

A

STEAMPUNK ALPHA



PLAYERS GUIDE



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THE LARP SYSTEM

IMPORTANT: PLEASE READ

The Steampunk Alpha Live Action Role Play system is an adventure-based game set in an alternate version of Victorian Britain. Combat is simulated in-game using Nerf guns and standard LARP-safe weapons (foam and latex) and a global hits damage system.

Safety is the most important feature of gameplay and this Player's guide is designed to introduce you to the main rules of the system to ensure that everyone stays safe and enjoys the game. Every player is responsible for making the game safe and so we ask all players to ensure that they play with everyone's safety in mind- there is no shame in asking questions about things you are unsure about or in abstaining from/ stopping gameplay if you feel that something is unsafe. However, it is important to note that all participants in this LARP system do so at their own risk and all participants assume personal responsibility for their participation in the game, and for any damage to property or injury to their person that they sustain. It is important that you disclose any medical condition you might have to the referees before taking part in the game and that you take appropriate steps to manage any medical conditions during play (leg braces, carrying inhalers, etc.) to ensure your own safety.

Fairness is also a major feature in this system, and in this guide you will find the Steampunk Alpha Etiquette document that each player should familiarise themselves with. This system is a strict non-PvP (Player vs. Player) game and it is a serious breach of etiquette for player characters to attack and harm other player characters. All characters are created as 'good guys' and there will be plenty of enemies for the player characters to engage with and win the day. However, the rules of fairness also apply to players who role-play as enemies too (known as 'monstering') and it is expected that players role-playing monsters will not abuse their position as 'the enemy' to unfairly challenge player characters' abilities or aim for TPK (total party knock-out).

Referees have the final word on issues of safety and fairness and reserve the right to prevent a person from taking part in the LARP game. However, all referees take no responsibility or liability for any personal injury, damage to property or death that a participant may sustain; as previously stated, all participants take part at their own risk and safety is the responsibility of all.

Now, who's for a nice cup of tea?



THE LARP SYSTEM

AN INTRODUCTION TO THE STEAMPUNK ALPHA UNIVERSE

Steampunk Alpha is set in an alternate version of Victorian Britain, at the turn of the 20th Century. The world has been rocked by 'The Big Event', when the meteor Gallio crashed into the Atlantic Ocean, causing repercussions and spilt tea all over the world. Mass flooding and fallen space debris have affected the landscape of Britain, Ireland and America, and there is an international race for the rare minerals found on the meteor (nicknamed 'Millionaire Island' by some).

Of particular interest is the crystal ozulite, which is proving to be a hyper-effective fuel source, promoting great advances in technology and steam power. Machines powered by ozulite are now able to raise the dead and families are buying into this new technology to be reunited with their loved ones. Governments are using robotic super-soldiers and the most fashionable homes now come equipped with a clockwork butler or two.

Scientists are searching for other benefits that the crystal may provide but others are warning of the negative impacts that 'The Big Event' might have had on the world we inhabit. The dead are walking again, even in cemeteries where the 'Resurrection Rays' have not been used. Crime is at an all-time high as unsavoury types get their hands on new technologies, and reports of hideous mutations attacking innocent citizens are flooding into the constabulary. Many are turning their attentions to the stars, looking for signs of further meteor showers or simply tracking the bright lights appearing in the sky over large cities and towns. Some are worried about calls for robot suffrage and Parliament is engaged in the daily business of discussing new bills to prevent the illegal creation of steam-electro robots by members of the citizenry.

London was badly hit by falling space debris, but many factories have sprung up in the rubble to manufacture defensive weapon systems, mining equipment and robotic servants and soldiers. Her Majesty Queen Victoria still reigns over the Empire from a heavily fortified palace in North London, but a huge no man's land has been set up around the perimeter. Most of Britain's southern citizens have moved north to the Great Trading Belt of Liverpool, Manchester, Bradford, Leeds, York and Hull and the Holy-Bramley railway line connects the different trade centres.

At Golderneath, a stately home on the road between York and Hull, the eccentric entrepreneur Sir Humphrey Niverton-Fox is hiring adventurers to secure the future of this magnificent land and perhaps even the future of the Empire and Commonwealth themselves. Sir Humphrey wants to investigate and research the strange happenings in the area and abroad, and to work with persons from all races to establish a Commonpeace between people too.

Are you the adventurer he is looking for?



GAME RULES

PLAYING THE GAME- SAFETY AND FAIRNESS

Combat is the most dangerous aspect of the game and should always be carried out safely. Whilst it is good to role-play combat and make taking damage look 'real', it is more important to ensure that you are engaging in combat safely and not causing actual damage to players or monsters. The following rules should always be followed to ensure safety and fairness:

Adequate clothing and footwear for outdoor play must always be worn, as terrain can be uneven and weather conditions changeable.

All weapons must be checked by a referee for safety, and refs reserve the right to prevent play with unsafe weapons.

There are restrictions on the kinds of weapons, armour, shields and equipment that a player can safely carry on a mission- speak to a referee if you are unsure.

No shots to the head, face or groin- this applies to both melee weapons and projectile weapons (including Nerf).

All blows with melee weapons should be delivered with minimum force- the player should only be role-playing their pain, not feeling pain.

Rapid shots or blows to the same person are not permitted.

Close-quarter shots with Nerf weapons are not permitted (2 metres minimum).

Strikes with melee weapons should be aimed blows with the edge/blade of the weapon only- no stabbing, wild swinging or blind strikes are permitted.

Hand to hand combat is strictly forbidden (no punching, kicking, slapping, grappling, pushing, gouging, etc.) Biting is also forbidden- characters that have abilities using fangs must not bite anyone, merely role-play doing so.

Players who are not targeted by raygun or magical effect cannot react to the call, only to the targeted player's role-play of that effect (in other words, unless a call is aimed at you, you are 'deaf' to it, and may not necessarily know what has happened to the targeted character).

Referees will use the standard calls in LARP to stop play: 'Time Freeze' means players must stop where they are and pay no attention to any changes around them, as this call is used so referees can effect plot; 'Time Out' means players must stop role-play but remember where they are in-game, as this called is used so referees can attend to any 'out of character' incidents; 'Time In' means players may resume role-play and is used to signal that players can pick up the action from where they left off.

All participants (including referees) must recognise each other's personal boundaries and not abuse any aspect of role-play to inappropriately touch someone or threaten their personal safety.

All participants (including referees) must treat each other with respect and follow the etiquette rules of the system. People's belongings and equipment should also be treated with respect.

Referees hold the final decision about stopping unsafe play or banning someone from playing; this decision must be respected by all players.

Players must agree to uphold all of the above rules in order to play.



Hit points

All characters start with a certain amount of hit points; please refer to the 'Hit Points' section of your specific race in the 'Races Table' to see how many this is.

All hit points are classified as global hit points; this means that if you are hit in the leg, arm, foot, torso or any other part of your body, you will take damage- one point of damage for each hit. When you have lost your last hit point you are 'downed'.

Downed

If you have reached 0 hit points, you are downed and you must fall to the ground and start your death count. Most characters have a death count of 5 minutes (300 seconds) and certainly all new characters do. Once you have reached the end of your death count, your character is dead and may not take part in further play.

For the first half of your death count you are considered conscious and may crawl away from danger if necessary, although you may not shout for aid (as you have had the wind knocked out of you). After half your death count is up, you fall unconscious and will continue to count until you are healed or you are dead. If you are healed in the second half of your death count, you may stop the count but you will still be unconscious and must be awoken before continuing (see 'Unconsciousness' for more information).

Taking Damage and Special Effect Attacks

Every time you are physically hit, you take 1 point of damage. This includes hits from melee weapons (LARP safe only) and projectile weapons (Nerf or equivalent). Raygun attacks however (and other forms of 'special effect' attack) have a range of special effects that will cause effects on player characters other than damage (there is a small exception to this for certain races that have vulnerabilities- see the 'Game Call and Ability Table' in Appendix 1 for more information). Players using rayguns or other magical attacks must use a call to show the effect that is being done on a targeted enemy (see 'Game Call and Ability Table').

Unconsciousness/Sleep Effects

It is possible during the game to become unconscious/asleep without taking any damage (for example, through raygun effects, magical attacks or even sleeping draughts in your tea). If this is the case, you must fall to the floor asleep or unconscious but you do not need to start your death count. However, you must wait until someone wakes you up- this will take 15 seconds of someone gently shaking you. Feel free to role-play your slumbering state with snoring and sleep-talking!

Healing

If you are not downed but you have sustained damage, you may heal yourself (and thereby add hit points back onto your total) or be healed by another player. If you are downed, another player must heal you (this can be done in a number of ways dependent on race and supplies).

Any player character carrying out healing (on themselves or others) must have the ability to carry out healing (ie. have taken a specialist skill to do so, matched to the various races of the in-game world). For example, Dr Hauskranz has taken the level one healing skill and spends one of his healing points (skill points used by the player to practice medicine) on a human patient. The patient recovers 2 hit points (as per the level one healing skill used by the doctor- see individual skill tables for more information on this). The player role-playing Dr Hauskranz must tell their patient how many hit points they have recovered (the amount they recover will not exceed the patient's starting hit points) and role-play the process of healing as appropriate.

If the patient was downed and unconscious (in the second half of their death count) before they were healed, they are now just unconscious and after being woken, may continue as normal with their restored number of hit points or seek further healing.



Armour

Players who have certain skills available to them may wear armour or have armour upgrades built into their bodies in order to increase their total hit points. Different pieces of armour are worth different increases of hit points, depending on material and size, and some must be purchased as equipment.

Armour does not need repairing- adding a piece of armour to your player outfit permanently increases the character's hit points and, when you take damage, it is restored in by whatever healing is used on your character, up to the starting total (character hit points + armour hit points). Armour that is used to give a character increased hit points must be worn/phys-repped for the mission in order to count and may not be removed during play.

Money

Money is earned and used in-game for the purchase of goods, equipment and weaponry. Money is made up of pounds (p), shillings (s), and pennies (d); there are 20 shillings in a pound and 12 pennies in a shilling.

Characters will earn money for carrying out certain tasks or completing missions successfully. The amount of money they earn may directly correlate to their social standing, so some races may be paid more handsomely than others (see the Race Table for more information).

Equipment

All manner of equipment can come in handy on a mission so don't just think that possession of a revolver or raygun makes for a well-prepared adventurer. Most characters will be able to carry a great assortment of tools, drugs and accessories that could prove useful when solving a puzzle or aiding the party. If you can think of creative uses for your equipment to get around a particular obstacle or challenge, the referee may allow more 'unorthodox' solutions.

Equipment can be purchased from other players, NPC traders and from the Goldenneath Adventurers' Supply Store. Every new character gets an allowance of money when starting (refer to Appendix 4: Equipment Tables to find out how much starting money given to a character of each race) to spend on equipment their character might be likely to turn up with as a fledgling adventurer; after that, the character is 'out on their own' to earn money and buy equipment. The 'rule of three' applies to some equipment; a character may own only three items that would be considered top level, or items that are particularly unwieldy or overly-advantageous— see Appendix 4 for restricted items.

The Goldenneath Adventurers' Supply Store is the main supplier for adventuring parties but the seasoned player might be able to strike a deal with other characters encountered and obtain some equipment at a bargain price (NB. new characters can only shop at the Supply Store, not having yet met any other inhabitants of Fallowacres). For a full list of available equipment, see the Equipment Tables in Appendix 4.

In-Game Time and Out-of-Game Time

Players are encouraged to have their characters shaped by experiences in-game; in other words, by things that happen on mission. Characters should learn about the world around them gradually, ie. building a familiarity with the layout of Fallowacres, any new skills they are trying for the first time and various races and monsters as they are encountered, rather than a player 'metagaming' with knowledge they personally have from playing. New discoveries should be role-played accordingly and players should learn about other aspects of the universe through discussion with PCs and NPCs.

Out-of-game time is primarily used for shopping for new equipment, building or upgrading items and developing new skills; this should be done in the time between missions and submitted to the referees via an update email.

Research

It is possible for players to create new skills to be added to the game play by researching the skill out-of-game. This is not undertaken by a character, but by the player, but it does require the player to spend 1XP belonging to the character whom the skill is intended for (this character must also have invested at least 10XP in the relevant skill tree). To learn more about adding a new skill to the game via research, please ask a referee.



POWERS AND ABILITIES

ABILITY NAME	ABILITY DESCRIPTION	POWER COST
Mesmerise	The mesmerise call causes the victim to walk towards the attacker in a mindless trance for 30 seconds. This is a mind based power	1PP
Sleep	The sleep call causes the victim to fall asleep until woken This is a mind based power	2PP
Puppet	The puppet call causes the victim to follow the orders of the attacker for the next 2 minutes the attacker can continue to give orders to the victim within that time as long as they can see them. This is a mind based power	3PP
Zap	The zap call causes the victim to drop whatever they're are holding at the time This is an electro based ability	1PP
Spasm	The spasm ability causes the victim to be in incredible pain for 30 seconds This is an electro based ability	2PP
Electrocute	The puppet call causes the victim to follow the orders of the attacker for the next 2 minutes the attacker can continue to give orders to the victim within that time as long as they can see them. This is a mind based power	3PP
Shock	The shock ability knocks the victim to the ground This is a sonic ability	1PP
Pulse	The pulse ability freezes the victim in place for 30 seconds This is a sonic ability	2PP
Sonic	The sonic ability knocks the victim unconscious This is a sonic ability	3PP
Anit Rays	Anti-rays reverse the effect of a ray gun or ability for example an anti-sleep ray would wake someone up	Same as the ray or ability they are reversing



THE LAW

THE LAW OF THE EMPIRE (THE IN-GAME RULES OF CONDUCT)

The British Empire is a vast and sprawling affair, and all of the nations that make up our magnificent Commonwealth place supreme importance on civility and manners.

The following things are most naughty and must be avoided in all situations where a dainty maiden or good old bobby might be present:

Murder

Taking the life of any human or legal undead is considered murder; destroying an automaton is considered theft/criminal damage (see below).

Typical punishment: death by hanging.

Poisoning

The use of poisons is against the law.

Typical punishment: death by hanging.

Assault

Attacking an innocent person but not killing them.

Typical punishment: fine, imprisonment or more severe punishment dependant on crime.

Kidnap

Keeping a prisoner without right to do so.

Typical punishment: imprisonment.

Torture

To inflict pain on a person with the purpose of causing suffering.

Typical punishment: death by starvation.

Treason

Be it against the Country or Queen, either way, it's just not on.

Typical punishment: death by firing squad.

Defection from the Empire

Fighting for the other side and not being true to queen and country.

Typical punishment: death by firing squad.

Impersonating a member of either the military or constabulary

The Peelers are some of the most upstanding gents in the land and Her Majesty's Army do a sterling job defending the Empire from tyranny. Impersonation of either is a serious crime- one does not take a title, one earns it.

Typical punishment: death by firing squad.



THE LAW

THE LAW OF THE EMPIRE (THE IN-GAME RULES OF CONDUCT)

Witchcraft

Dabbling in the dark arts is considered a major crime and will be dealt with accordingly.
Typical punishment: death by hanging.

Theft/ Piracy / Grave Robbing

Stealing, pick-pocketing or generally taking things without permission is against the law.
Typical punishment: confiscation of stolen goods and a fine.

Smuggling

Movement of stolen or contraband goods is against the law.
Typical punishment: confiscation of goods and imprisonment.

Organ harvesting

Taking the organs of a person (dead or alive) without prior permission is a criminal act.
Typical punishment: imprisonment or death, depending on severity of crime.

Looting

Stealing items from crash ships and dirigibles.
Typical punishment: confiscation of items and a fine.

Poaching/Scrumpling

Stealing food items from another's land... or hamper for that matter.
Typical punishment: a fine

Raising RE-ANS without prior consent

Some people wish to stay dead and do not wish to shamble across the earth, so unless the deceased has asked to be re-animated, it is against the law to do so.
Typical punishment: confiscation of items used for reanimation and imprisonment

The carrying of concealed projectile weapons

Any weapon that can be hidden in the pocket is considered too small and is against the law to carry.
Typical punishment: confiscation and a fine.

Carrying of throwing knives

The carrying of knives made for the purpose of being thrown is against the law.
Typical punishment: confiscation and a fine.

Not raising one's pinkie when drinking tea

A capital offence that will see you cast out of all decent society.
Typical punishment: a slap on the wrist or a stern tutting.





CHARACTER CREATION

Creating a Character

Every player goes on mission as a character from the game world. Each character should be a fully-realised person, with a back story, a distinctive look and a set of skills to lend to an adventuring party. Each player is allowed to create up to two characters to use in the game at any time; however, only one character may be played per month, and it is only the played character that will earn experience, money and advancement for the successful mission. The following gives a breakdown of the required details for each character created.

Name

All characters need a name. Be creative and think about what race you are playing and where in the world you might have originated. For example, you might be playing an electro-steam robot- a killing machine from the war- so perhaps your name is just a serial number.

Race

All characters start as one of the 8 available races (see the 'Race Table' in Appendix 1 for the options available). Each race has its own pros and cons, so chooses wisely; be aware that some races may not be able to take certain skills, some races come with specialist skills and some races need to prioritise their areas of advancement (see the 'Skills' section below for more information). Different races also have different social standing and this may affect the way they are treated by other characters and (more importantly) how they get paid.

Physreps

(physical representations)Some races require specific physreps; for example, if you want to play a clockwork automaton, you must have copper, gold or bronze skin, which can be achieved by either make up, masks or prosthetics. Clockwork automata also require a winding key; this can be kept anywhere on the player as long as they start with a key. Please refer to the notes section of each race on the Race Table to see their minimum physrep(s).

Skills

Characters gain skills for use in-game as they gain more experience. Skills are hard to pick up and characters will have to specialise in certain sciences, technology use and combat in order to get ahead. Each character starts with 3 experience points (XP) to invest in gaining skills, and will acquire more skill points each time they go on adventures. Characters pursue their specialisms through skill trees, which map out the character's progress to gain better and more effective skills. All skills bought must follow the path of the skill tree and start at an entry level skill; some skills will require more than one previous skill to be taken before the skill can be acquired. Every character has a major skill slot for their primary specialism and a minor skill slot for their secondary specialism. These are chosen when a character is first created and cannot be changed, but each character will also have a third miscellaneous skill slot for picking up extra skills. The skill trees a character may choose to pursue as their major, minor and misc skills are race-dependent and not all races are able to pick up and learn different kinds of knowledge and craft (see the 'Race Table' for more information).

Major Skills- Your major skill is what your character devotes most of their time and energy to improving, be it proficiency with weapons, unlocking the mysteries of the sciences or getting more in touch with their race's powers. When acquiring a skill on your major skill tree, it will cost you 1 less skill point than stated to purchase that skill.*

Minor Skills- Minor skills are acquired alongside your major skill. Your character will still be interested in pursuing these skills, but it will take time and effort to achieve expert levels. When acquiring a skill on your minor skill tree, it will cost the standard skill cost stated to purchase that skill.

Misc Skills- These skills are additional skills your character may pick up as they progress, especially if they want expand their abilities in other areas. Progress in the misc skill slot must still follow the required prerequisites of the skill tree and a character's ability to take these skills is still race-dependent. As a non-specialist, it will cost you an additional skill point to purchase any skill in the misc skill slot.

*When spending your skill points after a mission, you must put at least one of your skill points into your major skill tree, until you have invested 10XP in that tree (then the requirement no longer applies); the other points may be spent however you wish.



Players should aim to make characters that are not only good adventurers, but interesting people to spend time with too. The following categories are not essential requirements for creating a character, but it is strongly recommended that you decide these aspects of your character after playing them a couple of times in order to enhance the richness of your game play and allow the referees to develop plot influenced by your character's appearance in Fallowacres.

Origin

Variety is the spice of life and, in addition to representing the various races of 20th century society, characters might have originally made their homes all over the known world. The origins of your character is useful for role-play and knowing your town or country of birth, and any previous positions or occupations your character might have held only serves to make them more interesting. As long as your origin story is in line with the Etiquette Guidelines further on in this guide, your character can any sort of back story you can imagine!

If you are unsure of your choice, please discuss it with a referee beforehand; if you want to have a back story similar to NPCs met in game— such as a gypsy family or a life as a daring airship pirate— talk to a referee to see if there is any existing lore you might be able to incorporate into your character.

Motivation

Everyone has a reason for becoming an adventurer, whether it is noble and self-sacrificing or... well, not so noble. The same goes for non-player characters you may encounter— whilst most of the enemies you meet in-game will have sinister intentions, many NPCs will be good citizens or will at least have obvious motivations for their actions. Player characters will usually have a overarching reason for their choices in-game and it will be helpful to decide on your character's motivation in order to choose how your character will act in different situations, or why they even chose the adventuring life in the first place.

Choices for motivations include Family, Community, Pleasure, Wealth, Protection of Nature, Gaining Knowledge, Faith, Justice and Progress, but players are welcome to create their own in discussion with a referee. Motivations can be privately held by a character or very obvious to everyone that meets them, but your chosen motivation will always be the objective driving your character.

Fear

Similar to a strongly-held motivation driving them forward, characters should also have a deeply-held fear that can hold them back. Fears can be big or small, and are only limited by the player's imagination (and the rules set out by the Etiquette Guidelines in this guide); choosing a specific fear will help to shape how your character reacts to certain events in game play, sometimes with hilarious results!

Belongings

Characters live an adventuring life on the road so they are unlikely to have large numbers of possessions during missions. Whilst a character should certainly use and buy different types of equipment to assist them during adventures (see the 'Equipment' section further on in this guide), they will also own other items they do not need to buy (for example, most clothing is not purchased, as the character is assumed to have already owned their outfit before starting out as an adventurer). Think of any personal belongings your character might carry— what is the significance of these treasured items? Talismans can be a constant reminder of a character's past or a personal promise they have made themselves, and they are not restricted to characters of faith. Choosing a couple of key belongings with a back story can really help your character take life.



HINDRANCES

Any player at character creation may take 1 of the following hindrances to acquire an additional 1XP.

HINDRANCES TABLE

HINDERANCE	DESCRIPTION	RACE
Old	Gain the slow ability	Human only
Rusty	Gain the slow ability	Steam Electro GITM and Cunker only
Feeble	lose 25% of starting HP and cannot use 2 handed weapons	Human and undead only
Shrapnel	Gain the sonic sensitivity ability	Human Clunker and Undead only
Weak stomach	Whenever feeding on a corpse they will suffer the effects of disease for the next 2 encounters	Undead only
Anemic	All poisons work twice as quick including disease	Human and Clunker only
Cursed	Cannot be healed by faith based healing	Human only
Debt	Starts with 25% less money and gets paid 25% less until a debt of 1 pound is paid	Any race
Malfunction	Gains electrosensitivity	Clockwork only
Susceptible	Falls a sleep whenever mesmerised	Human only
Heavy sleeper	Takes twice as long to wake	Human Clunker and Undead only
Phobia	Whenever they see a particular race they take a pulse effect. Ref permission required	Any race
First law of robotics	A robot may not injure a human being or, through inaction, allow a human being to come to harm.	Robots only
Ailin	At the end of every session the character must pull a card from a deck if it's an ace they have died	Human only



HUMAN

HUMANS ARE THE MOST COMMON RACE TO BE FOUND IN THE WORLD OF FALLOWACRES. THEY ARE ALSO CONSIDERED TO BE SOCIALLY AT THE TOP COMPARED TO OTHER RACES SUCH AS UNDEAD AND MECHANICAL MEN.

HUMANS CAN TAKE ON MANY DIFFERENT PROFESSIONS AND HAVE NO SOCIAL RESTRICTIONS IN DOING SO, ALL OVER THE EMPIRE YOU WILL FIND ALL MANNER OF HUMANS SUCH AS SAILORS, AIRSHIP PIRATES, COWBOYS, SCIENTISTS, ENGINEERS, DOCTORS, LORDS, LADIES, SCOUNDRELS AND EVEN RELIGIOUS CHARACTERS

MOST ADVENTURING PARTIES WILL INCLUDE AT LEAST ONE HUMAN CHARACTER WITH A RANGE OF SKILLS THAT FOCUS ON BOTH COMBAT AND SCIENCE BASED ABILITIES



RACE : HUMAN

STARTING HP :12

AVAILABLE SKILL TREES: BIOLOGY, CHEMISTRY, PHYSICS, MATHEMATICAL ENGINEERING, LAWFUL MODERN, ROGUE MODERN, LAWFUL ANTIQUARIAN, ROGUE ANTIQUARIAN, FAITH, CLUNKER.

MAJOR SKILL TREE: ANY OF THE ABOVE

MINOR SKILL TREE : ANY OF THE ABOVE

SPECIAL ABILITIES: NONE

MINIMUM PHYSREP: HUMAN FORM



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CLUNKER

CLUNKERS ARE CHARACTERS WITH MECHANICAL ENHANCEMENTS, EITHER DUE TO SOME KIND OF DEVASTATING ACCIDENT OR BECAUSE, IN THIS AGE OF STEAM-POWERED TECHNOLOGY, THEY SIMPLY FELT THEY COULD IMPROVE ON NATURE'S DESIGN. UPGRADES COME IN MANY FORMS- LIMB REPLACEMENTS ARE COMMON, BUT SOME TAKE IT MUCH FURTHER, WITH CRANIAL PLATES OR ARTIFICIAL HEARTS AND LUNGS.

THESE HYBRID CHARACTERS GAIN THEIR ABILITIES FROM THEIR ALTERED PHYSICAL MAKE-UP, GIVING THEM SKILLS SUCH AS SUPER STRENGTH OR DEXTERITY. THEIR MECHANICAL PARTS HELP THEM TO GAIN EMPLOYMENT AS MEDICS AND ENGINEERS, BUT THEY ARE FOUND IN ALL WALKS OF LIFE, OFTEN DOWN ON THEIR LUCK AT FIRST DUE TO THE TRAUMA OF THE ACCIDENTS THAT MAY HAVE FORCED THEIR TRANSFORMATION.

CLUNKERS MAKE GOOD ADVENTURERS DUE TO THEIR RANGE OF SKILLS, BUT THERE ARE DRAWBACKS TO ALL THAT ELECTRICITY COURSE AROUND THEIR BODIES. SOME CAN ALSO GET ADDICTED TO THE UPGRADES, BECOMING MORE MACHINE THAN MAN.

RACE : CLUNKER

STARTING HP :14

AVAILABLE SKILL TREES: CLUNKER ,BIOLOGY, MATHEMATICAL ENGINEERING, LAWFUL MODERN, ROGUE MODERN LAWFUL ANTIQUARIAN, ROGUE ANTIQUARIAN, FAITH.

MAJOR SKILL TREE: ANY AVAILABLE SKILL (MUST TAKE CLUNKER AS EITHER MAJOR OR MINOR SKILL)

MINOR SKILL TREE : ANY AVAILABLE SKILL (MUST TAKE CLUNKER AS EITHER MAJOR OR MINOR SKILL)

SPECIAL ABILITIES: BALANCE OF HUMANITY

MINIMUM PHYSREP: DEPENDANT ON UPGRADES





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GHOST IN THE MACHINE

Ghost in the Machine characters consist of a wronged or accidentally separated spirit occupying a material body that allows the spirit within to interact with the physical world. Many ghosts find they are trapped or 'bound' to their new body when regaining consciousness after death, and this form can be any humanoid object created by man.

These characters have the advantages of their ethereal state to manipulate certain aspects of the spiritual world, but their humanoid body also serves as a strong protective shell. These can find work in many jobs, although they are often compelled to return to their previous lives to try and make sense of their deaths.

With abilities that span both the physical and spiritual realms, a Ghost in the Machine can play a variety of roles in an adventuring party, but they will always be on a quest for their own answers too.



RACE : GHOST IN THE MACHINE

STARTING HP :14

AVAILABLE SKILL TREES: GHOST IN THE MACHINE ,PHYSICS, CHEMISTRY, LAWFUL MODERN, ROGUE MODERN, , LAWFUL ANTIQUARIAN, ROGUE ANTIQUARIAN

MAJOR SKILL TREE: ANY AVAILABLE SKILL (MUST TAKE GHOST IN THE MACHINE AS EITHER MAJOR OR MINOR SKILL)

MINOR SKILL TREE : ANY AVAILABLE SKILL (MUST TAKE GHOST IN THE MACHINE AS EITHER MAJOR OR MINOR SKILL)

SPECIAL ABILITIES: SPIRIT STRENGTH

MINIMUM PHYSREP: NO SKIN SHOWING SOME FORM OR ROBOTIC APPEARANCE WEATHER YOU A WALKING BRAIN IN A JAR OR GHOST THAT'S FOUND ITSELF INTO AN AUTOMATON YOUR CERTAINLY NOT HUMAN LOOKING ANYMORE



CLOCKWORK AUTOMATON

Clockwork automata were created just before the advent of ozulite technology, to assist with clean-up operations after the devastation caused by the meteor Gallio.

These characters are designed to be happy to help at all times and they are built to be hard-wearing and strong, although they are quite slow and require careful maintenance.

Clockwork automata find a role in society serving others, working in hospitals, kitchens and as personal assistants or butlers. Though some have since sought emancipation, many clockwork automata enjoy working for the good of society, although their trusting nature can see them working for more sinister masters or as illegal pleasure bots.

With strengths in dexterity and self-sacrifice, adventuring parties will find Clockwork automata to be perfect team players, carrying out the service roles they were intended for and coming with a handy warranty should problems arise.



RACE : CLOCKWORK AUTOMATON

STARTING HP :16

AVAILABLE SKILL TREES: CLOCKWORK AUTOMATA, BIOLOGY, LAWFUL ANTIQUARIAN

MAJOR SKILL TREE: CLCOKWORK

MINOR SKILL TREE : ANY OF THE ABOVE

SPECIAL ABILITIES: SLOW

MINIMUM PHYSREP: MINIMUM PHYSREP: NO SKIN SHOWING LIGHT METAL COLOURS GOLD SILVER COPPER BRONZE BRASS AND A WINDING KEY



A

STEAM ELECTRO AUTOMATON

Steam-electro automata originated in the military, created two years ago to aid the country in the race to control the ozulite mines on Millionaire's Island. Various models of these battle-bots have been created, ranging from the original Mk1- a steel can with a simple semi-automatic weapon- to the prototype Mk5, with an armoured hull and powerful raygun technology.

Steam-electro automata still find employment in the military, but many have been reprogrammed to work as bodyguards or even engineers. Another source of income and notoriety is robo-wrestling, which is fast developing a family following.

Due to their superior weaponry and armour, Steam-electro automata are indispensable for an adventuring party, especially in combat. These characters can have a range of motivations now deprogramming is more common, although they all share the tendency to malfunction at times.



RACE : STEAM ELECTRO AUTOMATON

STARTING HP :20

AVAILABLE SKILL TREES: STEAM ELECTRO, MATHEMATICAL ENGINEER, LAWFUL MODERN.

MAJOR SKILL TREE: STEAM ELECTRO

MINOR SKILL TREE : ANY OF THE ABOVE

SPECIAL ABILITIES: ELECTRO SENSITIVITY

MINIMUM PHYSREP: NO SKIN SHOWING DARK METAL COLOURS SILVER BLACK AND A PRESSURE OR VOLTAGE GAUGE



RE-AN

Re-an characters are the re-animated corpses of dead humans, although the reason for their resurrection is still not fully understood. Rotten and shambling, Re-ans find themselves much slower than before, and gain employment doing menial tasks, or as medics (due to their familiarity with reattaching their own limbs).

Despite being accepted members of society, it is no secret that Re-ans need to consume flesh to survive, and so they are feared by most and unpopular at dinner parties. They make the most of their undead status, moving between the realms of the living and the dead, and exploiting the impervious nature of their putrefied remains.

Re-ans are easy to spot due to their sunken faces and their constant groaning, but there can sometimes be more than meets the eye. A Re-an on your adventuring party can mean a valued doctor or fearless scout... and at the very least, you'll get yourself a loyal attack zombie.



RACE : RE-AN

STARTING HP :10

AVAILABLE SKILL TREES: RE -AN, BIOLOGY, LAWFUL MODERN, ROGUE MODERN, LAWFUL ANTIQUARIAN, ROGUE ANTIQUARIAN CLUNKE

MAJOR SKILL TREE: RE-AN

MINOR SKILL TREE : ANY OF THE ABOVE

SPECIAL ABILITIES: SLOW, SOULLESS

MINIMUM PHYSREP: BLACKENED EYES AND PALE COMPLEXION



WERE

Were characters belong to a modern race, and appear to be relatively humanoid. They can have memories of their previous lives, and find work in much the same roles as before they 'transformed', such as the military or sciences— a high proportion of them are former explorers.

Their natural abilities include superhuman strength and skill in combat, but they can appear to be out-of-control at times. Some Weres are seen drinking the blood of the dead to regain strength and this means they are often feared by the townsfolk and hated by religious people from all walks of life.

Weres are much like humans in personality, but can display the tell-tale physical attributes of their animalistic sides, depending on how developed they are; dark rings around the eyes betray their nocturnal activities. Due to their strength, they are valued additions to adventuring parties, but be wary of the 'full moon frenzy' they reportedly suffer from.



RACE : WERE

STARTING HP : 8

AVAILABLE SKILL TREES: WERE, PHYSICS, LAWFUL MODERN, ROGUE MODERN. CLUNKER

MAJOR SKILL TREE: WERE

MINOR SKILL TREE : ANY OF THE ABOVE

SPECIAL ABILITIES: SOULLESS

MINIMUM PHYSREP: BLACKENED EYES



VAMP

Vamp characters belong to an ancient race, and some of them are hundreds of years old. Even newly-created Vamps remember little of their previous life and, as such, they prefer antiquarian combat and old science, such as chemistry. They have a curious preoccupation with counting, although the reason for this is unknown.

Their natural abilities require the drinking of fresh blood- although it need not be human- and they are adept at bewitching and confounding anyone who is not of their race. Due to their unusual skill set (and the behaviour of the feral Vamps), they are often feared by the townsfolk and hated by religious people from all walks of life.

Vamps are easily identifiable by their pale skin and blood-drinking habits, but their personalities can vary. Any Vamp with something to prove might find their way onto an adventuring party, and will earn their place with their mind-bending abilities.



RACE : VAMP

STARTING HP :8

AVAILABLE SKILL TREES: VAMP, CHEMISTRY, ROGUE ANTIQUARIAN, LAWFUL ANTIQUARIAN CLUNKER

MAJOR SKILL TREE:VAMP

MINOR SKILL TREE : ANY OF THE ABOVE

SPECIAL ABILITIES: SLOW,SOULLESS

MINIMUM PHYSREP: PALE COMPLEXION

A

BIOLOGY

Faith characters are deeply devout followers of the world's religions, big and small. Faith characters can follow any belief system they choose, and it is not uncommon to meet characters from both ends of the spectrum, from peaceful Zen monks to warmongering apocalyptic preachers.

Due to their strong religious fervour, they have been blessed by the powers they worship with a range of abilities to help their fellow man and clear the world of undead. Their skill set takes many hours of devotional practice to develop and the Faith character must be sure not to fall back on unpure practices and commit a sin, lest they lose some of their power.

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VITAL EQUIPMENT

These are items you will need to play a biologist

HEALING WAND

RECOMMENDED EQUIPMENT

These are items you may need to play an engineer

TRANSFUSION KIT

STETHESCOPE

AUTOPSY KIT

SMELLING SALTS



BIOLOGY

LEVEL 1 HEALING 1XP
-
YOU MAY SPEND 1 HEALPOINT
TO HEAL 2HP
-
PRE REQUISITE LEVEL 1 HEAL
POINTS

LEVEL 1 HEAL POINTS 1XP
-
5 HEAL POINTS
-
PRE REQUISITE NONE

CHECK PULSE 1XP
-
MAY DETERMINE WITHIN 5
SECONDS WETHER A PLAYER
IS DEAD OR UNCONSCIOUS
-
PREREQUISITE NONE

LEVEL 2 HEALING 2XP
-
YOU MAY SPEND 1 HEAL POINT TO
HEAL 4 HP
-
PREREQUISITE LEVEL 1 HEALING

LEVEL 2 HEAL POINTS 2XP
-
AN ADDITIONAL 5 HEAL
POINTS
-
PRE REQUISITE LEVEL 1 HEAL
POINTS

AUTOPSY 2XP
-
YOU MAY EXAMINE THE BODY
OF THE DECEASED TO
DETERMINE THE MEANS OF
DEATH.
-
PRE REQUISITE CHECK
(PULSE)

LEVEL 3 HEALING 2XP
-
YOU MAY SPEND 1 HEAL POINT
TO HEAL 8 HP
-
PREREQUISITE LEVEL 2 HEALING
PRE

LEVEL 3 HEAL POINTS 2XP
-
AN ADDITIONAL 5 HEAL
POINTS
-
PRE REQUISITE LEVEL 2 HEAL
POINTS

LEVEL 4 HEALING 3XP
-
YOU MAY SPEND 1 HEAL POINT
TO HEAL 16 HP
-
PREREQUISITE LEVEL 3 HEALING
PRE

LEVEL 4 HEAL POINTS 3XP
-
AN ADDITIONAL 5 HEAL
POINTS
-
PRE REQUISITE LEVEL 3 HEAL
POINTS



BIOLOGY

DETECT DISEASE 1XP

-
YOU MAY DETECT THE
DISEASE SYMBOL

-
PREREQUISITE NONE

CURE DISEASE 1XP

-
CURE A DISEASED PATIENT
FOR 1 HEAL POINT

-
PREREQUISITE DETECT
DISEASE

VACCINATE 2XP

-
CREATE A VACCINE FOR 5
HEAL POINTS THAT PROTECT A
PLAYER FROM DISEASES ALL
DAY.

-
PREREQUISITE CURE DISEASE

DETECT TOXIN 2XP

-
YOU MAY DETECT THE TOXIC
SYMBOL.

-
PREREQUISITE DETECT DISEASE

CURE TOXIN 2XP

-
CURE A T POISONED PATIENT
FOR 1 HEAL POINT

-
PREREQUISITE DETECT TOXIN

ANTITOXIN 2XP

-
CREATE AN ANTITOXIN FOR 5
HEAL POINTS THAT PROTECTS
A PLAYER FROM TOXINS ALL
DAY

-
PREREQUISITE CURE TOXIN

DETECT RADIATION POISONING
2XP

-
YOU MAY DETECT THE
RADIATION SYMBOL
PREREQUISITE DETECT TOXIN

CURE RADIATION POISONING
2XP

-
CURE A RADIATED PATIENT
FOR 1 HEAL POINT

-
PREREQUISITE DETECT
RADIATION

ANTI GAMMA 2XP

-
CREATE A VACCINE FOR 5
HEAL POINTS THAT PROTECT A
PLAYER FROM RADIATION
POISONING ALL DAY.

-
PREREQUISITE CURE
RADIATION POISONING

SMELLING SALTS 2XP

-
MAY WAKE AN UNCONSCIOUS
PLAYER UP IN 5 SECONDS

-
PREREQUISITE NONE

BLOOD TRANSFUSION 3XP

-
MAY TAKE 2 HP FROM ANY
CONSCIOUS HUMAN PLAYER TO
INCREASE ANY OTHER HUMAN
PLAYER BY 1 HP

-
PREREQUISITE NONE

BLOOD SACRIFICE 3XP

-
MAY TAKE 2 HEAL POINTS
FROM ANY CONSCIOUS PLAYER
TO INCREASE ANY UNDEAD
PLAYER BY 1 HP

-
PREREQUISITE BLOOD
TRANSFUSION



CHEMISTRY

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MATILDA TODD AND MOTHER MAGGIE

VITAL EQUIPMENT

These are items you will need to play a physicist

HARVESTING TOOL
POTION BOTTLES

RECOMMENDED EQUIPMENT

These are items you may need to play a physicist

PORTABLE LAB
CHEMICAL DETECTOR



CHEMISTRY

HEALING UNGUENT 1XP

PLAYER MAY CREATE A POTION
THAT HEALS HUMANS 2HP AND
UNDEAD 1HP

PREREQUISITE BREW POINTS 1

LEVEL 1 BREW POINTS 1XP

MAY BUILD 5 POINTS WORTH
OF POTIONS A WEEK

PREREQUISITE NONE

REDUCTION OIL 2XP

PLAYER MAY CREATE A POTION
THAT REMOVES THE EFFECTS OF
DISEASE

PREREQUISITE BREW POINTS 1

PALLIATIVE BALM 2XP

PLAYER MAY CREATE A POTION
THAT HEALS HUMANS 4HP AND
UNDEAD 2HP

PREREQUISITE HEALING UNGUENT

LEVEL 2 BREW POINTS 2XP

MAY BUILD 10 POINTS WORTH
OF POTIONS A WEEK

PREREQUISITE BREW POINTS 2

TOXIC NEUTRALISATION FLUID
2XP

PLAYER MAY CREATE A POTION
THAT REMOVES THE EFFECTS OF
TOXINS.

PREREQUISITE REDUCTION OIL

REGENERATIVE FLUID 2XP

PLAYER MAY CREATE A POTION
THAT HEALS HUMANS 8HP AND
UNDEAD 4HP

PREREQUISITE PALLIATIVE
BALM

LEVEL 3 BREW POINTS 3XP

MAY BUILD 15 POINTS WORTH
OF POTIONS A WEEK

PREREQUISITE BREW POINTS 3

ANTI GAMMA COMPOUND 2XP
PLAYER MAY CREATE A POTION
THAT REMOVES THE EFFECTS OF
RADIATION

PREREQUISITE TOXIC
NEUTRALISATION FLUID

LEVEL 4 BREW POINTS 4XP

MAY BUILD 20 POINTS WORTH
POTIONS A WEEK

PREREQUISITE BREW POINTS 3



CHEMISTRY

HARVESTER 1XP

THE PLAYER MAY SUCCESSFULLY GATHER SAMPLES FOR FURTHER STUDY IN THE LAB
(PREREQUISITE NONE)

IN THE FIELD 1 2XP

THE PLAYER MAY CREATE A POTION OUT OF 2 SAMPLES (3 MINUTES OF ROLEPLAY AND TAKE ONE CARD
(PREREQUISITE LEVEL 1 BREW POINTS AND HARVESTER)

MIXER 1 2XP

THE PLAYER MAY MIX TWO POTIONS TOGETHER AT THE COST OF ONE BREW
PREREQUISITE AT LEAST 2 POTION SKILLS

RESEARCHER 2XP

PLAYER MAY STUDY SAMPLES TO DISCOVER ANY ELEMENTAL CONTENT (COSTS 2BP AND DESTROYS SAMPLE)
(PREREQUISITE: HARVESTER)

IN THE FIELD 2 2XP

THE PLAYER MAY CREATE A POTION OUT OF 2 SAMPLES (3 MINUTES OF ROLEPLAY AND TAKE TWO CARDS (IN THE FIELD 2 AND HARVESTER)
PREREQUISITE IN THE FIELD 1 AND LEVEL 2 BREW POINTS.

MIXER 2 2XP

THE PLAYER MAY MIX THREE POTIONS TOGETHER AT THE COST OF ONE BREW POINT
PREREQUISITE MIXER 1 AND AT LEAST THREE POTION SKILLS

REFINER 2XP

PLAYER MAY EXTRACT ELEMENTS FROM SAMPLES AT THE COST OF 3BP EACH SAMPLE
(PREREQUISITE: RESEARCHER)

EXPERIMENT 2XP

PLAYER MAY TEST THE PROPERTIES OF AN EXTRACTED ELEMENT TO DISCOVER USE IN POTIONS (COSTS 2BP- SAMPLE REQUIRED)
(PREREQUISITE: REFINER)

EUREKA! 3XP

PLAYER MAY COMBINE INGREDIENTS IN THE LAB TO TRY AND CREATE NEW POTIONS (COSTS 5BP- PLUS 1XP PER SUCCESS)
(PREREQUISITE: EXPERIMENT & IN THE FIELD 1)



CHEMISTRY

OXIDISATION FLUID 1XP

PLAYER MAY CREATE A POTION THAT WHEN DRUNK OR SPRAYED ON A VICTIM CAUSE THE VICTIM TO BE INFECTED WITH DISEASE

(PREREQUISITE NONE)

ENFEEBLING POWDER 2XP

PLAYER MAY CREATE A POTION THAT WHEN DRUNK OR SPRAYED ON A VICTIM CAUSE THE VICTIM TO BE MESMERISED

PREREQUISITE NONE

LIPOPHILIC ALKALOID 2XP

PLAYER MAY CREATE A POTION THAT WHEN DRUNK OR SPRAYED ON A VICTIM CAUSE THE VICTIM TO BE POISONED (TOXIC)

(PREREQUISITE OXIDISATION FLUID)

SLUMBER TONIC 2XP PLAYER MAY CREATE A POTION THAT WHEN DRUNK OR SPRAYED ON A VICTIM CAUSE THE VICTIM TO FALL ASLEEP

PREREQUISITE NONE

RADIOACTIVE COMPOUNDS 2XP
PLAYER MAY CREATE A POTION THAT WHEN DRUNK OR SPRAYED ON A VICTIM CAUSE THE VICTIM TO BE POISONED (RADIOACTIVE)

(PREREQUISITE LIPOPHILIC ALKALOID)

ELIXIR OF THE ELYSIUMFIELDS 2XP

PLAYER MAY CREATE A POTION THAT WHEN DRUNK OR SPRAYED ON A VICTIM CAUSE THE VICTIM TO LOSE ANY MEMORY OF THE LAST 24 HOURS

PREREQUISITE SLUMBER TONIC



PHYSICS

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VITAL EQUIPMENT

These are items you will need to play a physicist

PHYSICISTS TOOLKIT
RAYGUN

RECOMMENDED EQUIPMENT

These are items you may need to play a physicist

RAYGUN
DETECTOR



PHYSICS

REPAIR POINTS 1 1XP

-
THE CHARACTER GAINS 5 REPAIR POINTS. 1 REPAIR POINT HEALS AN AUTOMATA 4HP OR A CYBORG 2HP

-
PREREQUISITE NONE

POWER UNIT 1 1XP

-
MAY BUILD A RAYGUN WITH 5 POWER POINTS

-
PREREQUISITES BUILD POINTS 1

LEVEL 1 BUILD POINTS 1XP

-
MAY BUILD 5 POINTS WORTH OF RAYGUN TECH A WEEK

-
PREREQUISITE NONE

REPAIR POINTS 2 2XP

-
THE CHARACTER GAINS 5 REPAIR POINTS. 1 REPAIR POINT HEALS AN AUTOMATA 4HP OR A CYBORG 2HP

-
PREREQUISITE REPAIR POINTS 1

POWER UNIT 2 2XP

-
MAY BUILD A RAYGUN WITH 10 POWER POINTS

-
PREREQUISITES POWER UNIT 1

LEVEL 2 BUILD POINTS 2XP

-
MAY BUILD 10 POINTS WORTH OF RAYGUN TECH A WEEK

-
PREREQUISITE BUILD POINTS 2

REPAIR POINTS 3 2XP

-
THE CHARACTER GAINS 5 REPAIR POINTS. 1 REPAIR POINT HEALS AN AUTOMATA 4HP OR A CYBORG 2HP

-
PREREQUISITE REPAIR POINTS 2

POWER UNIT 3 2XP

-
MAY BUILD A RAYGUN WITH 15 POWER POINTS

-
PREREQUISITES POWER UNIT 2

LEVEL 3 BUILD POINTS 3XP

-
MAY BUILD 15 POINTS WORTH OF RAYGUN TECH A WEEK

-
PREREQUISITE BUILD POINTS 3

REPAIR POINTS 4 3XP

-
THE CHARACTER GAINS 5 REPAIR POINTS. 1 REPAIR POINT HEALS AN AUTOMATA 4HP OR A CYBORG 2HP

-
PREREQUISITE REPAIR POINTS 3

POWER UNIT 4 3XP

-
MAY BUILD A RAYGUN WITH 20 POWER POINTS

-
PREREQUISITE POWER UNIT 3

LEVEL 4 BUILD POINTS 4XP

-
MAY BUILD 20 POINTS WORTH OF RAYGUN TECH

-
PREREQUISITE BUILD POINTS 3



PHYSICS

ZAP RAY 1XP

MAY BUILD RAYGUNS THAT SHOOT
ZAP RAYS

(PREREQUISITES POWER UNIT 1)

SHOCK RAY 1XP

MAY BUILD RAYGUNS THAT
SHOOT SHOCK RAYS

PREREQUISITES POWER UNIT 1

MESMERISE RAY 2XP

MAY BUILD RAYGUNS THAT
SHOOT MESMERISE RAYS

PREREQUISITES POWER UNIT 1

SPASM RAY 2XP

MAY BUILD RAYGUNS THAT SHOOT
SPASM RAYS

PREREQUISITES SPASM RAY

PULSE RAY 2XP

MAY BUILD RAYGUNS THAT
SHOOT PULSE RAYS

PREREQUISITES SHOCK RAY

SLEEP RAY 2XP

MAY BUILD RAYGUNS THAT
SHOOT SLEEP RAYS

PREREQUISITES MESMERISE
RAY

ELECTROCUTE RAY 2XP

MAY BUILD RAYGUNS THAT
SHOOT ELECTRO RAYS

PREREQUISITES SAP RAY

SONIC RAY 2XP

MAY BUILD RAYGUNS THAT
SHOOT SONIC RAYS

PREREQUISITES SONIC RAY

PUPPET RAY 2XP

MAY BUILD RAYGUNS THAT
SHOOT PUPPET RAYS

PREREQUISITES SLEEP RAY



PHYSICS

LEVEL 1 MULTISHOT 2XP

MAY BUILD RAYGUNS THAT SHOOT A
MAXIMUM OF 2 LEVEL 1 RAYS FOR
EXAMPLE MESMERISE SHOCK RAY

PREREQUISITES AT LEAST 2 LEVEL 1
RAYS

LEVEL 1 SWITCH POLARITY 2XP

MAY BUILD RAYGUNS THAT CAN
NEGATE THE EFFECT OF LEVEL 1
RAYGUNS FOR EXAMPLE ANTI
MESMERISE RAY

PREREQUISITES AT LEAST ONE
LEVEL 1 RAY

SONIC DETECTOR 2XP

YOU MAY DETECT THE SONIC
SYMBOL

PREREQUISITES SHOCK RAY

LEVEL 2 MULTISHOT 2XP

MAY BUILD RAYGUNS THAT SHOOT A
MAXIMUM OF 2 LEVEL 2 RAYS FOR
EXAMPLE SLEEP SPASM

PREREQUISITES AT LEAST 2 LEVEL 2
RAYS AND LEVEL 1 MULTI SHOT

LEVEL 2 SWITCH POLARITY 2XP

MAY BUILD RAYGUNS THAT CAN
NEGATE THE EFFECT OF LEVEL 2
RAYGUNS FOR EXAMPLE ANTI
SLEEP RAY

PREREQUISITES AT LEAST 1
LEVEL 2 RAY AND LEVEL 1
SWITCH POLARITY

ELECTRO DETECTOR 2XP

YOU MAY DETECT THE
ELECTRO SYMBOL

PREREQUISITES ZAP RAY

LEVEL 3 MULTISHOT 2XP

MAY BUILD RAYGUNS THAT
SHOOT A MAXIMUM OF 2 LEVEL 3
RAYS FOR EXAMPLE MAGNETIC
PULSE SHORT CIRCUIT RAY

PREREQUISITES AT LEAST 2
LEVEL 3 RAYS AND LEVEL 2
MULTI SHOT

LEVEL 3 SWITCH POLARITY 2XP

MAY BUILD RAYGUNS THAT
CAN NEGATE THE EFFECT OF
LEVEL ONE RAYGUNS FOR
EXAMPLE ANTI PUPPET RAY

PREREQUISITES AT LEAST 1
LEVEL 3 RAY AND LEVEL 2
SWITCH POLARITY

MIND DETECTOR 2XP

YOU MAY DETECT MIND
SYMBOLS

PREREQUISITES MESMERISE
RAY



RAYGUN BUILD POINTS CHART

BODY	POWER LEVEL	MULTISHOT	POLARITY SWITCHER	RAY
SMALL COST 4BP	5PP COST 8BP	LEVEL 1 COST 7BP	LEVEL 1 COST 12BP	ZAP COST 8BP
LARGE COST 4BP	10PP COST 18BP	LEVEL 2 COST 7BP	LEVEL 2 COST 12BP	SHOCK COST 8BP
	15PP COST 28BP	LEVEL 3 COST 7BP	LEVEL 3 COST 12BP	MESMERISE COST 8BP
	20PP COST 38BP			SPASM COST 18BP
				PULSE COST 18BP
				SLEEP COST 18BP
				ELECTROCUTE COST 28BP
				SONIC COST 28BP
				PUPPET COST 28BP

UPGRADE ANY RAYGUN
6BP



RAYGUN LEVEL CHART

	5PP	10PP	15PP	20PP
LEVEL 1 RAY	LEVEL 1	LEVEL 1	LEVEL 2	LEVEL 2
LEVEL 2 RAY	LEVEL 1	LEVEL 2	LEVEL 2	LEVEL 3
LEVEL 3 RAY	LEVEL 2	LEVEL 2	LEVEL 3	LEVEL 3
LEVEL 1 MULTISHOT	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
LEVEL 2 MULTISHOT	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 4
LEVEL 3 MULTISHOT	LEVEL 3	LEVEL 4	LEVEL 4	LEVEL 4
LEVEL 1 POLARITY REVERSER	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
LEVEL 2 POLARITY REVERSER	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 4
LEVEL 3 POLARITY REVERSER	LEVEL 3	LEVEL 4	LEVEL 4	LEVEL 4



ENGINEERING

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MR WOODS

VITAL EQUIPMENT

These are items you will need to play an engineer

RECOMMENDED EQUIPMENT

These are items you may need to play an engineer

REPAIR TOOLS



ENGINEERING

BUILD LEVEL 1 ARMOUR 2XP
MAY BUILD LEVEL 1 ARMOUR
PREREQUISITE NONE

LEVEL 1 BUILD POINTS 1XP
MAY BUILD 5 POINTS WORTH OF
EQUIPMENT A WEEK
PREREQUISITE NONE

BUILD PISTOLS 1XP
MAY BUILD BOTH ONE SHOT
PISTOLS CROSSBOWS AND
SLINGSHOTS.
(PREREQUISITE NONE)

BUILD LEVEL 2 ARMOUR 2XP
MAY BUILD LEVEL 2 ARMOUR
PREREQUISITE BUILD LEVEL 1
ARMOUR

LEVEL 2 BUILD POINTS 2XP
MAY BUILD 10 POINTS WORTH
OF EQUIPMENT A WEEK
PREREQUISITE LEVEL 1 BUILD
POINTS

BUILD REVOLVERS 2XP
MAY BUILD ANY MULTI SHOT
WEAPON THAT REQUIRES
COCKING BETWEEN EACH
SHOT. (PREREQUISITE BUILD
PISTOLS)

BUILD LEVEL 3 ARMOUR 2XP
MAY BUILD LEVEL 3 ARMOUR
PREREQUISITE BUILD LEVEL 2
ARMOUR

LEVEL 3 BUILD POINTS 3 MAY
BUILD 15 POINTS WORTH OF
EQUIPMENT A WEEK
PREREQUISITE LEVEL 2 BUILD
POINTS

BUILD SEMI AUTOMATIC
WEAPONS 2XP
MAY BUILD ANY WEAPON THAT
DOES NOT NEED COCKING BUT
DOES REQUIRE THE TRIGGER TO
BE PULLED FOR EACH SHOT.
PREREQUISITE BUILD
REVOLVERS

LEVEL 4 BUILD POINTS 4XP
MAY BUILD 20 POINTS WORTH
OF EQUIPMENT A WEEK
PREREQUISITE LEVEL 3 BUILD
POINTS

BUILD FULLY AUTOMATIC
WEAPONS 3XP
MAY BUILD MACHINE GUNS AND
ANY OTHER GUN.
(PREREQUISITE BUILD SEMI-
AUTOMATIC WEAPONS)



ENGINEERING

BUILD LEVEL 1 TECH 1XP
MAY BUILD LEVEL 1 TECH
(PREREQUISITE NONE)

LEVEL 1 REPAIR POINTS 1XP
5 REPAIR POINTS
(PREREQUISITE NONE)

LEVEL 1 REPAIR 1XP
MAY SPEND 1 REPAIR POINT
FIXING A PIECE OF LEVEL 1
TECH OR MAY SPEND 1 REPAIR
POINT HEALING A CLOCKWORK
AUTOMATA 2 HP OR A CYBORG
1 HP (PREREQUISITE NONE)

BUILD LEVEL 2 TECH 2XP
MAY BUILD LEVEL 2 TECH
(PREREQUISITE BUILD LEVEL 1 TECH)

LEVEL 2 REPAIR POINTS 2XP
10 REPAIR POINTS
(PREREQUISITE LEVEL 1
REPAIR POINTS)

LEVEL 2 REPAIR 2XP MAY
SPEND 1 REPAIR POINT FIXING
A PIECE OF LEVEL 2 TECH OR
MAY SPEND 1 REPAIR POINT
HEALING A CLOCKWORK
AUTOMATA 4 HP OR A CYBORG
2 HP
(PREREQUISITE LEVEL 1
REPAIR)

BUILD LEVEL 3 TECH 2XP
MAY BUILD LEVEL 3 TECH
(PREREQUISITE BUILD)

LEVEL 3 REPAIR POINTS 2XP
15 REPAIR POINTS
(PREREQUISITE LEVEL 2
REPAIR POINTS)

LEVEL 3 REPAIR 2XP MAY
SPEND 1 REPAIR POINT FIXING A
PIECE OF LEVEL 3 TECH OR MAY
SPEND 1 REPAIR POINT HEALING
A CLOCKWORK AUTOMATA 8 HP
OR A CYBORG 4 HP
(PREREQUISITE LEVEL 2 REPAIR)

BUILD LEVEL 4 TECH 2XP
MAY BUILD LEVEL 4 TECH
(PREREQUISITE BUILD LEVEL 3
TECH)
ENGINEERING

LEVEL 4 REPAIR POINTS 2XP
20 REPAIR POINTS
(PREREQUISITE LEVEL 3
REPAIR POINTS)

LEVEL 4 REPAIR 2XP MAY
SPEND 1 REPAIR POINT FIXING A
PIECE OF LEVEL 4 TECH OR MAY
SPEND 1 REPAIR POINT HEALING
A CLOCKWORK AUTOMATA 16
HP OR A CYBORG 8 HP
(PREREQUISITE LEVEL 3
REPAIR)



ENGINEERING

BUILD LEVEL 1 TECH 1XP
MAY BUILD LEVEL 1 TECH
(PREREQUISITE NONE)

LEVEL 1 REPAIR POINTS 1XP
5 REPAIR POINTS
(PREREQUISITE NONE)

LEVEL 1 REPAIR 1XP
MAY SPEND 1 REPAIR POINT
FIXING A PIECE OF LEVEL 1
TECH OR MAY SPEND 1 REPAIR
POINT HEALING A CLOCKWORK
AUTOMATA 2 HP OR A CYBORG
1 HP (PREREQUISITE NONE)

BUILD LEVEL 2 TECH 2XP
MAY BUILD LEVEL 2 TECH
(PREREQUISITE BUILD LEVEL 1 TECH)

LEVEL 2 REPAIR POINTS 2XP
10 REPAIR POINTS
(PREREQUISITE LEVEL 1
REPAIR POINTS)

LEVEL 2 REPAIR 2XP MAY
SPEND 1 REPAIR POINT FIXING
A PIECE OF LEVEL 2 TECH OR
MAY SPEND 1 REPAIR POINT
HEALING A CLOCKWORK
AUTOMATA 4 HP OR A CYBORG
2 HP
(PREREQUISITE LEVEL 1
REPAIR)

BUILD LEVEL 3 TECH 2XP
MAY BUILD LEVEL 3 TECH
(PREREQUISITE BUILD)

LEVEL 3 REPAIR POINTS 2XP
15 REPAIR POINTS
(PREREQUISITE LEVEL 2
REPAIR POINTS)

LEVEL 3 REPAIR 2XP MAY
SPEND 1 REPAIR POINT FIXING A
PIECE OF LEVEL 3 TECH OR MAY
SPEND 1 REPAIR POINT HEALING
A CLOCKWORK AUTOMATA 8 HP
OR A CYBORG 4 HP
(PREREQUISITE LEVEL 2 REPAIR)

BUILD LEVEL 4 TECH 2XP
MAY BUILD LEVEL 4 TECH
(PREREQUISITE BUILD LEVEL 3
TECH)
ENGINEERING

LEVEL 4 REPAIR POINTS 2XP
20 REPAIR POINTS
(PREREQUISITE LEVEL 3
REPAIR POINTS)

LEVEL 4 REPAIR 2XP MAY
SPEND 1 REPAIR POINT FIXING A
PIECE OF LEVEL 4 TECH OR MAY
SPEND 1 REPAIR POINT HEALING
A CLOCKWORK AUTOMATA 16
HP OR A CYBORG 8 HP
(PREREQUISITE LEVEL 3
REPAIR)



ENGINEERING

PISTOL USE 1XP
THE ABILITY TO USE ANY 1
SHOT WEAPON
(PRE REQUISITE BUILD PISTO

LEVEL 1 ARMOUR USE 1XP
PLAYER MAY WEAR LEVEL 1
ARMOUR
(PRE REQUISITE BUILD LEVEL
ONE ARMOUR

MELEE WEAPON USE 1XP
THE ABILITY TO USE ANY
MELEE WEAPON UP TO A
LENGTH OF 26 INCHES
PRE REQUISITE BUILD 26"
MELEE WEAPON

REVOLVER USE 2XP
THE ABILITY TO USE ANY SIX
SHOOTER WEAPON THAT NEEDS
COCKING INCLUDING PUMP ACTION
SHOTGUNS
(PRE REQUISITE BUILD REVOLVER

LEVEL 2 ARMOUR USE 2XP
PLAYER MAY WEAR LEVEL 2
ARMOUR
(PRE REQUISITE BUILD LEVEL
2 ARMOUR AND LEVEL 1
ARMOUR USE

MELEE WEAPON USE 2 2XP
THE ABILITY TO ANY MELEE
WEAPON UP TO THE LENGTH OF
36 INCHES
PRE REQUISITE MELEE
WEAPON USE 1 AND BUILD 36"
WEAPON

SEMI AUTO WEAPON USE 3XP
THE ABILITY TO USE SEMI
AUTOMATIC WEAPONS
(PRE REQUISITE BUILD SEMI
AUTOMATIC WEAPON

LEVEL 3 ARMOUR USE 3XP
PLAYER MAY WEAR LEVEL 3
ARMOUR
(PRE REQUISITE LEVEL 2
ARMOUR USE AND BUILD LEVEL
3 ARMOUR)

MELEE WEAPON USE 3 3XP
THE ABILITY TO USE ANY
MELEE WEAPON
PRE REQUISITE MELEE WEAPON
USE 2 AND BUILD ANY LENGTH
WEAPON

AUTOMATIC WEAPON USE 3XP
THE ABILITY TO USE MACHINE
GUNS.
PRE REQUISITE BUILD FULLY
AUTOMATIC WAEPON



ENGINEERING

CONSTRUCTION COST TABLE

ITEM	BUILD POINTS
PISTOLS	5 BUILD POINTS
REVOLVERS	10 BUILD POINTS
SEMIAUTOMATICS	15 BUILD POINTS
AUTOMATICS	20 BUILD POINTS
18" MELEE WEAPONS	4 BUILD POINTS
26" MELEE WEAPON	8 BUILD POINTS
36" MELEE WEAPONS	12 BUILD POINTS
36"+ WEAPONS	16 BUILD POINTS
LVL 1 HEAD ARMOUR	1 BUILD POINT
LVL 2 HEAD ARMOUR	3 BUILD POINTS
LEVEL 3 HEAD ARMOUR	6 BUILD POINTS
LEVEL 1 ARM/LEG ARMOUR	3 BUILD POINTS
LEVEL 2 ARM/LEG ARMOUR	6 BUILD POINTS
LEVEL 3 ARM/LEG ARMOUR	9 BUILD POINTS
LEVEL 1 TORSO ARMOUR	5 BUILD POINTSS
LEVEL 2 TORSO ARMOUR	10 BUILD POINTS
LEVEL 3 TORSO ARMOUR	15 BUILD POINTS
12 BULLETS	1 BUILD POINT
LEVEL 1 TECH	5 BUILD POINTS
LEVEL 2 TECH	10 BUILD POINTSS
LEVEL 3 TECH	15 BUILD POINTSS
LEVEL 4 TECH	20 BUILD POINTS
GUN EXTRAS (SCOPES,SIGHTS ETC)	1 BUILD POINT



LAWFUL MODERN

Lawful Modern characters are weapons specialists, with access to military-grade guns and armour. These characters are always law-abiding and very regimented in their behaviour, having the discipline necessary to train in advanced combat.

With a strong emphasis on following the law, many Lawful Modern characters will be found acting as law officials themselves or keeping the peace in a military capacity. Some will develop puzzle-solving abilities or pursue expert-level skill with large weaponry.

Whether they are scouring the skies for illegal tea-smuggling or subduing a criminal mastermind, these characters are model citizens, entrusted with public safety. No matter which occupation they have found themselves in, Lawful Modern characters are heroes first and a very useful combatant for any adventuring party.



VITAL EQUIPMENT

These are items you will need to play a lawful modern combatant

- GUNS
- MELEE WEAPONS
- LVL 1 ARMOUR

RECOMMENDED EQUIPMENT

These are items you may to play a lawful modern combatant

- LVL 2 ARMOUR
- MACHINE GUNS
- CRYPTO GOGGLES
- BADGE



LAWFUL MODERN

LEVEL 1 ARMOUR USE 1XP
-
PLAYER MAY WEAR LEVEL 1
ARMOUR
-
PRE REQUISITE NONE

PISTOL USE 1XP
-
THE ABILITY TO USE ANY 1
SHOT WEAPON
-
RE REQUISITE NONE

MELEE WEAPON USE 1XP
-
THE ABILITY TO USE ANY
MELEE WEAPON UP TO A
LENGTH OF 26 INCHES
-
PRE REQUISITE NONE

LEVEL 2 ARMOUR USE 2XP
-
PLAYER MAY WEAR LEVEL 2
ARMOUR
-
PRE REQUISITE LEVEL 1
ARMOUR USE

REVOLVER USE 2XP
-
THE ABILITY TO USE ANY SIX
SHOOTER WEAPON THAT
NEEDS COCKING INCLUDING
PUMP ACTION SHOTGUNS
-
PRE REQUISITE PISTOL USE

MELEE WEAPON USE 2 2XP
-
THE ABILITY TO ANY MELEE
WEAPON UP TO THE LENGTH OF
36 INCHES
-
RE REQUISITE MELEE WEAPON
USE 1

LEVEL 3 ARMOUR USE 2XP
-
PLAYER MAY WEAR LEVEL 3
ARMOUR
-
PRE REQUISITE LEVEL 2
ARMOUR USE

SEMI AUTO USE 2XP
-
THE ABILITY TO USE A
WEAPON THAT DOES NOT NEED
COCKING BETWEEN EACH SHOT
BUT SHOOTS ONLY ONCE WHEN
THE TRIGGER IS PULLED
-
PRE REQUISITE REVOLVER USE

MELEE WEAPON USE 3 2XP
-
THE ABILITY TO USE ANY
MELEE WEAPON
-
PRE REQUISITE MELEE
WEAPON USE 2

SCAVENGER 2XP
-
A PLAYER MAY RECLAIM 2
BULLETS PER KILLED FOE FROM
THOSE ON THE FLOOR USUALLY
PICKED UP BY THE MONSTER
CREW.
-
PREREQUISITE PISTOL USE AND
AT LEAST 2 OTHER LAWFUL
MODERN SKILLS

FULL AUTO USE 3XP
-
THE ABILITY TO USE MACHINE
GUNS AND WEAPONS THAT DO
NOT NEED COCKING AND FIRE
MULTIPLE SHOTS WHEN THE
TRIGGER IS PULLED.
-
PRE REQUISITE SEMI AUTO
WEAPON USE



LAWFUL MODERN

ELECTRO MELEE WEAPON USE I
2XP

PLAYER MAY USE A LVL 1
ELECTRO MELEE WEAPON

PREREQUISITE: MELEE WEAPON
USE I; LENGTH OF ELECTRO MELEE
WEAPON DEPENDENT ON MELEE
WEAPON SKILL

CRYPTOLOGY 1 1XP

MAY USE LEVEL ONE (RED)
CRYPTO GOGGLES TO BREAK
CODES.

PRE REQUISITE NONE

LEVEL 1 RAYGUN USE 2XP

THE ABILITY TO USE A LEVEL
ONE RAYGUN

PRE REQUISITE NONE

ELECTRO MELEE WEAPON USE II
2XP

PLAYER MAY USE A LVL 2
ELECTRO MELEE WEAPON

PREREQUISITE: MELEE WEAPON
USE II; LENGTH OF ELECTRO
MELEE WEAPON DEPENDENT ON
MELEE WEAPON SKILL

CRYPTOLOGY 2 2XP

MAY USE LEVEL TWO (GREEN)
CRYPTO GOGGLES TO BREAK
CODES.

PRE REQUISITE CRYPTOLOGY
LEVEL 1

LEVEL 2 RAYGUN USE 2XP

THE ABILITY TO USE A LEVEL
TWO RAYGUN

PRE REQUISITE LEVEL 1
RAYGUN USE

ELECTRO MELEE WEAPON USE III
2XP

PLAYER MAY USE A LVL 3
ELECTRO MELEE WEAPON

PREREQUISITE: MELEE WEAPON
USE III

CRYPTOLOGY 3 2XP

MAY USE LEVEL THREE
(BLUE) CRYPTO GOGGLES TO
BREAK CODES.

PRE REQUISITE CRYPTOLOGY
LEVEL 2

LEVEL 3 RAYGUN USE 2XP

THE ABILITY TO USE A LEVEL
THREE RAYGUN

PRE REQUISITE LEVEL 2
RAYGUN USE

LEVEL 4 RAYGUN USE 2XP

THE ABILITY TO USE A LEVEL
FOUR RAYGUN

PRE REQUISITE LEVEL 3
RAYGUN USE



LAWFUL MODERN

BADGE 2XP

PLAYER MAY LEGALLY WEAR THE BADGE OF A LAW OFFICIAL, RECOGNISED BY ALL OTHER OFFICIALS AND GRANTING ACCESS TO SITES CONTROLLED BY OFFICIALS

PREREQUISITE: NONE

FINGERPRINTING 2XP

PLAYER MAY TAKE FINGERPRINTS FROM A PERSON AND MATCH THEM TO FINGERPRINTS FOUND AT CRIME SCENES

PREREQUISITE: NONE

BOMB DISPOSAL 2XP

PLAYER LEARNS WHICH WIRES TO CUT IN AN EXPLOSIVE DEVICE (NB. ASK THE REF FOR THE BOMB NO. EACH MISSION; THE WIRES CUT WILL ADD UP TO IT

(PREREQUISITE: NONE)

INTERROGATE 2XP

PLAYER MAY MAKE A PERSON ANSWER ONE QUESTION TRUTHFULLY AFTER 30 SECS OF INTERROGATION

PREREQUISITE: BADGE

SPOT FORGERY 2XP

PLAYER MAY LEARN THE FORGERY SYMBOL

PREREQUISITE: FINGERPRINTING)

ZAP GRENADES 2XP

PLAYER MAY USE GRENADES THAT CAUSE ZAP

PREREQUISITE: BOMB DISPOSAL

UNDERGROUND CONTACTS 2XP

PLAYER MAY WEAR THE UNDERGROUND NETWORK SYMBOL AND USE THIS TO GATHER INFORMATION

PREREQUISITE: INTERROGATE

SPASM GRENADES 2XP

PLAYER MAY USE GRENADES THAT CAUSE SPASM

PREREQUISITE: ZAP GRENADES

ELECTROCUTION GRENADES 2XP

PLAYER MAY USE GRENADES THAT CAUSE ELECTROCUTION

PREREQUISITE SPASM GRENADES

LAWFUL ANTIQUARIAN

Lawful Antiquarian characters are combat specialists, just not with any of these new-fangled weapons or technology.

These characters are law-abiding but often have an old-fashioned view on morality, preferring to live according to their faith, martial art or an archaic code of chivalry.

With a strong emphasis on justice, some Lawful Antiquarian characters will be found acting as law officials but they are just as likely to be vigilante characters, defending their eccentric ways and living in the wilderness. Even undead Vamps will find themselves suited to the traditional combat skills of the Lawful Antiquarian path.

Whether practising their crossbow use, tracking miscreants through their lands or simply sleeping in the great outdoors, these moral citizens will find themselves ideally suited to the adventuring life.



VITAL EQUIPMENT

These are items you will need to play a lawful modern combatant

MELEE WEAPONS

LVL 1 ARMOUR

RECOMMENDED EQUIPMENT

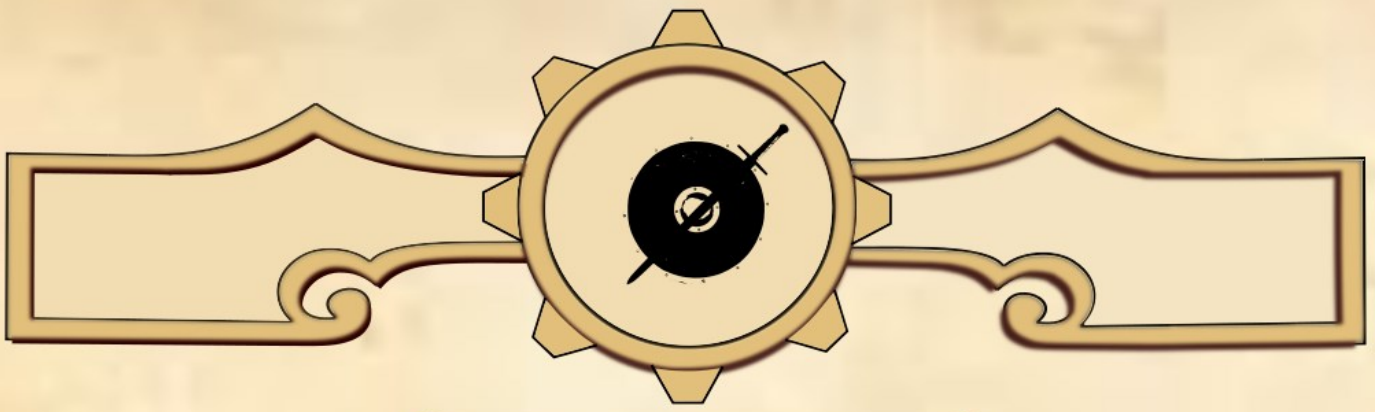
These are items you may to play a lawful modern combatant

LVL 2 ARMOUR

CROSSBOW

SHIELD

FINGER PRINTING KIT



LAWFUL ANTIQUARIAN

LEVEL 1 ARMOUR USE 1XP

PLAYER MAY WEAR LEVEL 1
ARMOUR

PRE REQUISITE NONE

LEVEL 2 ARMOUR USE 2XP

PLAYER MAY WEAR LEVEL 2
ARMOUR

PRE REQUISITE LEVEL 1
ARMOUR USE

PISTOL USE 1XP

THE ABILITY TO USE ANY 1
SHOT WEAPON

RE REQUISITE NONE

REVOLVER USE 2XP

THE ABILITY TO USE ANY SIX
SHOOTER WEAPON THAT
NEEDS COCKING INCLUDING
PUMP ACTION SHOTGUNS

PRE REQUISITE PISTOL USE

MELEE WEAPON USE 1XP

THE ABILITY TO USE ANY
MELEE WEAPON UP TO A
LENGTH OF 26 INCHES

PRE REQUISITE NONE

MELEE WEAPON USE 2 2XP

THE ABILITY TO ANY MELEE
WEAPON UP TO THE LENGTH OF
36 INCHES

RE REQUISITE MELEE WEAPON
USE 1

MELEE WEAPON USE 3 2XP

THE ABILITY TO USE ANY
MELEE WEAPON

PRE REQUISITE MELEE
WEAPON USE 2

SCAVENGER 2XP

A PLAYER MAY RECLAIM 2
BULLETS PER KILLED FOE FROM
THOSE ON THE FLOOR USUALLY
PICKED UP BY THE MONSTER
CREW.

PREREQUISITE PISTOL USE AND
AT LEAST 2 OTHER LAWFUL
MODERN SKILLS



LAWFUL ANTIQUARIAN

PISTOL CROSSBOW USE 2XP

PLAYER MAY USE 1-SHOT
CROSSBOWS OR SLINGSHOTS

(PREREQUISITE: NONE)

SHIELD USE I 2XP

PLAYER MAY CARRY AND USE
A 26" SHIELD (SHIELD CANNOT
BE DAMAGED/BROKEN, BUT
ONLY ONE CAN BE CARRIED)

PREREQUISITE: NONE

TRACKING 2XP

PLAYER MAY LEARN THE
TRACKING SYMBOL; THE
SYMBOL INDICATES THE
DIRECTION OF THE NEXT
TRACK

(PREREQUISITE: NONE)

REPEATING CROSSBOW USE 2XP

PLAYER MAY USE REPEATING
CROSSBOWS

(PREREQUISITE: PISTOL
CROSSBOW USE)

SHIELD USE II 3XP

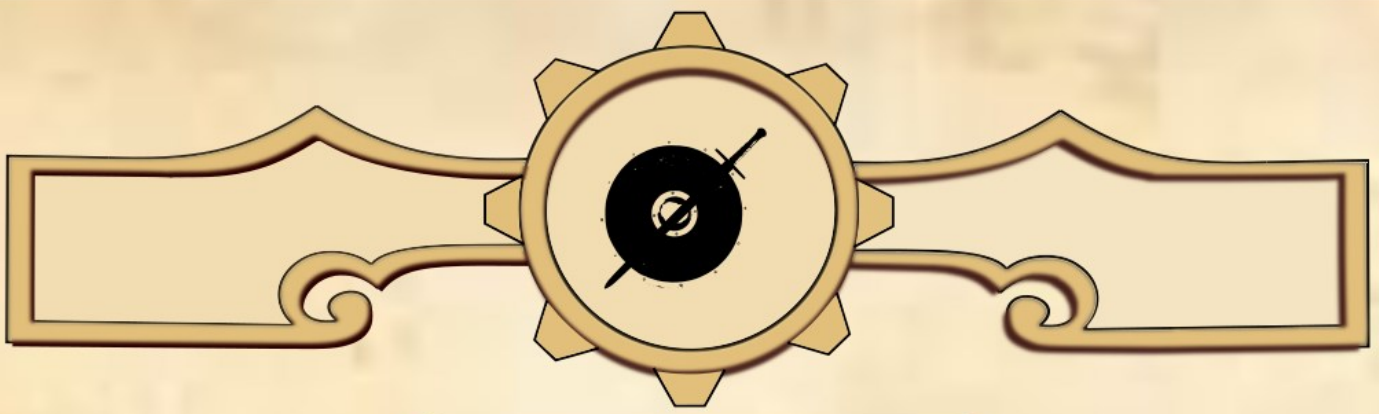
PLAYER MAY CARRY AND USE
A 36" SHIELD (SHIELD CANNOT
BE DAMAGED/BROKEN, BUT
ONLY ONE CAN BE CARRIED)

(PREREQUISITE: SHIELD USE I)

ADVANCED TRACKING 2XP

PLAYER LEARNS MORE FROM
TRACKS; HOW FRESH THE
TRACKS ARE, THE SIZE OF THE
THING THAT LEFT THEM &
WHAT THEY MADE BY

(PREREQUISITE: TRACKING)



LAWFUL ANTIQUARIAN

BADGE 2XP

PLAYER MAY LEGALLY WEAR THE BADGE OF A LAW OFFICIAL, RECOGNISED BY ALL OTHER OFFICIALS AND GRANTING ACCESS TO SITES CONTROLLED BY OFFICIALS

PREREQUISITE: NONE

FINGERPRINTING 2XP

PLAYER MAY TAKE FINGERPRINTS FROM A PERSON AND MATCH THEM TO FINGERPRINTS FOUND AT CRIME SCENES

PREREQUISITE: NONE

OUTDOOR SLEEPER 2XP

PLAYER TAKES 5 SECONDS TO BE WOKEN FROM SLEEP OR UNCONSCIOUSNESS

PREREQUISITE: NONE

INTERROGATE 2XP

PLAYER MAY MAKE A PERSON ANSWER ONE QUESTION TRUTHFULLY AFTER 30 SECS OF INTERROGATION

PREREQUISITE: BADGE

SPOT FORGERY 2XP

PLAYER MAY LEARN THE FORGERY SYMBOL

PREREQUISITE: FINGERPRINTING

WILDERNESS LORE 2XP

PLAYER GAINS THE ABILITY TO DETECT DISEASED AREAS AND CHARACTERS

(PREREQUISITE: OUTDOOR SLEEPER)

UNDERGROUND CONTACTS 2XP

PLAYER MAY WEAR THE UNDERGROUND NETWORK SYMBOL AND USE THIS TO GATHER INFORMATION

PREREQUISITE: INTERROGATE

LEAD BELLY 3XP

PLAYER CAN IGNORE THE DEBILITATING EFFECTS OF DISEASE (I.E. SLOWNESS AND SICKNESS); MUST BE CURED TO AVOID DEATH

PREREQUISITE: WILDERNESS LORE



ROGUE MODERN

Rogue Modern characters are specialists in the art of underhand combat, with a fairly sophisticated range of high-end weaponry... when they can get their hands on it. These characters are more concerned with getting ahead than following the law and are often engaged in less-than-savoury pursuits and endeavours.

With a strong emphasis on subverting the law, many Rogue Modern characters will find an affinity with sky pirates, gamblers and black market traders. They embrace modern technology to assist them when they're on the take, cracking codes and utilising rayguns.

Despite their often nefarious activities, these characters can still be persuaded to fight on the side of good— usually if the pay is high enough. Their sneak tactics in combat and inside knowledge of modern technology makes them a helpful addition to any adventuring party.



VITAL EQUIPMENT

These are items you will need to play a rogue modern combatant

- GUNS
- MELEE WEAPONS
- LVL 1 ARMOUR

RECOMMENDED EQUIPMENT

These are items you may to play a rogue modern combatant

- LVL 2 ARMOUR
- MACHINE GUNS
- CRYPTO GOGGLES
- LOCKPICKS





ROGUE MODERN

PISTOL USE 1XP

THE ABILITY TO USE ANY 1
SHOT WEAPON

PRE REQUISITE NONE

LEVEL 1 ARMOUR USE 1XP

PLAYER MAY WEAR LEVEL 1
ARMOUR

PRE REQUISITE NONE

LEVEL 1 RAYGUN USE 2XP

THE ABILITY TO USE A LEVEL
ONE RAYGUN

PRE REQUISITE NONE

REVOLVER USE 2XP

THE ABILITY TO USE ANY SIX
SHOOTER WEAPON THAT NEEDS
COCKING INCLUDING PUMP ACTION
SHOTGUNS

PRE REQUISITE PISTOL USE

LEVEL 2 ARMOUR USE 2XP

PLAYER MAY WEAR LEVEL 2
ARMOUR

PRE REQUISITE LEVEL 1
ARMOUR USE

LEVEL 2 RAYGUN USE 2XP

THE ABILITY TO USE A LEVEL
TWO RAYGUN

PRE REQUISITE LEVEL 1
RAYGUN USE

SEMI AUTO WEAPON USE 2XP

THE ABILITY TO USE A WEAPON
THAT DOES NOT NEED COCKING
BETWEEN EACH SHOT BUT
SHOOTS ONLY ONCE WHEN THE
TRIGGER IS PULLED

PRE REQUISITE REVOLVER USE

LEVEL 3 ARMOUR USE 2XP

PLAYER MAY WEAR LEVEL 3
ARMOUR

PRE REQUISITE LEVEL 2
ARMOUR USE

LEVEL 3 RAYGUN USE 2XP

THE ABILITY TO USE A LEVEL
THREE RAYGUN

PRE REQUISITE LEVEL 2
RAYGUN USE

SCAVENGER 2XP

A PLAYER MAY RECLAIM 2
BULLETS PER KILLED FOE FROM
THOSE ON THE FLOOR USUALLY
PICKED UP BY THE MONSTER
CREW.

PREREQUISITE PISTOL USE AND
AT LEAST 2 OTHER LAWFUL
MODERN SKILLS

LEVEL 4 RAYGUN USE 2XP

THE ABILITY TO USE A LEVEL
FOUR RAYGUN

PRE REQUISITE LEVEL 3
RAYGUN USE



ROGUE MODERN

LOCKPICK 2XP

LEARNS THE FIRST NUMBER OF A COMBINATION LOCK

PREQUISITE FENCE

LOCKPICK 2 2XP

LEARNRS THE SECOND NUMBER OF A COMBINATION LOCK

PREREQUISITE LOCKPICK

LOCKPICK 3 2XP

LEANRS THE THIRD NUMBER OF A COMBINATION LOCK

PREREQUISITE LOCKPICK

FENCE 1XP

MAY SELL STOLEN GOODS WITHOUT RUNNING THE RISK OF GETTING CAUGHT.

PRE REQUISITE NONE

INSIDE CONTACTS 2XP

YOUR CHARACTER MAY WEAR THE SYMBOL OF THE UNDERGROUND NETWORK AND MAY USE THIS TO IDENTIFY WITH CERTAIN LAW OFFICIALS IT WILL ALSO PREVENT THEM IN SOME CASES FROM BEING ARRESTED.

PRE REQUISITE FENCE

FORGERY 2XP

MAY COPY PAPERS AND CREATE FALSE DOCUMENTS REFS DISCRETION.

PRE REQUISITE INSIDE CONTACTS

ALTERNATIVE IDENTITY 2XP

MAY WEAR A DISGUISE IN THE CASE OF ROBOTS THIS MAY MEAN CHANGING SERIAL NUMBERS HUMANS WEARING FALSE MOUSTACHES OR WHATEVER YOU CAN COME UP WITH THIS COMES WITH FALSE PAPERS TO SAY WHO YOU ARE

PRE REQUISITE FORGERY

CRYPTOLOGY 1 1XP

MAY USE LEVEL ONE (RED) CRYPTO GOGGLES TO BREAK CODES.

PRE REQUISITE NONE

CRYPTOLOGY 2 2XP

MAY USE LEVEL TWO (GREEN) CRYPTO GOGGLES TO BREAK CODES.

PRE REQUISITE CRYPTOLOGY LEVEL 1

CRYPTOLOGY 3 2XP

MAY USE LEVEL THREE (BLUE) CRYPTO GOGGLES TO BREAK CODES.

PRE REQUISITE CRYPTOLOGY LEVEL 2



ROGUE MODERN

MELEE WEAPON USE 1XP

-
THE ABILITY TO USE ANY
MELEE WEAPON UP TO A
LENGTH OF 26 INCHES

-
PRE REQUISITE NONE

MELEE WEAPON USE 2

-
2XP THE ABILITY TO ANY MELEE
WEAPON UP TO THE LENGTH OF 36
INCHES

-
PRE REQUISITE MELEE WEAPON USE
1

MELEE WEAPON USE 3 2XP

-
THE ABILITY TO USE ANY MELEE
WEAPON

-
PRE REQUISITE MELEE WEAPON
USE 2

DISEASED BLADE 2XP

-
MAY PURCHASE AN INJECTOR
BLADE AND FIT IT WITH A
POTION OF DISEASE
CAUSES DISEASE ONCE PER
POTION USED.

-
PREREQUISITE MELEE WEAPON
USE

TOXIC BLADE 3XP

-
MAY PURCHASE AN INJECTOR
BLADE AND FIT IT WITH A
POTION OF TOXIC
CAUSES TOXIC ONCE PER
POTIO USED.

-
PREREQUISITE DISEASED
BLADE

IRRADIATED BLADE 4XP

-
MAY PURCHASE AN INJECTOR
BLADE AND FIT IT WITH A
POTION OF DISEASE
CAUSES DISEASE ONCE PER
POTIO USED.

-
PREREQUISITE TOXIC BLADE

CONCEALED WEAPONS 2XP

-
MAY USE TINY ONE SHOT
WEAPONS THAT CAN BE
HIDDEN EASILY.

-
PRE REQUISITE PISTOL USE

SLEEP DARTS 2XP

-
MAY USE SLEEP DARTS WITH
CONCEALED PISTOLS.

-
PRE REQUISITE CONCEALD
WEAPON USE



ROGUE ANTIQUARIAN

Rogue Antiquarian characters are old-fashioned fighters, who have the 'if it ain't broke, don't fix it' mentality when it comes to getting results. These characters live on the fringes of society, choosing to make their money in a variety of ways (none of them legal) and generally associating with a plethora of unsavoury and bizarre people.

With a strong emphasis on 'the good old days', some Rogue Antiquarian characters will be found swashbuckling on pirate ships or thieving in alleyways. Undead characters may enjoy the Rogue Antiquarian path for a sense of nostalgia—as will elderly conmen and geriatric smugglers.

Whether picking a lock or dusting off their blowpipe, these colourful and thoroughly immoral characters can be of use to an adventuring party... just don't be surprised if half your loot goes 'missing' during your travels.



VITAL EQUIPMENT

These are items you will need to play a Rogue antiquarian combatant

MELEE WEAPONS

LVL 1 ARMOUR

RECOMMENDED EQUIPMENT

These are items you may to play a rogue antiquarian combatant

THROWING KNIVES

GUNS

BLOW PIPE

CROSSBOW



ROGUE ANTIQUARIAN

LOCKPICK 2XP

LEARNS THE FIRST NUMBER OF A COMBINATION LOCK

PREREQUISITE FENCE

FENCE 1XP

MAY SELL STOLEN GOODS WITHOUT RUNNING THE RISK OF GETTING CAUGHT.

PRE REQUISITE NONE

CRYPTOLOGY 1 1XP

MAY USE LEVEL ONE (RED) CRYPTO GOGGLES TO BREAK CODES.

PRE REQUISITE NONE

LOCKPICK 2 2XP

LEARNS THE SECOND NUMBER OF A COMBINATION LOCK

PREREQUISITE LOCKPICK

INSIDE CONTACTS 2XP

YOUR CHARACTER MAY WEAR THE SYMBOL OF THE UNDERGROUND NETWORK AND MAY USE THIS TO IDENTIFY WITH CERTAIN LAW OFFICIALS IT WILL ALSO PREVENT THEM IN SOME CASES FROM BEING ARRESTED.

PRE REQUISITE FENCE

CRYPTOLOGY 2 2XP

MAY USE LEVEL TWO (GREEN) CRYPTO GOGGLES TO BREAK CODES.

PRE REQUISITE CRYPTOLOGY LEVEL 1

LOCKPICK 3 2XP

LEARNS THE THIRD NUMBER OF A COMBINATION LOCK

PREREQUISITE LOCKPICK

FORGERY 2XP

MAY COPY PAPERS AND CREATE FALSE DOCUMENTS REFS DISCRETION.

PRE REQUISITE INSIDE CONTACTS

CRYPTOLOGY 3 2XP

MAY USE LEVEL THREE (BLUE) CRYPTO GOGGLES TO BREAK CODES.

PRE REQUISITE CRYPTOLOGY LEVEL 2

ALTERNATIVE IDENTITY 2XP

MAY WEAR A DISGUISE IN THE CASE OF ROBOTS THIS MAY MEAN CHANGING SERIAL NUMBERS HUMANS WEARING FALSE MOUSTACHES OR WHATEVER YOU CAN COME UP WITH THIS COMES WITH FALSE PAPERS TO SAY WHO YOU ARE

PRE REQUISITE FORGERY



ROGUE ANTIQUARIAN

THROWING KNIVES 2XP
-
MAY THROW KNIVES AT ENEMIES TO CAUSE DAMAGE
-
PREREQUISITE NONE

PISTOL USE 1XP
-
THE ABILITY TO USE ANY 1 SHOT WEAPON
-
RE REQUISITE NONE

MELEE WEAPON USE 1XP THE ABILITY TO USE ANY MELEE WEAPON UP TO A LENGTH OF 26 INCHES (PRE REQUISITE NONE)

DISEASED GRENADE 2XP
-
MAY THROW 1 SHOT GRENADES THAT CAUSE DISEASE ON IMPACT
-
PREREQUISITE THROWING KNIFE

REVOLVER USE 2XP
-
THE ABILITY TO USE ANY SIX SHOOTER WEAPON THAT NEEDS COCKING INCLUDING PUMP ACTION SHOTGUNS
-
PRE REQUISITE PISTOL USE

MELEE WEAPON USE 2 2XP
-
THE ABILITY TO ANY MELEE WEAPON UP TO THE LENGTH OF 36 INCHES
-
RE REQUISITE MELEE WEAPON USE 1

TOXIC GRENADE 2XP
-
MAY THROW 1 SHOT GRENADES THAT CAUSE TOXIC ON IMPACT
-
PREREQUISITE DISEASED GRENADES

MELEE WEAPON USE 3 2XP
-
THE ABILITY TO USE ANY MELEE WEAPON
-
PRE REQUISITE MELEE WEAPON USE 2

IRRADIATED GRENADE 2XP
-
MAY THROW 1 SHOT GRENADES THAT CAUSE RADIATION ON IMPACT
-
PREREQUISITE TOXIC GRENADES

SCAVENGER 2XP
-
A PLAYER MAY RECLAIM 2 BULLETS PER KILLED FOE FROM THOSE ON THE FLOOR USUALLY PICKED UP BY THE MONSTER CREW.
-
PREREQUISITE PISTOL USE AND AT LEAST 2 OTHER LAWFUL MODERN SKILLS



ROGUE ANTIQUARIAN

FENCE 1XP

MAY SELL STOLEN GOODS WITHOUT RUNNING THE RISK OF GETTING CAUGHT.

PRE REQUISITE NONE

LOCKPICK 2XP

LEARNS THE FIRST NUMBER OF A COMINATION LOCK

PREQUISITE FENCE

LOCKPICK 2 2XP

LEARNRS THE SECOND NUMBER OF A COMBINATION LOCK

PREREQUISITE LOCKPICK

INSIDE CONTACTS 2XP

YOUR CHARACTER MAY WEAR THE SYMBOL OF THE UNDERGROUND NETWORK AND MAY USE THIS TO IDENTIFY WITH CERTAIN LAW OFFICIALS IT WILL ALSO PREVENT THEM IN SOME CASES FROM BEING ARRESTED.

PRE REQUISITE NONE

FORGERY 2XP

MAY COPY PAPERS AND CREATE FALSE DOCUMENTS REFS DISCRETION.

PRE REQUISITE INSIDE CONTACTS

ALTERNATIVE IDENTITY 2XP

MAY WEAR A DISGUISE IN THE CASE OR ROBOTS THIS MAY MEAN CHANGING SERIAL NUMBERS HUMANS WEARING FALSE MOUSTACHES OR WHATEVER YOU CAN COME UP WITH THIS COMES WITH FALSE PAPERS TO SAY WHO YOU ARE

PRE REQUISITE FORGERY

TRACKING 2XP

PLAYER MAY LEARN THE TRACKING SYMBOL. THE SYMBOL INDICATES THE DIRECTION OF THE NEXT TRACK.

PRE REQUISITE NONE

ADVANCED TRACKING 2XP

THE PLAYER LEARNS HOW FRESH THE TRACKS ARE THE SIZE OF THE THING THAT LEFT THEM AND WHAT KIND OF LIFE FORM IT WAS

PRE REQUISITE TRACKING



A

FAITH

Faith characters are deeply devout followers of the world's religions, big and small. Faith characters can follow any belief system they choose, and it is not uncommon to meet characters from both ends of the spectrum, from peaceful Zen monks to warmongering apocalyptic preachers.

Due to their strong religious fervour, they have been blessed by the powers they worship with a range of abilities to help their fellow man and clear the world of undead. Their skill set takes many hours of devotional practice to develop and the Faith character must be sure not to fall back on unpure practices and commit a sin, lest they lose some of their power.

Faith characters command the respect of the general public and most law-abiding adventurers, but they are hated by undead and dismissed as 'do-gooders' by some rogues. Their god-given powers can prove extremely useful to an adventuring party but be prepared for lots of preaching.



VITAL EQUIPMENT

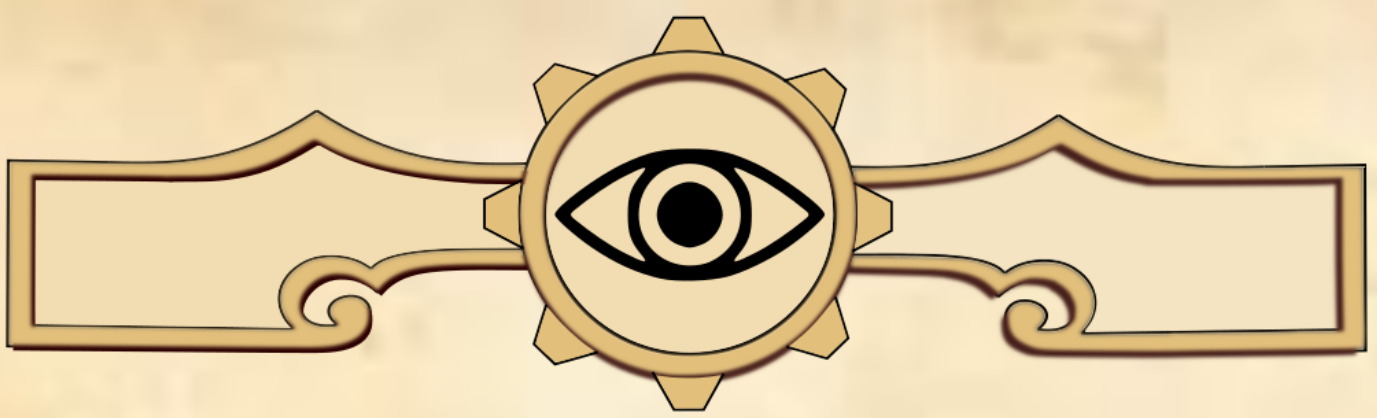
These are items you will need to play a person of faith

HOLY ARTEFACT
RELIGIOUS ATTIRE

RECOMMENDED EQUIPMENT

These are items you may need to play a person of faith

HOLY WATER
18 INCH WEAPON
HEADWEAR
RELIGIOUS BOOK



FAITH

HOLY ARTEFACT 1XP
-
PLAYER MAY SPEND 2FP TO USE THE SHOCK ABILITY ON ALL UNDEAD IN EARSHOT (CALL- SHOCK ALL UNDEAD)
-
PREREQUISITE: FAITH POINTS I

FAITH POINTS I 1XP
-
PLAYER GAINS 5 FAITH POINTS (FP) TO SPEND ON ABILITIES
-
PREREQUISITE: NONE

OCCULT KNOWLEDGE 1XP
-
PLAYER MAY LEARN THE OCCULT KNOWLEDGE SYMBOL
-
PREREQUISITE: NONE

BARRIER OF FAITH 2XP
-
PLAYER MAY SPEND 4FP TO USE THE SPASM ABILITY ON ALL UNDEAD IN EARSHOT (CALL- SPASM ALL UNDEAD)
-
PREREQUISITE: FAITH POINTS II & HOLY ARTEFACT

FAITH POINTS II 2XP
-
PLAYER GAINS AN ADDITIONAL 5 FAITH POINTS (FP) TO SPEND ON ABILITIES
-
(PREREQUISITE: FAITH POINTS I)

BLESSING 2XP
-
PLAYER MAY SPEND 1FP TO BLESS ANOTHER PLAYER SO THEY MAY IGNORE ONE PHYSICAL ATTACK (30 SECS OF ROLE PLAY)
-
PREREQUISITE OCCULT KNOWLEDGE

CONSECRATE GROUND 3XP
-
PLAYER MAY SPEND 6FP TO CREATE A CONSECRATED AREA, THAT USES THE SLEEP ABILITY ON ALL UNDEAD IN THAT AREA
-
PREREQUISITE FAITH POINTS III & BARRIER OF FAITH, SIN-OLD WAYS

FAITH POINTS III 2XP
-
PLAYER GAINS AN ADDITIONAL 5 FAITH POINTS (FP) TO SPEND ON ABILITIES
-
PREREQUISITE: FAITH POINTS II,
SIN- BLASPHEMY OR WORSHIPPING ANOTHER DEITY

SACRED SHIELD 2XP
-
PLAYER MAY SPEND 3FP TO MAKE ANOTHER PLAYER IMMUNE TO DAMAGE FOR 2 MINUTES AS LONG AS THEY HAVE PHYSICAL CONTACT THRY MAY NOT MOVE WHILST USING THIS SKILL
-
(PREREQUISITE: BLESSING, SIN- THEFT OR WEALTH)



FAITH

MYSTIC WISDOM 2XP
-
PLAYER MAY SPEND 1FP TO PREACH WISDOM TO ANOTHER PLAYER SO THEY MAY IGNORE THE NEXT MIND-BASED ATTACK USED ON THEM (30 SECS OF ROLE PLAY)
-
PREREQUISITE: FAITH POINTS I & OCCULT KNOWLEDGE

MEDITATION 1XP
-
PLAYER CAN SPEND 1FP TO HEAL THEMSELVES 2HP (30 SECS OF ROLE PLAY)
-
PREREQUISITE: FAITH POINTS I

SPIRITUAL HEALING I 2XP
-
PLAYER CAN SPEND 1FP TO HEAL A HUMAN CHARACTER 2HP (30 SECS OF ROLE PLAY)
-
PREREQUISITE: FAITH POINTS I

EXORCISM 3XP
-
PLAYER MAY SPEND 2FP TO BREAK PUPPET ATTACK ON ANOTHER PLAYER (CALL-REMOVE PUPPET [NAME])
-
PREREQUISITE: FAITH POINTS II & MYSTIC WISDOM, SIN- WITCHCRAFT OR PERVERTING JUSTICE

ENLIGHTENED 2XP
-
PLAYER CAN SPEND 1FP TO HEAL THEMSELVES 4HP (30 SECS OF ROLE PLAY)
-
PREREQUISITE: MEDITATION

SPIRITUAL HEALING II 2XP
-
PLAYER CAN SPEND 1FP TO HEAL A HUMAN CHARACTER 4HP (30 SECS OF ROLE PLAY)
-
PREREQUISITE: SPIRITUAL HEALING I

HOLY WARRIOR 3XP
-
PLAYER MAY SPEND 4FP TO IGNORE ANY PHYSICAL DAMAGE FOR 2 MINUTES; FALLS UNCONSCIOUS AFTER
-
(PREREQUISITE: FAITH POINTS III & EXORCISM, SIN- NEGLIGENT HOMICIDE)

ZEN 2XP
-
PLAYER CAN SPEND 1FP TO HEAL THEMSELVES 6HP (30 SECS OF ROLE PLAY)
-
PREREQUISITE: ENLIGHTENED, SIN- THEFT OR WEALTH

SPIRITUAL HEALING III 2XP
-
PLAYER CAN SPEND 1FP TO HEAL A HUMAN CHARACTER 6HP (30 SECS OF ROLE PLAY)
-
PREREQUISITE: SPIRITUAL HEALING II, SIN- WITCHCRAFT OR PERVERTING JUSTICE

SACRIFICE SELF 4XP
-
PLAYER MAY REDUCE THEIR HP TO 0 AND START A 2.5 MIN DEATH COUNT TO RESTORE A DEAD HUMAN TO LIFE (1HP)
-
(PREREQUISITE: ZEN & AT LEAST 4 OTHER FAITH SKILLS, SIN- FIGHTING AN UNARMED FOE)

SPIRITUAL HEALING III 2XP
-
PLAYER CAN SPEND 1FP TO HEAL A HUMAN CHARACTER 6HP (30 SECS OF ROLE PLAY)
-
(PREREQUISITE: SPIRITUAL HEALING II, SIN- WITCHCRAFT OR PERVERTING JUSTICE)



FAITH

CURE DISEASE 2XP
-
PLAY MAY SPEND 2FP TO CURE A SUCCESSFULLY DETECTED CASE OF DISEASE
-
PREREQUISITE: DETECT DISEASE

DETECT DISEASE 2XP
-
PLAYER GAINS THE ABILITY TO DETECT DISEASED AREAS AND CHARACTERS
-
PREREQUISITE: NONE

FAITH POINTS REGEN I 2XP
-
PLAYER MAY REGAIN 1FP FOR EVERY DEAD BODY LAID TO REST (ONLY ONCE PER ENCOUNTER)
-
PREREQUISITE: FAITH POINTS I

CURE TOXIN 2XP
-
PLAY MAY SPEND 2FP TO CURE A SUCCESSFULLY DETECTED CASE OF TOXIC POISONING
-
PREREQUISITE: DETECT TOXIN & CURE DISEASE

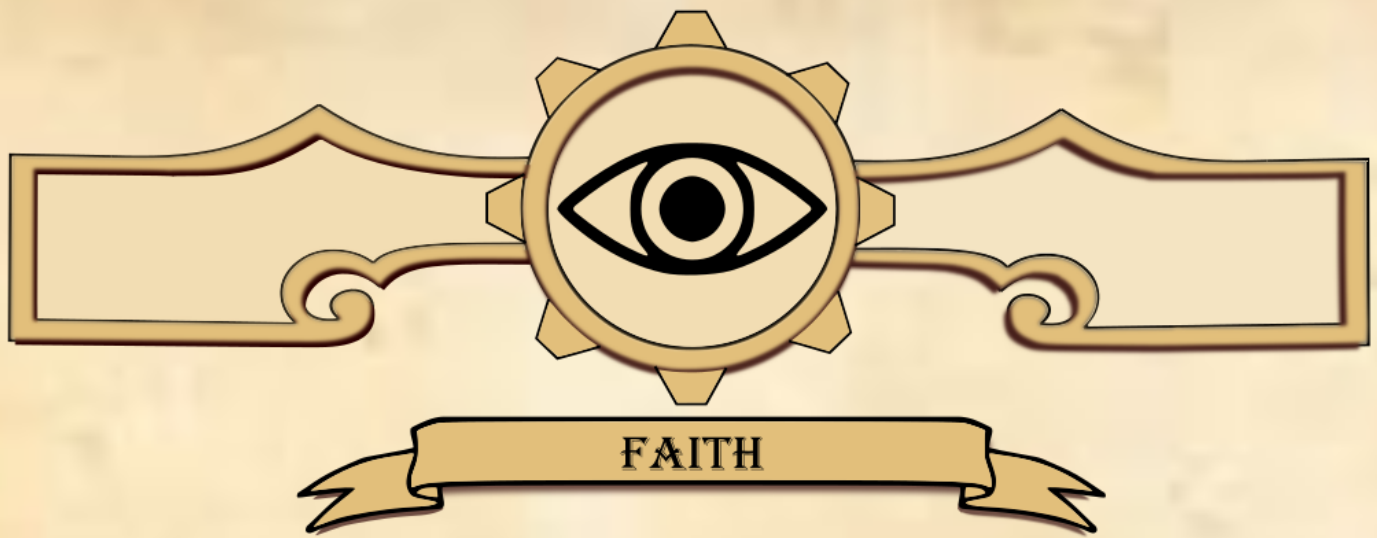
DETECT TOXIN 2XP
-
PLAYER GAINS THE ABILITY TO DETECT TOXIC AREAS AND CHARACTERS
-
PREREQUISITE: DETECT DISEASE, SIN- USE OF POISONS

FAITH POINTS REGEN II 2XP
-
PLAYER MAY REGAIN 2FP FOR EVERY DEAD BODY LAID TO REST (ONLY ONCE PER ENCOUNTER)
-
PREREQUISITE: FAITH POINTS I & FAITH POINTS REGEN I

PURIFY FOOD 2XP
-
PLAYER MAY SPEND 2FP TO CLEAR FOOD OR DRINK OF DISEASE AND TOXINS
-
PREREQUISITE: CURE TOXIN, SIN- NOT AIDING THE POOR

FAITH POINTS REGEN III 2XP
-
PLAYER MAY REGAIN 3FP FOR EVERY DEAD BODY LAID TO REST (ONLY ONCE PER ENCOUNTER)
-
PREREQUISITE: FAITH POINTS II & FAITH POINTS REGEN II, SIN- BLASPHEMY OR WORSHIPPING ANOTHER DEITY

BLESS WATER 2XP
-
PLAYER MAY BLESS 1 VIAL OF WATER AT THE COST OF 1 FP AND A MINUTES ROLEPLAY. A BLESS WATER WILL CAUSE TOXIC TO 1 UNDEAD CALL TOXIC UNDEAD
-
PREREQUISITE BLESSING



With great power comes great responsibility.

A character that picks Faith as its major skill must take 2 Major Sins and 2 Minor Sins

A character that picks Faith as its minor skill must take 1 Major Sin and 1 Minor Sins

FAITH SINS TABLE

MAJOR SIN	DESCRIPTION	MINOR SIN	DESCRIPTION
Taking Life	Taking the life of anything with a soul.	Lying	Not telling the truth
Witchcraft	The use of hoodoo and jujus	Assault	Causing injury to another with a soul
Blasphemy	Denying the existence of your chosen deity denying your own faith or cursing your deity	Placing ones Holy artefact on the ground	Placing ones Holy artefact on the ground
Perverting justice	To prevent justice being done, lying to the law or in court to aid a criminal.	To uncover one's Head	Not wearing a hat or other head coverin
Old ways	The use of "modern" technologies e.g. rayguns, clunker skills, non-basic armour (lvl3) semi-automatic use tech use	Breaking an oath	To not keep a secret or to break a promise
Negligent Homicide	Knowing someone is bleeding to death and not attempting to heal them	Cowardice	To run away scared
Theft	Stealing things	Blooded blade	Drawing ones melee weapon without causing at least 1 wound
Fighting an unarmed foe	To attack an enemy who is not armed	Swearing	Cussing swearing use of bad language
Worshipping another deity	Worshipping another deity e.g. praying at another deities shrine, asking of blessings from another deity	Desecration of nature	Damaging trees poisoning water sources building great factories in the middle of meadows.
Use of poisons	To cause disease toxic or radiation by any means	Healing by non-godly means	Healing by alchemy bio skills or any other nonspiritual healing skill
Not aiding the poor	To not help the poor, to ignore there please of help not offering the things you have the ability to offer	Simony	The selling of blessings or healing Wealth
Wealth	To have more than 5 shillings	Gambling	Betting on things for personal gain



CLUNKER

BUILT IN RAYGUN 3XP
-
PLAYER GAINS A BUILT-IN
LEVEL 1-TYPE RAYGUN
FUELLED BY PLAYER'S TOTAL
PP (FUSED IN HAND; CAN HOLD
NOTHING ELSE)

PREREQUISITE: MECHANICAL
ARM UPGRADE

MECHANISED ARM UPGRADE
1XP/2XP
-

PLAYER GAINS A MECHANICAL
ARM WHICH GRANTS THEM
+3HP AND +3PP (POWER
POINTS)- SKILL CAN BE TAKEN
TWICE

PREREQUISITE: NONE

BUILT IN GUN 2XP
-
PLAYER GAINS A BUIL- IN LVL
3 OR BELOW CLASSED GUN
(FUSED IN HAND; CAN HOLD
NOTHING ELSE)

PREREQUISITE: MECHANICAL
ARM UPGRADE

RAYGUN UPGRADE I 3XP
-

PLAYER UPGRADES TO A BUILT-IN
LEVEL 2-TYPE RAYGUN, STILL
FUELLED BY TOTAL PP (FUSED IN
HAND; CAN HOLD NOTHING ELSE)

PREREQUISITE: BUILT IN RAYGUN

BUILT IN MELEE WEAPON 2XP
-

PLAYER GAINS A BUILT-IN
MELEE WEAPON UP TO
36" (FUSED IN HAND; CAN HOLD
NOTHING ELSE)

PREREQUISITE: MECHANICAL
ARM UPGRADE

RAYGUN UPGRADE II 3XP
-

PLAYER UPGRADES TO A BUILT-
IN LEVEL 2-TYPE RAYGUN, STILL
FUELLED BY TOTAL PP (FUSED IN
HAND; CAN HOLD NOTHING ELSE)

PREREQUISITE: RAYGUN
UPGRADE I

ELECTRO MELEE UPGRADE I 2XP
-

PLAYER MAY SPEND 1PP TO ADD
ZAP ATTACK TO BLOW DEALT
WITH BUILT-IN MELEE WEAPON

PREREQUISITE: BUILT IN MELEE
WEAPON

SOULLESS OXP
-

PLAYER GAINS THE SOULLESS
ABILITY

PREREQUISITE: 4 BODY
UPGRADES, INCL. HEAD OR
TORSO

ELECTRO MELEE UPGRADE II 2XP
-

PLAYER MAY SPEND 1PP TO ADD
SPASM ATTACK TO BLOW DEALT
WITH BUILT-IN MELEE WEAPON

PREREQUISITE: ELECTRO MELEE
UPGRADE I

GHOST IN THE MACHINE OXP
-

PLAYER HAS BECOME FULLY
MECHANICAL- NO FURTHER
UPGRADES ON THE CLUNKER
TREE ALLOWED; USE GHOST
ITM TREE

(PREREQUISITE: HEAD, TORSO
2 ARM AND 2 LEG UPGRADES)



CLUNKER

MECHANISED LEG UPGRADE
1XP/2XP

PLAYER GAINS A MECHANICAL
LEG WHICH GRANTS THEM
+3HP AND +3PP (POWER
POINTS)- SKILL CAN BE TAKEN
TWICE

PREREQUISITE: NONE

CLOCKWORK ARM UPGRADE
1XP/2XP

PLAYER GAINS A CLOCKWORK
ARM WITH +2HP, +3PP & ZAP
IMMUNITY; CAN ONLY HOLD 18"
MELEE OR A GUN

PREREQUISITE: NONE

TORSO UPGRADE 3XP

PLAYER GAINS A MECHANICAL
TORSO WHICH GRANTS THEM
+4HP AND +4PP AND MAKES
PLAYER ELECTRO-SENSITIVE

PREREQUISITE: NONE

TRASH COMPACTOR 2XP

PLAYER MAY REGAIN 1PP PER
DEAD MECHANOIDS HARVESTED
BY PLUGGING FEET INTO DEAD
FOE

PREREQUISITE: LEG UPGRADE

AUTO REPAIR 2XP

PLAYER MAY SPEND 1PP TO
HEAL CLUNKERS 2HP &
AUTOMATA 4HP (30 SECS
ROLEPLAY)- CAN STACK WITH
HEALING TOUCH

PREREQUISITE: CLOCKWORK
ARM UPGRADE

ADRENALINE BOOSTER 2XP

PLAYER MAY SPEND 3PP TO BE
IMMUNE TO DAMAGE FOR 2
MINUTES BEFORE FALLING
UNCONSCIOUS

PREREQUISITE: TORSO
UPGRADE

MIGHTY STOMP 3XP

PLAYER MAY SPEND 3PP TO
CAUSE MASS SHOCK IN A 6FT
RADIUS

PREREQUISITE: LEG UPGRADE

HEALING TOUCH 2XP

PLAYER MAY SPEND 1PP TO
HEAL CLUNKERS 2HP &
HUMANS 4HP (30 SECS
ROLEPLAY)- CAN STACK WITH
AUTO REPAIR

(PREREQUISITE: CLOCKWORK
ARM UPGRADE)

POTION INJECTOR 2XP

PLAYER GAINS AN ALCHEMY
INJECTOR IN TORSO- CAN BE
FITTED WITH A POTION THAT
WILL INJECT INTO THE SYSTEM
THE FIRST TIME
THE PLAYER FALLS
UNCONSCIOUS

PREREQUISITE: ADRENALINE
BOOSTER

CLUNKER HEALING 2XP

PLAYER MAY SPEND 1PP TO HEAL
CLUNKERS 4HP (30 SECS
ROLEPLAY)

PREREQUISITE: AUTO REPAIR &
HEALING TOUCH



CLUNKER

TRACHEA FILTRATION 2XP

PLAYER GAINS AN IMMUNITY TO THE EFFECTS OF DISEASE- CAN STACK WITH CRANIAL GYROSCOPE

PREREQUISITE: HEAD UPGRADE

HEAD UPGRADE 1XP/2XP

PLAYER GAINS A MECHANICAL HEADPIECE WHICH GRANTS THEM +2HP AND +4PP AND MAKES PLAYER ELECTRO-SENSITIVE

PREREQUISITE: NONE

DECRPYTION EYE I 2XP

PLAY GAINS BUILT-IN LEVEL 1 (RED) CRYPTOOGGLES TO BREAK CODES- STACK WITH TRACHEA FILTRATION/ CRANIAL GYROSCOPE

PREREQUISITE: HEAD UPGRADE

CRANIAL GYROSCOPE 2XP

PLAYER GAINS AN IMMUNITY TO SHOCK ATTACKS- CAN STACK WITH TRACHEA FILTRATION

PREREQUISITE: HEAD UPGRADE

DECRPYTION EYE II 2XP

PLAY GAINS BUILT-IN LEVEL 2 (GREEN) CRYPTOOGGLES TO BREAK CODES

PREREQUISITE: DECRPYTION EYE I

IMPROVED CRANIAL GYROSCOPE 2XP

PLAYER GAINS AN IMMUNITY TO PULSE ATTACKS

PREREQUISITE: CRANIAL GYROSCOPE

DECRPYTION EYE LEVEL III 2XP

PLAY GAINS BUILT-IN LEVEL 3 (BLUE) CRYPTOOGGLES TO BREAK CODES

PREREQUISITE: DECRPYTION EYE II



GHOST IN THE MACHINE

CORPSE TALK 1XP
-
PLAYER MAY SPEND 1SS TO
TALK TO THE SPIRIT OF A
DEAD PERSON
(PREREQUISITE: NONE)

SPIRIT STRENGTH I
1XP
PLAYER GAINS 5 SPIRIT
STRENGTH (SS) TO SPEND ON
ABILITIES
(PREREQUISITE: NONE)

POLTERGEIST I
1XP
PLAYER MAY SPEND 1SS TO
USE THE SHOCK ABILITY
(PREREQUISITE: NONE)

GHOST WALK
2XP
PLAYER MAY SPEND 2SS TO BE
IMMUNE TO DAMAGE FOR 2
MINUTES (PLAYER CANNOT USE
PHYSICAL ATTACKS DURING
TIME)
(PREREQUISITE: CORPSE TALK)

SPIRIT STRENGTH II
2XP
PLAYER GAINS AN
ADDITIONAL 5 SPIRIT
STRENGTH (SS) TO SPEND ON
ABILITIES
(PREREQUISITE: SPIRIT
STRENGTH I)

POLTERGEIST II
2XP
PLAYER MAY SPEND 2SS TO
USE THE PULSE ABILITY
(PREREQUISITE: POLTERGEIST
I)

MIND READER
2XP
PLAYER MAY SPEND 3SS TO
MAKE A VICTIM ANSWER ANY
QUESTIONS TRUTHFULLY FOR 2
MINUTES
(PREREQUISITE: GHOST WALK)

SPIRIT STRENGTH III
2XP
PLAYER GAINS AN ADDITIONAL
5 SPIRIT STRENGTH (SS) TO
SPEND ON ABILITIES
(PREREQUISITE: SPIRIT
STRENGTH II)

POLTERGEIST III
2XP
PLAYER MAY SPEND 3SS TO
USE THE SONIC ABILITY
(PREREQUISITE: POLTERGEIST
II)

PUPPET LIVING
3XP
PLAYER MAY SPEND 3SS TO
USE THE PUPPET POWER ON
ANY LIVING CREATURE
(PREREQUISITE: MIND READER
& SPIRIT STRENGTH III)



GHOST IN THE MACHINE

SPIRIT COMPASS 2XP

PLAYER MAY LEARN THE TRACKING SYMBOL; THE SYMBOL INDICATES THE DIRECTION OF THE NEXT TRACK

(PREREQUISITE: NONE)

SPIRIT GUIDE

2XP
PLAYER LEARNS MORE FROM TRACKS; HOW FRESH THE TRACKS ARE, THE SIZE OF THE THING THAT LEFT THEM & WHAT THEY MADE BY

(PREREQUISITE: SPIRIT COMPASS)

OCCULT KNOWLEDGE 1XP

PLAYER MAY LEARN THE OCCULT KNOWLEDGE SYMBOL

PREREQUISITE: NONE

ETHEREAL SHOCK

MAY SHOCK AN ETHEREAL CREATURE AT THE COST OF 1SS. CALL ETHEREAL SHOCK

PREREQUISITE OCCULT KNOWLEDGE AND POLTERGEIST I

ETHEREAL PULSE II 2XP

PMAY PULSE AN ETHEREAL CREATURE AT THE COST OF 2SS. CALL ETHEREAL PULSE

PREREQUISITE ETHEREAL SHOCK AND POLTERGEIST II

ETHEREAL SONIC 2XP

MAY SONIC AN ETHEREAL CREATURE AT THE COST OF 1SS. CALL ETHEREAL SONIC

PREREQUISITE ETHEREAL PULSE AND POLTERGEIST III

ETHEREAL STRIKE 3XP

PLAYER MAY CAUSE DAMAGE TO ETHEREAL CREATURES BY CALLING ETHEREAL WHEN HITTING THEM WITH MELEE ONLY COSTS 1SS AND LASTS 15 MINUTEDS

PREQUISITE OCCULT KNOWLEDGE



GHOST IN THE MACHINE

OPEN LOCKS
2XP
PLAYER MAY SPEND 2SS TO
OPEN A LOCK
(PREREQUISITE: NONE)

ARMOUR I
2XP
PLAYER GAINS AN EXTRA 2HP
PERMANANTLY (ARMOUR IS
BUILT INTO MACHINE-BODY;
PHYS-REPS DESIRABLE)
(PREREQUISITE: NONE)

ECTOPLASMIC RECHARGER I
2XP
PLAYER MAY REGAIN 1SS PER
DEAD UNDEAD HARVESTED
(ONLY ONCE PER ENCOUNTER)
(PREREQUISITE: SPIRIT
STRENGTH I)

REPAIR CLOCKWORK
2XP
PLAYER MAY SPEND 1SS TO HEAL
THEMSELVES 4HP, OR AN
AUTOMATA 3HP OR A CLUNKER
2HP (30 SECS ROLEPLAY)
(PREREQUISITE: OPEN LOCK)

ARMOUR II
2XP
PLAYER GAINS AN EXTRA 3HP
PERMANANTLY (ARMOUR IS
BUILT INTO MACHINE-BODY;
PHYS-REPS DESIRABLE)
(PREREQUISITE: ARMOUR I)

ECTOPLASMIC RECHARGER II
2XP
PLAYER MAY REGAIN 2SS PER
DEAD UNDEAD HARVESTED
(ONLY ONCE PER ENCOUNTER)
(PREREQUISITE: SPIRIT
STRENGTH II, POLTERGEIST I
& ECTOPLASMIC RECHARGER I)

PUPPET MACHINES
2XP
PLAYER MAY SPEND 3SS TO USE
THE PUPPET POWER ON
MACHINES/AUTOMATA (MAY
ALSO BE USED ON CLUNKER
PARTS)
(PREREQUISITE: REPAIR
CLOCKWORK)

ARMOUR III
2XP
PLAYER GAINS AN EXTRA 4HP
PERMANANTLY (ARMOUR IS
BUILT INTO MACHINE-BODY;
PHYS-REPS DESIRABLE)
(PREREQUISITE: ARMOUR II)

ECTOPLASMIC RECHARGER III
2XP
PLAYER MAY REGAIN 3SS PER
DEAD UNDEAD HARVESTED
(ONLY ONCE PER ENCOUNTER)
(PREREQUISITE: SPIRIT
STRENGTH III, POLTERGEIST II
& ECTOPLASMIC RECHARGER
II)

PUPPET AVOIDANCE
2XP
PLAYER MAY SPEND 1SS TO
IGNORE THE EFFECTS OF A
PUPPET ATTACK
(PREREQUISITE: SPIRIT
STRENGTH III & PUPPET
MACHINES)

AUXILLARY CONTAINMENT VESSEL
3XP
PLAYER MAY CARRY A CONTAINER,
ALLOWING THEM TO COME BACK FROM
DEAD THE NEXT DAY IF THEY HAVE AT
LEAST 6 SS LEFT, SACRIFICING ALL
ARMOUR-RELATED SKILLS (INCLUDING
THIS ONE)
(PREREQUISITE: ARMOUR III & SPIRIT
STRENGTH III)



CLOCKWORK

SPRINGS 1XP

PLAYER GAINS 5 WIND POINTS (WP) TO SPEND ON ABILITIES

(PREREQUISITE: NONE)

ARMOUR I 2XP

PLAYER GAINS AN EXTRA 2HP PERMANANTLY (ARMOUR IS BUILT INTO MACHINE-BODY; PHYS-REPS DESIRABLE)

PREREQUISITE: NONE

CRYPTOLOGY I 2XP

PLAYER GAINS BUILT-IN LEVEL 1 (RED) CRYPTOLOGGLES TO BREAK CODES

PREREQUISITE: NONE

BIGGER SPRINGS 2XP

PLAYER GAINS AN ADDITIONAL 5 WIND POINTS (WP) TO SPEND ON ABILITIES

PREREQUISITE: SPRINGS

ARMOUR II 2XP

PLAYER GAINS AN EXTRA 3HP PERMANANTLY (ARMOUR IS BUILT INTO MACHINE-BODY; PHYS-REPS DESIRABLE)

PREREQUISITE: ARMOUR I

CRYPTOLOGY II 2XP

PLAYER GAINS BUILT-IN LEVEL 2 (GREEN) CRYPTOLOGGLES TO BREAK CODES

PREREQUISITE: CRYPTOLOGY I

BIGGEST SPRINGS 2XP

PLAYER GAINS AN ADDITIONAL 5 WIND POINTS (WP) TO SPEND ON ABILITIES

PREREQUISITE: BIGGER SPRINGS

ARMOUR III 2XP

PLAYER GAINS AN EXTRA 4HP PERMANANTLY (ARMOUR IS BUILT INTO MACHINE-BODY; PHYS-REPS DESIRABLE)

PREREQUISITE: ARMOUR II

CRYPTOLOGY III 2XP

PLAYER GAINS BUILT-IN LEVEL 3 (BLUE) CRYPTOLOGGLES TO BREAK CODES

PREREQUISITE: CRYPTOLOGY II

OVERWIND 2XP

PLAYER MAY SPEND 2WP TO BE ABLE TO RUN FOR 5 MINUTES AFTER WHICH THEY WILL POWER DOWN (FALL UNCONSCIOUS)

PREREQUISITE: BIGGEST SPRINGS



CLOCKWORK

THE CLAMPS!

1XP
PLAYER MAY CLAMP A HAND
SHUT SO ITEM CAN'T BE
DROPPED (30 SECS ROLEPLAY;
TAKE SKILL TWICE TO USE ON
BOTH HANDS)
(PREREQUISITE: NONE)

REPAIR SELF

2XP
PLAYER MAY SPEND 1WP TO
HEAL THEMSELVES 4HP (30
SECS ROLEPLAY)
(PREREQUISITE: NONE)

SONIC SHIELDING I

2XP
PLAYER GAINS AN IMMUNITY
TO SHOCK ATTACKS
(PREREQUISITE: ARMOUR I)

REPAIR OTHER

2XP
PLAYER MAY SPEND 1WP TO
HEAL OTHER AUTOMATA 4HP
OR A CLUNKER/GITM 2HP (30
SECS ROLEPLAY)
(PREREQUISITE: REPAIR SELF)

SONIC SHIELDING II

2XP
PLAYER GAINS AN IMMUNITY
TO PULSE ATTACKS
(PREREQUISITE: SONIC
SHIELDING I)

LIFE PRESERVER

2XP
PLAYER MAY SPEND 1WP TO
EXTEND ANOTHER PLAYER'S
DEATH COUNT BY 5 MINUTES
(MAINTAINING CONTACT
THROUGHOUT)
(PREREQUISITE: REPAIR
OTHER)

SONIC SHIELDING III

2XP
PLAYER GAINS AN IMMUNITY TO
SONIC ATTACKS
(PREREQUISITE: SONIC SHIELDING
II)


ARMoured SHELL

3XP
PLAYER MAY SPEND 2WP TO
EXTEND A PLAYER'S DEATH
COUNT BY 5 MINS AS BEFORE &
BE IMMUNE TO DAMAGE
THEMSELVES
(PREREQUISITE: ARMOUR III &
LIFE PRESERVER)




CLOCKWORK


MIASMA VISION 2XP
-
PLAYER GAINS THE ABILITY TO DETECT DISEASED AREAS AND CHARACTERS
-
PREREQUISITE: NONE



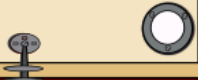
DISEASE SHIELDING 2XP
-
PLAYER GAINS AN IMMUNITY TO THE EFFECTS OF DISEASE
-
PREREQUISITE: MIASMA VISION



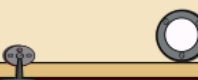
DEMAGNITISER 2XP
-
PLAYER MAY SPEND 1WP TO IGNORE THE EFFECT OF ONE ELECTRO-TYPE ATTACK
-
PREREQUISITE: ARMOUR II



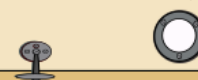
TOXIC VISION 2XP
-
PLAYER GAINS THE ABILITY TO DETECT TOXIC AREAS AND CHARACTERS
-
PREREQUISITE: MIASMA VISION



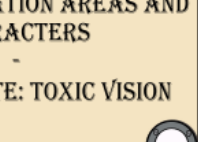
TOXIN SHIELDING 2XP
-
PLAYER GAINS AN IMMUNITY TO THE EFFECTS OF TOXINS
-
PREREQUISITE: TOXIC VISION



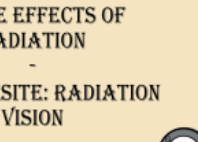
RECHARGER 2XP
-
PLAYER MAY SPEND 1WP TO RESTORE 1PP TO A FUEL CELL OR POWER UNIT
-
PREREQUISITE: DEMAGNITISER



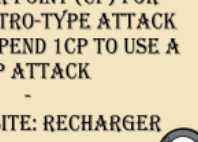
RADIATION VISION 2XP
-
PLAYER GAINS THE ABILITY TO DETECT RADIATION AREAS AND CHARACTERS
-
PREREQUISITE: TOXIC VISION



RADIATION SHIELDING 2XP
-
PLAYER GAINS AN IMMUNITY TO THE EFFECTS OF RADIATION
-
PREREQUISITE: RADIATION VISION



CAPACITORS 3XP
-
PLAYER MAY STORE 1 CAPACITOR POINT (CP) FOR EVERY ELECTRO-TYPE ATTACK IGNORED & SPEND 1CP TO USE A ZAP ATTACK
-
PREREQUISITE: RECHARGER





STEAM ELECTRO

BUILT IN MELEE WEAPON 2XP
-
PLAYER GAINS A BUILT-IN MELEE WEAPON UP TO 36" (FUSED IN HAND; CAN HOLD NOTHING ELSE)
-
PREREQUISITE: NONE

ELECTRO SHIELDING I 2XP
-
PLAYER LOSES LOWER LEVEL ELECTRO-SENSITIVITY (ZAP ATTACKS DO ZAP EFFECT)
-
PREREQUISITE: ARMOUR I

DISEASE SHIELDING 2XP
-
PLAYER GAINS AN IMMUNITY TO THE EFFECTS OF DISEASE
-
PREREQUISITE: ARMOUR I

ELECTRO MELEE UPGRADE I 2XP
-
PLAYER MAY SPEND 1PP TO ADD ZAP ATTACK TO BLOW DEALT WITH BUILT-IN MELEE WEAPON
-
(PREREQUISITE: BUILT IN MELEE WEAPON)

ELECTRO SHIELDING II 2XP
-
PLAYER LOSES UPPER LEVEL ELECTRO-SENSITIVITY (SPASM ATTACKS DO SPASM EFFECT)
-
PREREQUISITE: ARMOUR II & ELECTRO SHIELDING I

TOXIC SHIELDING 2XP
-
PLAYER GAINS AN IMMUNITY TO THE EFFECTS OF TOXINS
-
PREREQUISITE: ARMOUR II & DISEASE SHIELDING

ELECTRO MELEE UPGRADE II 2XP
-
PLAYER MAY SPEND 1PP TO ADD SPASM ATTACK TO BLOW DEALT WITH BUILT-IN MELEE WEAPON
-
PREREQUISITE: ELECTRO MELEE UPGRADE I

ELECTRO SHIELDING III 2XP
-
PLAYER GAINS HIGHEST LEVEL ELECTRO-SHIELDING (ELECTRO ATTACKS DO ELECTRO EFFECT)
-
PREREQUISITE: ARMOUR III & ELECTRO SHIELDING II

RADIATION SHIELDING 2XP
-
PLAYER GAINS AN IMMUNITY TO THE EFFECTS OF RADIATION
-
PREREQUISITE: ARMOUR III & TOXIC SHIELDING

ELECTRO MELEE UPGRADE III 2XP
-
PLAYER MAY SPEND 1PP TO ADD ELECTROCUTE ATTACK TO BLOW DEALT WITH BUILT-IN MELEE WEAPON
-
PREREQUISITE: ELECTRO MELEE UPGRADE II



STEAM ELECTRO

ARMOUR I 2XP
-
PLAYER GAINS AN EXTRA 5HP PERMANANTLY (ARMOUR IS BUILT INTO MACHINE-BODY; EXTRA PHYS-REPS DESIRABLE)
-
PREREQUISITE: NONE

FUEL CELL I 1XP
-
PLAYER GAINS 5 POWER POINTS (PP) TO SPEND ON ABILITIES
-
PREREQUISITE: NONE

LEVEL 1 RAYGUN 2XP
-
PLAYER GAINS A BUILT-IN LEVEL 1 RAYGUN (ELECTRO/SONIC) FUELLED BY PP (FUSED IN HAND; CAN HOLD NOTHING ELSE)
-
PREREQUISITE: FUEL CELL I

ARMOUR II 2XP
-
PLAYER GAINS AN EXTRA 5HP PERMANANTLY (ARMOUR IS BUILT INTO MACHINE-BODY; EXTRA PHYS-REPS DESIRABLE)
-
PREREQUISITE: ARMOUR I

FUEL CELL II 2XP
-
PLAYER GAINS AN ADDITIONAL 5 POWER POINTS (PP) TO SPEND ON ABILITIES
-
PREREQUISITE: FUEL CELL I

LEVEL 2 RAYGUN 2XP
-
PLAYER GAINS A BUILT-IN LEVEL 2 RAYGUN (ELECTRO/SONIC) FUELLED BY PP (FUSED IN HAND; CAN HOLD NOTHING ELSE)
-
PREREQUISITE: FUEL CELL II & LVL 1 RAYGUN

ARMOUR III 2XP
-
PLAYER GAINS AN EXTRA 5HP PERMANANTLY (ARMOUR IS BUILT INTO MACHINE-BODY; EXTRA PHYS-REPS DESIRABLE)
-
PREREQUISITE: ARMOUR II

FUEL CELL III 2XP
-
PLAYER GAINS AN ADDITIONAL 5 POWER POINTS (PP) TO SPEND ON ABILITIES
-
PREREQUISITE: FUEL CELL II

LEVEL 3 RAYGUN 3XP
-
PLAYER GAINS A BUILT-IN LEVEL 3 RAYGUN (ELECTRO/SONIC) FUELLED BY PP (FUSED IN HAND; CAN HOLD NOTHING ELSE)
-
PREREQUISITE: FUEL CELL III & LVL 2 RAYGUN



RE - AN

CORPSE TALK 2XP

PLAYER MAY SPEND 1SP TO TALK TO THE SPIRIT OF A DEAD PERSON

(PREREQUISITE: LVL 1 SHADOW POINTS)

GHOSTLY FORM 3XP

PLAYER MAY SPEND 4SP TO IGNORE ANY PHYSICAL DAMAGE FOR 2 MINS; REDUCES DEATH COUNT BY 30 SECS/PER USE (FOR DAY)

PREREQUISITE: LVL 2 SHADOW POINTS, CORPSE TALK & DEAD MAN WALKING

POSSESS 3XP

PLAYER MAY SPEND 3SP TO USE THE PUPPET ABILITY

PREREQUISITE: LVL 3 SHADOW POINTS & GHOSTLY FORM

LEVEL 1 SHADOW POINTS 1XP

PLAYER GAINS 5 SHADOW POINTS (SP) TO SPEND ON ABILITIES

PREREQUISITE: NONE

LEVEL 2 SHADOW POINTS 2XP

PLAYER GAINS AN ADDITIONAL 5 SHADOW POINTS (SP) TO SPEND ON ABILITIES

PREREQUISITE: LVL 1 SHADOW POINTS

LEVEL 3 SHADOW POINTS 3XP

PLAYER GAINS AN ADDITIONAL 5 SHADOW POINTS (SP) TO SPEND ON ABILITIES

PREREQUISITE: LVL 2 SHADOW POINTS

NECROTIC FEEDER I 1XP

PLAYER MAY REGAIN 1HP FOR EVERY DEAD BODY FED ON (ONLY ONCE PER ENCOUNTER)

PREREQUISITE: NONE

NECROTIC FEEDER II 2XP

PLAYER MAY REGAIN 2HP FOR EVERY DEAD BODY FED ON (ONLY ONCE PER ENCOUNTER)

PREREQUISITE: NECROTIC FEEDER I

NECROTIC FEEDER III 2XP

PLAYER MAY REGAIN 3HP FOR EVERY DEAD BODY FED ON

(ONLY ONCE PER ENCOUNTER) (PREREQUISITE: NECROTIC FEEDER II)



RE - AN

WITHER 2XP

PLAYER MAY SPEND 2SP TO CAUSE DISEASE IN AN OPPONENT IN SIGHT

PREREQUISITE: LVL 1 SHADOW POINTS & GUTLESS

TOXIC BREATH 2XP

PLAYER MAY SPEND 4SP TO CAUSE TOXIC IN AN OPPONENT IN SIGHT

PREREQUISITE: LVL 2 SHADOW POINTS & WITHER

RADIATION BOMB 2XP

PLAYER MAY SPEND 6SP TO CAUSE RADIATION IN AN OPPONENT IN SIGHT

PREREQUISITE: LVL 3 SHADOW POINTS & TOXIC BREATH

GUTLESS 1XP

PLAYER GAINS AN IMMUNITY TO THE EFFECTS OF DISEASE

PREREQUISITE: NONE

NERVE DAMAGE 2XP

PLAYER GAINS AN IMMUNITY TO THE EFFECTS OF TOXINS

PREREQUISITE: GUTLESS

LEAD EMBALMING 2XP

PLAYER GAINS AN IMMUNITY TO THE EFFECTS OF RADIATION

PREREQUISITE: NERVE DAMAGE

ONE FOOT IN THE GRAVE 2XP

PLAYER GAINS AN ADDITIONAL 2HP BUT LOSES ONE MINUTE OF DEATH COUNT PERMANENTLY

PREREQUISITE: NONE

DEAD MAN WALKING 2XP

PLAYER GAINS AN ADDITIONAL 4HP BUT LOSES AN ADDITIONAL ONE MINUTE OF DEATH COUNT PERMANENTLY

PREREQUISITE: ONE FOOT IN THE GRAVE

BRINK OF DEATH 2XP

PLAYER GAINS AN ADDITIONAL 6HP BUT LOSES AN ADDITIONAL ONE MINUTE OF DEATH COUNT PERMANENTLY

PREREQUISITE: DEAD MAN WALKING



RE - AN

ZAP PROOF 2XP

PLAYER GAINS AN IMMUNITY TO THE EFFECTS OF ZAP

PREREQUISITE: NONE

ONE OF THE HOARD 3XP

PLAYER GAINS DAMAGE IMMUNITY FROM FERAL REANS AS LONG AS THEY DO NOT ATTACK THEM

PREREQUISITE: NONE

1000 YARD STARE 2XP

PLAYER GAINS AN IMMUNITY TO THE EFFECTS OF MESMERISE

PREREQUISITE: SHOCK PROOF

SPASM PROOF 2XP

PLAYER GAINS AN IMMUNITY TO THE EFFECTS OF SPASM

PREREQUISITE: ZAP PROOF

HEAD OF THE HOARD 3XP

PLAYER CAN USE MASS MESMERISE REANS AT A COST OF 3SP

PREREQUISITE: ONE OF THE HOARD

INSOMNIA 2XP

PLAYER GAINS AN IMMUNITY TO THE EFFECTS OF SLEEP

PREREQUISITE: SHOCK PROOF

ELECTROCUTE PROOF 3XP

PLAYER GAINS AN IMMUNITY TO THE EFFECTS OF ELECTROCUTE

PREREQUISITE: NONE

LEADER OF THE HOARD 3XP

PLAYER CAN USE MASS PUPPET REANS AT A COST OF 6SP

PREREQUISITE: HEAD OF THE HOARD

MINDLESS 3XP

PLAYER GAINS AN IMMUNITY TO THE EFFECTS OF PULSE

PREREQUISITE: SHOCK PROOF

NUTS AND BOLTS 3XP

PLAYER HAS AN IMMUNITY TO THE EFFECTS OF ELECTRO-EFFECT ATTACKS, AND GAINS 1HP EACH TIME THEY ARE HIT BY ONE

PREREQUISITE: ELECTRO PROOF

COPPER PLATING 3XP

PLAYER HAS AN IMMUNITY TO THE EFFECTS OF MIND-EFFECT ATTACKS, AND GAINS 1SP EACH TIME THEY ARE HIT BY ONE

PREREQUISITE: MINDLESS



WERE

MIGHTY STRIKE 2XP

PLAYER MAY SPEND 1BP TO USE THE SHOCK ABILITY WHEN STRIKING AN OPPONENT
(PREREQUISITE: LVL 1 BLOOD POINTS)

LEVEL 1 BLOOD POINTS 1XP

PLAYER GAINS 5 BLOOD POINTS (BP) TO SPEND ON ABILITIES

PREREQUISITE: NONE

HEIGHTENED EMOTION 3XP

PLAYER MAY SPEND 1BP TO IGNORE 1HP WORTH OF PHYSICAL DAMAGE

PREREQUISITE: LVL 1 BLOOD POINTS

PARALYZING BLOW 2XP

PLAYER MAY SPEND 2BP TO USE THE PULSE ABILITY WHEN STRIKING AN OPPONENT
(PREREQUISITE: MIGHTY STRIKE)

LEVEL 2 BLOOD POINTS 2XP

PLAYER GAINS AN ADDITIONAL 5 BLOOD POINTS (BP) TO SPEND ON ABILITIES

PREREQUISITE: LVL 1 BLOOD POINTS

RAGE 3XP

PLAYER MAY SPEND 4BP TO IGNORE ANY PHYSICAL DAMAGE FOR 2 MINUTES; FALLS UNCONSCIOUS AFTER

PREREQUISITE: LVL 2 BLOOD POINTS & HEIGHTENED EMOTION

KNOCKOUT 2XP

PLAYER MAY SPEND 3BP TO USE THE SONIC ABILITY WHEN STRIKING AN OPPONENT
(PREREQUISITE: PARALYZING BLOW)

LEVEL 3 BLOOD POINTS 3XP

PLAYER GAINS AN ADDITIONAL 5 BLOOD POINTS (BP) TO SPEND ON ABILITIES

PREREQUISITE: LVL 2 BLOOD POINTS

BERZERK 3XP

PLAYER MAY SPEND 6BP TO IGNORE ANY PHYSICAL DAMAGE & MIND POWERS FOR 2 MINUTES; FALLS UNCONSCIOUS AFTER

(PREREQUISITE: LVL 3 BLOOD POINTS & RAGE)



WERE

BLACK NAILS 2XP
-
PLAYER GAINS AN
ADDITIONAL 2HP AND HAS
BLACK NAILS
-
(PREREQUISITE: NONE)

BLOOD POINT REGEN I 2XP
-
PLAYER MAY REGAIN 1BP FOR
EVERY DEAD BODY FED ON
(ONLY ONCE PER ENCOUNTER)
-
(PREREQUISITE: LVL 1 BLOOD
POINTS & FANGS I)

FANGS I 2XP
-
PLAYER MAY REGAIN 1HP FOR
EVERY DEAD BODY FED ON
(ONLY ONCE PER ENCOUNTER)
-
(PREREQUISITE: NONE)

BULKY 2XP
-
PLAYER GAINS AN
ADDITIONAL 4HP AND
BECOMES BULKIER (PADDING)
-
PREREQUISITE: BLACK NAILS

BLOOD POINT REGEN II 2XP
-
PLAYER MAY REGAIN 2BP FOR
EVERY DEAD BODY FED ON
(ONLY ONCE PER ENCOUNTER)
-
PREREQUISITE:
LVL 2 BLOOD POINTS, FANGS II
& BLOOD POINTS REGEN I

FANGS II 2XP
-
PLAYER MAY REGAIN 2HP FOR
EVERY DEAD BODY FED ON
(ONLY ONCE PER ENCOUNTER)
-
PREREQUISITE: FANGS I

FURRY 2XP
-
PLAYER GAINS AN
ADDITIONAL 6HP AND
BECOMES FURRY
(APPROPRIATE PHYS-REP)
-
(PREREQUISITE: BULKY)

BLOOD POINT REGEN III 2XP
-
PLAYER MAY REGAIN 2BP FOR
EVERY DEAD BODY FED ON
(ONLY ONCE PER ENCOUNTER)
-
PREREQUISITE:
LVL 2 BLOOD POINTS, FANGS II
& BLOOD POINTS REGEN I

FANGS III 2XP
-
PLAYER MAY REGAIN 3HP FOR
EVERY DEAD BODY FED ON
(ONLY ONCE PER ENCOUNTER)
-
PREREQUISITE: FANGS II

LUNAR AWAKENING 3XP
-
IF SLAIN, PLAYER MAY COME
BACK FROM DEAD THE NEXT
DAY IF THEY HAVE AT LEAST
10BP LEFT, SACRIFICING ALL
TRANSFORMATION-RELATED
SKILLS (AND THIS SKILL)
-
(PREREQUISITE: LVL 3 BLOOD
POINTS & FURRY)

BRING BACK FROM DEAD 4XP
-
PLAYER MAY SPEND 10BP TO
RAISE A DEAD HUMAN PLAYER
AS A VAMP (CARD DRAWN TO
DETERMINE IF FERAL OR NOT
FERAL)
-
PREREQUISITE: FANGS III &
LVL 3 BLOOD POINTS



WERE

DISEASE IMMUNITY 2XP

PLAYER GAINS AN IMMUNITY TO THE EFFECTS OF DISEASE

PREREQUISITE: NONE

SCENT 2XP

PLAYER MAY LEARN THE TRACKING SYMBOL; THE SYMBOL INDICATES THE DIRECTION OF THE NEXT TRACK

(PREREQUISITE: NONE)

TOXIN IMMUNITY 2XP

PLAYER GAINS AN IMMUNITY TO THE EFFECTS OF TOXINS

PREREQUISITE: DISEASE IMMUNITY

ADVANCED SCENT

2XP

PLAYER LEARNS MORE FROM TRACKS; HOW FRESH THE TRACKS ARE, THE SIZE OF THE THING THAT LEFT THEM & WHAT THEY MADE BY

(PREREQUISITE: SCENT)

RADIATION IMMUNITY 2XP

PLAYER GAINS AN IMMUNITY TO THE EFFECTS OF RADIATION

PREREQUISITE: TOXIN IMMUNITY



VAMP

MESMERISE 3XP
 -
 PLAYER MAY SPEND 1BP TO USE THE MESMERISE ABILITY
 -
 (PREREQUISITE: LVL 1 BLOOD POINTS)

LEVEL 1 BLOOD POINTS 1XP
 -
 PLAYER GAINS 5 BLOOD POINTS (BP) TO SPEND ON ABILITIES
 -
 PREREQUISITE: NONE

CLOSED EYES 3XP
 -
 PLAYER MAY SPEND 1BP TO IGNORE THE EFFECT OF THE MESMERISE ABILITY
 -
 PREREQUISITE: MESMERISE

SLEEP 3XP
 -
 PLAYER MAY SPEND 2BP TO USE THE SLEEP ABILITY
 -
 PREREQUISITE: MESMERISE

LEVEL 2 BLOOD POINTS 2XP
 -
 PLAYER GAINS AN ADDITIONAL 5 BLOOD POINTS (BP) TO SPEND ON ABILITIES
 -
 PREREQUISITE: LVL 1 BLOOD POINTS

CLOSED MIND 3XP
 -
 PLAYER MAY SPEND 2BP TO IGNORE THE EFFECT OF THE SLEEP ABILITY
 (PREREQUISITE: SLEEP & CLOSED EYES)

PUPPET 3XP
 -
 PLAYER MAY SPEND 3BP TO USE THE PUPPET ABILITY
 (PREREQUISITE: SLEEP)

LEVEL 3 BLOOD POINTS 3XP
 -
 PLAYER GAINS AN ADDITIONAL 5 BLOOD POINTS (BP) TO SPEND ON ABILITIES
 -
 PREREQUISITE: LVL 2 BLOOD POINTS

CLOSED HEART 3XP
 -
 PLAYER MAY SPEND 3BP TO IGNORE THE EFFECT OF THE PUPPET ABILITY
 (PREREQUISITE: PUPPET & CLOSED MIND)





VAMP

<p>RUN 2XP</p> <p>PLAYER GAINS THE ABILITY TO RUN</p> <p>PREREQUISITE: NONE</p>	<p>BLOOD POINT REGEN I 2XP</p> <p>PLAYER MAY REGAIN 1BP FOR EVERY DEAD BODY FED ON (ONLY ONCE PER ENCOUNTER)</p> <p>(PREREQUISITE: LVL 1 BLOOD POINTS & FANGS I)</p>	<p>FANGS I 2XP</p> <p>PLAYER MAY REGAIN 1HP FOR EVERY DEAD BODY FED ON (ONLY ONCE PER ENCOUNTER)</p> <p>(PREREQUISITE: NONE)</p>
<p>QUICK 2XP</p> <p>PLAYER MAY SPEND 3BP TO IGNORE ANY MISSILE DAMAGE FOR 2 MINUTES</p> <p>PREREQUISITE: LVL 1 BLOOD POINTS & RUN</p>	<p>BLOOD POINT REGEN II 2XP</p> <p>PLAYER MAY REGAIN 2BP FOR EVERY DEAD BODY FED ON (ONLY ONCE PER ENCOUNTER)</p> <p>PREREQUISITE: LVL 2 BLOOD POINTS, FANGS II & BLOOD POINTS REGEN I</p>	<p>FANGS II 2XP</p> <p>PLAYER MAY REGAIN 2HP FOR EVERY DEAD BODY FED ON (ONLY ONCE PER ENCOUNTER)</p> <p>PREREQUISITE: FANGS I</p>
<p>FAST 2XP</p> <p>PLAYER MAY SPEND 4BP TO IGNORE ALL PHYSICAL DAMAGE FOR 2 MINS; COMPELLED TO FEED IN 2 MINS OR FALLS UNCONSCIOUS</p> <p>PREREQUISITE: QUICK</p>	<p>BLOOD POINT REGEN III 2XP</p> <p>PLAYER MAY REGAIN 2BP FOR EVERY DEAD BODY FED ON (ONLY ONCE PER ENCOUNTER)</p> <p>PREREQUISITE: LVL 2 BLOOD POINTS, FANGS III & BLOOD POINTS REGEN I</p>	<p>FANGS III 2XP</p> <p>PLAYER MAY REGAIN 3HP FOR EVERY DEAD BODY FED ON (ONLY ONCE PER ENCOUNTER)</p> <p>PREREQUISITE: FANGS II</p>
<p>DARKNESS AWAKENING 3XP</p> <p>IF SLAIN, PLAYER MAY COME BACK FROM DEAD THE NEXT DAY IF THEY HAVE AT LEAST 10BP LEFT, SACRIFICING ALL SPEED-RELATED SKILLS (AND THIS SKILL)</p> <p>PREREQUISITE: LVL 2 BLOOD POINTS & FAST</p>		<p>BRING BACK FROM DEAD 4XP</p> <p>PLAYER MAY SPEND 10BP TO RAISE A DEAD HUMAN PLAYER AS A VAMP (CARD DRAWN TO DETERMINE IF FERAL OR NOT FERAL)</p> <p>PREREQUISITE: FANGS III & LVL 3 BLOOD POINTS</p>




VAMP


DISEASE IMMUNITY 2XP
-
PLAYER GAINS AN IMMUNITY
TO THE EFFECTS OF DISEASE
-
PREREQUISITE: NONE





OCCULT KNOWLEDGE 2XP
-
PLAYER MAY LEARN THE
OCCULT KNOWLEDGE SYMBOL
-
PREREQUISITE: NONE




RESTORE HUMANITY 2XP
-
AT THE COST OF 3 BLOOD
POINTS AND 3 HITPOINTS THE
USER CAN RESTORE A FERAL
UNDEAD THAT IS UNCONSCIOUS
OR SLEEPING TO A NONE
FERAL STATE,
THIS TAKES 2 MINUTES OF
UNINTERRUPTED ROLEPLAY
-
(PREREQUISITE PUPPET)



TOXIN IMMUNITY 2XP
-
PLAYER GAINS AN IMMUNITY
TO THE EFFECTS OF TOXINS
-
PREREQUISITE: DISEASE
IMMUNITY



RADIATION IMMUNITY 2XP
-
PLAYER GAINS AN IMMUNITY
TO THE EFFECTS OF
RADIATION
-
PREREQUISITE: TOXIN
IMMUNITY





STARTING MONEY TABLE

RACE	STARTING MONEY
Human	10S
Ghost In The Machine	8S
Clunker	8S
Re-An	6S
Were	6S
Vamp	6S
Steam Electro Automaton	4S
Clockwork Automaton	4S

Money is earned and used in-game for the purchase of goods, equipment and weaponry. Money is made up of pounds (p), shillings (s), and pennies (d); there are 20 shillings in a pound and 12 pennies in a shilling.





THE RULE OF THREE

THE RULE OF THREE

Some items are particularly powerful and for this reason you may only carry upto 3 of them at any one time.

RESTRICTED ITEMS
1 raygun of any type
5 grenades of any type
A suit of level 3 armour
1 fully automatic gun
1 shield
1 Juju
1 electro melee weapon
1 injector blade



PHYSICIST EQUIPMENT TABLE

ITEM	COST	SKILL REQUIREMENT
Power level 1 zap raygun	4S	Requires the zap ray ability or level 1 raygun use to use this item.
Power level 1 shock ray gun	4S	Requires the shock ray ability or level 1 raygun use to use this item.
Power level 1 mesmerise ray gun	4S	Requires the mesmerise ray ability or level 1 raygun use to use this item.
Polarity reverse upgrade for level 1 raygun	1S	Requires polarity reverser ray ability or level 1 raygun use to use this item.
Physicists tool kit	3S	Requires the repair skill use to use this item.

CHEMIST EQUIPMENT TABLE

ITEM	COST	SKILL REQUIREMENT
Portable lab	3S	Requires the in the field skill to use to use this item.
Harvesting tools	2S	Requires the harvester skill to use to use this item.
Healing unguent	8D	Used by anyone potion that heals humans 2hp and undead 1hp
Reduction oil	1S	Used by anyone potion that removes the effects of disease
Oxidisation fluid	6D	Used by anyone potion that when drunk or sprayed on a victim cause the victim to be infected with
Slumber tonic	1S	Used by anyone potion that when drunk or sprayed on a victim cause the victim to fall asleep



EQUIPMENT

BIOLOGY EQUIPMENT TABLE

ITEM	COST	SKILL REQUIREMENT
Healing wand	3S	Requires level 1 heal points
Stethoscope	1S	Requires the check pulse skill to use
Smelling salts	4D	Requires smelling salts use to use wakes patient instantly unless poisoned (toxic, radiation)
Transfusion kit	1S	Requires the transfusion skill to use

ENGINEERING EQUIPMENT TABLE

ITEM	COST	SKILL REQUIREMENT
Repair tools	3S	Requires the repair skill to use.

FAITH EQUIPMENT TABLE

ITEM	COST	SKILL REQUIREMENT
Holy artefact	3S	Requires the holy artefact skill to use
Vial of water	2D	Requires the holy water skill to use
Religious head covering	6D	Faith only





LEVEL 1 ARMOUR EQUIPMENT TABLE

ITEM	COST	SKILL REQUIREMENT
Level 1 head armour	6D	Gives the player 1Hp extra Requires level 1 armour use
Level 1 arm armour	1S	Gives the player 2Hp extra Requires level one armour use
Level 1 leg armour	1S	Gives the player 2Hp extra Requires level 1 armour use
Level 1 torso armour	2S	Gives the player 3Hp extra Requires level one armour use

LEVEL 2 ARMOUR EQUIPMENT TABLE

ITEM	COST	SKILL REQUIREMENT
Level 2 head armour	1S	Gives the player 2Hp extra Requires level 2 armour use
Level 2 arm armour	2S	Give the player 3hp extra Require level 2 armour use Level
Level 2 leg armour	2S	Gives the player 3hp extra Requires level 2 armour use
Level 2 torso armour	3S	Give the player 6Hp extra Requires level 2 armour use

LEVEL 3 ARMOUR EQUIPMENT TABLE

ITEM	COST	SKILL REQUIREMENT
Level 3 head armour	2S	Gives the player 3hp extra Requires level 3 armour use Gives the player electro vulnerability
Level 3 arm armour	4S	Gives the player 6hp extra Requires level 3 armour use Gives the player electro vulnerability
Level 3 leg armour	4S	Gives the player 6hp extra Requires level 3 armour use Gives the player electro vulnerability
Level 3 torso armour	6S	Gives the player 9hp extra Requires level 3 armour use Gives the player electro vulnerability



EQUIPMENT

MELEE WEAPON EQUIPMENT TABLE

ITEM	COST	SKILL REQUIREMENT
18 inch weapon	1S/6D	Usable by anyone
26 inch weapon	2S/6D	Requires the 26 inch weapon skill to use
36 inch weapon	3S/6D	Requires the 36 inch weapon skill to use
36+ inch weapon	5S	Requires the 36+ weapon skill to use

THROWN WEAPONS EQUIPMENT TABLE

ITEM	COST	SKILL REQUIREMENT
Throwing knife	8D	Requires the throwing knife use skill to use. (coreless weapons only)
Zap grenade	8D	Requires the zap grenade use skill to use. (coreless weapons only)
Spasm grenade	1S/6D	Requires the spasm grenade use skill to use. (coreless weapons only)
Electrocution grenade	3S	Requires the electrocute use skill to use. (coreless weapons only)
Diseased grenade	1S	Requires the diseased grenade use skill to use. (coreless weapons only)
Toxic grenade	2S	Requires the toxic grenade use skill to use. (coreless weapons only)
Irradiated grenade	4S	Requires the irradiated grenade use skill to use. (coreless weapons only)

SHIELD EQUIPMENT TABLE

ITEM	COST	SKILL REQUIREMENT
26 inch shield	3S	Requires the shield use 1 skill to use
26+ inch shield	5S	Requires the shield use 2 skill to use

MISC WEAPONS EQUIPMENT TABLE

ITEM	COST	SKILL REQUIREMENT
Blowpipe	2S	Requires the blowpipe skill to use





EQUIPMENT

GUN COST EQUIPMENT TABLE

BODY COST	AMMO FEED COST	TRIGGER COST + EXTRAS	MECHANISM
Small 6d	1 Single barrel 4d	Standard trigger 1d	Hammer 1d
Large 12d	Twin barrel 8d	Standard 1d + secondary 3d	Slide 3d
Custom small 1s	Triple barrel 1s	Light 8d	Pump action 4d
Custom large 2s	Cylinder 3d per chamber	Scope 8d	Semi auto 6d
	Clip 4d per chamber	Tripod 1s	Automatic 8d

GUN COST EXAMPLES



Small 6d + Single barrel 4d + Standard trigger 1d + Hammer 1d = 1S



Small 6d + Cylinder (8 chambers) 2s + Standard trigger 1d + Semi auto 6d = 3S/1d



Custom small 1s + Cylinder (12 chambers) 3s + Standard trigger 1d + Secondary trigger 3d + slide 3d = 4S/7d



EQUIPMENT

ELECTRO MELEE EQUIPMENT TABLE

WEAPON LENGTH	POWER UNIT	POWER	MULTISHOT UNIT
18" 1S/6d	5 power points 1S	Zap 1S/6d	Level 1 S
26" 2S/6d	10power power 2S	Spasm 3s	Level 2 1S
36" 4S/6d	15 power 3S	Electrocute 4S/6d	Level 3 1S
36"+ 7S/6d	20 power 4S		

* All Electro melee weapons have a red button

ELECTRO MELEE LEVEL TABLE

	5 POWER POINTS	10 POWER POINTS	15 POWER POINTS	20 POWER POINTS
LEVEL 1 POWER	Level 1 Electro melee use	Level 1 Electro melee use	Level 2 Electro melee use	Level 2 Electro melee use
LEVEL 2 POWER	Level 1 Electro melee use	Level 2 Electro melee use	Level 2 Electro melee use	Level 3 Electro melee use
LEVEL 3 POWER	Level 2 Electro melee use	Level 2 Electro melee use	Level 3 Electro melee use	Level 3 Electro melee use



POTION INJECTOR BLADES EQUIPMENT TABLE

ITEM	COST	SKILL REQUIREMENT
18 inch weapon	2S/6D	Requires the diseased blade skill to use
26 inch weapon	3S/6D	Requires the diseased blade and the 26 inch weapon skill to use
36 inch weapon	4S/6D	Requires the diseased blade and the 36 inch weapon skill to use
36+ inch weapon	6S	Requires the diseased blade and the 36+ weapon skill to use

* All potion injector weapons have a green button.

AMMO EQUIPMENT TABLE

ITEM	COST	SKILL REQUIREMENT
Pistol and revolver ammo	1D PER 6	Requires the pistol use skill to use
Semi auto and automatic ammo	2D PER 6	Requires the semi auto skill to use
Blow darts	1D PER 6	Requires the blow pipe skill to use
Sleep darts	8D	Requires the sleep dart skill to use





TECH EQUIPMENT TABLE

ITEM	COST	SKILL REQUIREMENT
Micro fixer	1S	No skill required. Repairs an autoaton 4HP and a Clunker 2HP
Crypto lens1 (red)	2S	Requires the Cryptology level 1 skill to use
Crypto lens 2 (green)	2S	Requires the Cryptology level 2 skill to use
Crypto lens 3 (blue)	2S	Requires the dCryptology level 3 skill to use
Forgery kit	6S	Requires the forgery skill to use
Forgery detection device	2S/6D	Requires the detect forgery skill to use
Cartography kit	3S	No skill required. Player can create maps
Pair of communicators	3S	No skill required
Transmagnetic locator	3S	No skill required grants the user level 1 tracking
Fingerprinting kit	3S	Requires the finger printing skill to use
Emergency tea kit	1S	No skill required. Can be used once a day to heal any character 4HP
Goggles	1S	No skill required.Grants the wearer an additional 1HP
Disguise	3S/6D	Requires the alternate identity skill to use



EQUIPMENT

MISCELLANEOUS EQUIPMENT TABLE

ITEM	COST	SKILL REQUIREMENT
Begging bowl	1D	No skill required.
Cravat	4D	No skill required.
Fancy cravat	2D	No skill required.
Fancy hat	7D	No skill required.
Monocle	6D	No skill required.
Booze	3S/6D	No skill required.
Camera	2S	No skill required.
Camera plates	3D	lasts all adventure
Doll	1S	No skill required.
Harmonica	1S	No skill required.
Dice	1D	No skill required.
Lantern	4D	No skill required.
Playing cards	3S/6D	No skill required.
Rope 6ft	6D	No skill required.
Spectacles	2D	No skill required.
Tobacco	1S	No skill required.
Pocket watch	1S	No skill required.
Gold pocket watch	2S	No skill required.
Picnic hamper	2S	No skill required.
Teapot	1S	No skill required.
Shelves	1S	What a abargain!!



EQUIPMENT

MISCELLANEOUS EQUIPMENT TABLE

ITEM	COST	SKILL REQUIREMENT
Exotic bird	3S	No skill required.
Pet monkey	4S	No skill required.
Pet lizard	5S	No skill required.
Pet rat	6D	No skill required.
House keys	1D	No skill required.
Mirror	3D	No skill required.
Apron	3D	No skill required.
Snuff	2D	No skill required.
Umbrella (non combat)	1S/4D	No skill required.
Ring plain	6D	No skill required.
Ring gold	1S/6D	No skill required.
Ear trumpet	8D	No skill required.
Spoon	1D	No skill required.
A cog	D	No skill required.