RIGGING</b>	<b>Crew: Min. 1</b>
!	I'm Givin' Her All She's Got, Craft (Mechanics) 3	<b>Cost: 17xp</b>

When a component is damaged, but there is no functioning machine shop, a jury-rigged repair can be organized. This takes the same amount of time as a systematic repair. However, if the jury-rigged component is damaged again without reparations by a machine shop or city forge, it is instead destroyed. This cannot be used for *broken* components.

<b>III</b>	<b>IMPACT CALIBRATION</b>	<b>Crew: 4</b>
!	Jury-Rigging, Craft (Mechanics) 5	<b>Cost: 81xp</b>

Sometimes hitting things just works. Once per encounter, instantly repair one disrupted or *broken* engine on the ship.

<b>IV</b>	<b>RAGSTOPPER</b>	
!	Impact Calibration, Intelligence 5, Craft (Mechanics) 7	<b>Cost: 218xp</b>

When the airship's health is reduced to 0, the chief engineer may immediately attempt a Mechanics check against ship's number of components (excluding armor and bonus health) to hold her together. If successful, all components maintain their current condition (normal, *broken*, or *damaged*). On failure, all normal effects of 0 health occur. This may not be attempted again until after the next turn.

<b>V</b>	<b>DEUS EX MECHANIK</b>	
!	Ragstopper, Intelligence 7, Craft (Mechanics) 9	<b>Cost: 456xp</b>

The character is a god among mechanics. If the ark-drive is damaged, it can remain functioning at full capacity; if it is *broken*, it can be kept operating as if it were damaged. It still requires repair, but as long as the engineer remains near, it will function. This can be maintained for up to 3 rounds.

## NEMZUL'S NOTE

Ship-to-ship combat is truly an awful sight. I once had the gruesome opportunity to witness men throw themselves at each other in the cramped quarters and hallways of the P.V. Sevarossa. Until then I can fairly say I had not properly grasped the definition of a slaughter. Serving as a raid or rebuff party requires men with steel guts and heads half full of madness. There's not another career on Feneryss that makes men quite like those.

# GUNNERY MASTER

As a learned gunny, the character knows how to get the biggest knock for their Notes.

<b>I</b>	<b>LAST SHOT</b>	
!	Ballistics 1	<b>Cost: 3 xp</b>

Damaged gun batteries can be fired at full damage, but they become *broken* immediately after firing.

<b>II</b>	<b>IT'S ELEMENTARY</b>	
!	Last Shot, Ballistics 3	<b>Cost: 24xp</b>

Once per encounter, increase the range increment of all non-harpoon batteries on the airship by 25 yards.

<b>III</b>	<b>MAKE IT COUNT</b>	
!	It's Elementary, Perception 3, Ballistics 5	<b>Cost: 81xp</b>

Once per encounter the airship's batteries may ignore damage reduction for a single volley against a single airship. This must be declared prior to the attack roll. This ability is still expended on a miss.

<b>IV</b>	<b>MORE POWDER!</b>	
!	Make It Count, Perception 5, Ballistics 7	<b>Cost: 268xp</b>

Guns are reloaded with additional powder, which when ignited launches projectiles at a greater velocity, dealing more damage. Each battery gains 1 point of damage for a single volley.

<b>V</b>	<b>ALPHA STRIKE</b>	
!	More Powder!, Perception 7, Ballistics 9	<b>Cost: 551xp</b>

This volley is intended for maximum damage against enemy airships. A number of crew equal to twice the number of batteries used are killed.

# MASTER-AT-ARMS

A born leader forged in the crucible of war and trained in the line of fire. Unique tactics and an ironclad charisma ensure their soldiers' success.

<b>I</b>	<b>VIOLENCE OF ACTION</b>	
!	Command 1	<b>Cost: 2 xp</b>

For the first round of any boarding action only, increase the enemy troop casualties by 1 per each Master-At-Arms talent the character possesses.

II

## FIRING SQUAD

! Violence of Action, Command 3

Cost: 17xp

A cowardly crewmember is executed to gain 5 morale during any boarding action. This ignores the standard crew death morale penalty. After combat ends, crew morale is reduced by 3 for each time this talent was used.

III

## BARRICADE

! Firing Squad, Toughness 3, Command 5

Crew: 4  
Cost: 81xp

When defending the airship, troops can erect defensive structures. For this round, troops suffer no casualties and boarders can deal no damage to the ship. This can be used only once per boarding action.

IV

## SUICIDE SQUAD

! Barricade, Toughness 5, Command 7

Cost: 218xp

Once per encounter, the enemy suffers losses equal to half of losses they inflict this round.

V

## HOLD THE LINE

! Suicide Squad, Toughness 7, Command 9

Cost: 456xp

Troops will never mutiny while being boarded, and always fight to the last man when defending in troop combat.

## SIGIL MASTER

The character has put their mind to unlocking the power of what is arguably the age's most difficult field of study, sigilry, and made notable success.

I

## SYNERGY

! Arkäna / Psy 1

Crew: 5

Cost: 3xp

Crewmen can offer their life force or mental energy to aid a sigil master simply by laying hands on the sigil. 5 crew touching the sigil reduce the SP by 1 or strain by 2. For every sigil master talent this character possesses they can borrow power from 5 crewmembers, to a maximum of 25 crewmembers.

II

## FEEDBACK

! Synergy, Arkäna / Psy 3

Cost: 24xp

A single sigil can be overcharged on an enemy airship, causing disruption for 1d4 rounds. The outpour of energy may also disrupt the attacking sigil. On a 3 or 4, the attacking sigil is disrupted for 1 round.

III

## DUAL CAST

! Feedback, Intelligence / Willpower 3, Arkäna / Psy 5

Cost: 218xp

The sigil master is able to use their arkäna or psy ability twice in one round, but suffers a -4 penalty on the second check.

IV

## SMOKESCREEN

! Dual Cast, Intelligence / Willpower 5, Arkäna / Psy 7

Cost: 218xp

For one round per day, the sigil master can focus all their effort into leaving a cloud trail behind the airship. The cloud lasts for 3 rounds and occupies all space the airship passed through this round. All airships passing through it suffer the effects.

- **Primaltheurgy:** Any of the available environmental effects.
- **Necromancy:** A cloud of desecration, which behaves the same way as targeted desecration used from a sigil.
- **Kinesis:** A ship passing through the area requires 1 additional speed to pass through. All attacks also suffer a -1 penalty per 25 yards of Smokescreen they pass through.
- **Illusion:** The cloud obscures all vision both through it and from within it.

V

## ARKÄNIK OVERLOAD

! Smoke Screen, Intelligence / Willpower 7, Arkäna / Psy 9

Cost: 218xp

The sigil can be overloaded, making it *broken*. This surge can be directed toward an opponent airship within range, causing all onboard components, other than the ark-drive, to be disrupted for 1 round.

## SQUADRON ACE

Lightning reflexes, a quick wit, and a leader's mind are essential to lighting striker squadrons to victory. Through trial by fire, the character has proven a command of these traits.

I

## RAID

! Operate (Striker) 1

Cost: 2 xp

The squadron's speed can be split between 2 movement actions, allowing for an attack run in between.

II

## BARREL ROLL

! Raid, Operate (Striker) 3

Cost: 17xp

Avoid an attack once per encounter. This must be declared prior to the attack roll being made.

III

## KAMIKAZE

! Barrel Roll, Ballistics 3, Operate (Striker) 5

Cost: 75xp

If any allied strikecraft are destroyed while within 25 yards of an airship, they can crash into it for 2 damage that bypasses armor.

IV

## ENGINE BOOST

! Kamikaze, Ballistics 5, Operate (Striker) 7

Cost: 197xp

Once per encounter, a squad can double their speed for 1 round.

V

## ALPHA STRIKE

! Engine Boost, Ballistics 7, Operate (Striker) 9

Cost: 407xp

If a squadron destroys an enemy squadron or airship, they can immediately move adjacent to another squadron within their base speed range.



# CHAPTER 5: EQUIPMENT & CRAFTING

# EQUIPMENT

The advanced machines of the Old World, the loss of knowledge post-Reckoning, and the rapid advances in arkane study have produced a world where there exists a great disparity in the level of technology between regions, or even neighboring towns. The surge of recent technological achievements, from the arkane drive to steam engines, provides centers of civilization much more comfortable livelihoods. Pulse has recently introduced the concept of assembly lines to its forges, Lanis is on the forefront of municipal power distribution, and Lokoran's public septic system is decades ahead of others to preserve the purity of the Cistern. Wealthier districts within the city-states enjoy basic water and arkane utilities, finely crafted steel and erminsul commodities, and the occasional hyper-advanced device from the Old World.

Outside the city-states, however, technology is sorely lacking. Hamlets inhabited by uneducated farmers know only stories of ark-drives, powered lights, and towering structures dedicated to academic studies. They harvest and hunt with simple iron or stone tools. Most have never seen a firearm. They live simply, admiring the rare airship that sails by before returning to their mundane livelihoods.

This means that weapons, armor, and survival implements come from all levels of technology. Stone spears are as familiar to Feneryans as steel longswords. Flintlock weapons exist alongside cartridge rifles. Discoveries in the last decade have produced devices the size of a long knife that can augment arkane and psychic powers. Old World technologies also occasionally resurface, gifting their finder with superlative quality and performance; if they can figure out how it works.

## CRAFTING EQUIPMENT

When crafting weapons it is important to remember that each weapon's aesthetic is unique unto itself and is defined by the crafter at creation. To use any of the Craft skills to produce weapons, armor, and other items a character must first have access to an appropriate workstation and tools. The availability of such places will be at the discretion of the GM, but city-states should be reliable sources.

### CREATION

When creating a new item, determine the cost and relevant Craft skill in its respective section (Weapons, Armor & Shields, Alchemy, or Prosthetics). At base, it takes the crafter 4 hours of work to craft the item and an additional 2 hours for every 5 points of difficulty of the unopposed check (UC), unless otherwise stated. This work time does not have to be consecutive. The crafter may reduce the difficulty by investing additional time into crafting the item, where one additional hour reduces the difficulty by 1, however, this may not reduce the UC by more than half of the original UC. Characters may also reduce the time by 1 hour, by increasing the UC by 1, to a minimum time of 2 hours to craft.

A crafter may not produce an item with a difficulty greater than 5 times their rank(s) in the appropriate skill (e.g. A character with a Mechanics of 6 may not produce a weapon with a difficulty higher than 30). At rank 10, there is no longer a limit. When a Craft check to create an item has failed, the character loses half the cost of the intended item and must begin anew.

### UPGRADING

To upgrade preexisting items with new enhancements, the crafter must pay the enhancement's cost. The difficulty is the weapon's total UC, including the new upgrade(s). Failure results in the crafter only paying half the total cost and requires them to restart the crafting process.

### ENHANCEMENTS

Enhancements are devices that enhance weapons and equipment. This can be simple improvements to their primary function, (i.e. additional DR to armor, or a scope on a ballistic weapon) or entirely new capabilities (i.e. climbing spikes on armor that aid in climbing). Characters may add enhancements to their gear using the creation and upgrade crafting rules.

**Terrosh has a sword that has a UC of 20, and he wants to add an additional die of damage plus 2 bonus damage. Doing this will add 5 UC and cost ₳175.**

**To successfully craft this upgrade, Terrosh must beat a Craft (Armaments) check of 25. The cost for the upgrade will require a deduction of ₳175 from Terrosh's bank account.**

EXAMPLE

## STOREFRONT COSTS

No sane shopkeeper offers their wares at cost. Many add a service fee to account for their time spent crafting an item. Players attempting to buy weapons from shopkeepers will find that prices are greater than that of the crafting cost, without any loss of quality. As such all items sold by shops using the crafting system cost an additional 5 Notes per hour spent crafting the item.

Players wishing to craft their own weapons for sale may find that they receive only a paltry sum for their efforts. Items crafted by players may be sold to shops for the item's base cost plus 5 Notes per rank in crafting.

Items found or those purchased from vendors throughout the world can be sold or resold to shopkeepers, albeit for half the item's crafted base cost. If a player chooses to modify a weapon they found only to sell it, they will find that compensation will only be offered for the cost of their enhancement, and not the weapon as a whole.

Other factors the GM can utilize for buying and selling items include the quality craftsmanship or demand of the item, whether or not the item has been used, and the shopkeeper's demeanor towards the players.

### REGIONAL COST MODIFIERS

Each of the city-states has a tax that they apply to sold goods, be it from the government itself or the shopkeeper (modifiers shown below).

**Pulse:** +1 Note per crafting hour

**Lanis & Lokoran:** +2 Notes per crafting hour

**Nerorth & Sylvan Hollow:** +3 Notes per crafting hour

**Hel:** +5 Notes per crafting hour