

The Adventures of Division V of the NEXUS

Free roleplay in a paranormal world



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Introduction

Welcome to *The Adventures of Division V of the NEXUS*!

The Adventures of Division V of the NEXUS is a role-playing game. The rules and all associated materials are sufficient to play adventures in the world of *The Adventures of Division V of the NEXUS*. You can use these rules freely, and adventure with friends.

Alternatively you can create your very own world based on the eras and settings within the system.

For a while they stood there, like men on the edge of a sleep where nightmare lurks, holding it off, though they know that they can only come to morning through the shadows.

J.R.R. Tolkien

This role-playing game can be played without a digital device. However, the focus of the system is to be played over an internet platform such as Discord, Teamspeak or similar. The associated platform <https://division-v.de> offers all kinds of tools for managing characters and campaigns. In addition you can roll any check directly on your character page and optionally display the results in your Discord chat.

WHAT IS A ROLE-PLAYING GAME?

Here, we are of course referring to traditional pen-and-paper role-playing games, not video games. In a typical session, a small group of two to four players *players* and a *game master* gather to tell a story together using character sheets and dice. This collaborative narrative is constantly shaped and advanced by the decisions of all participants.

Players begin by creating unique characters for either a short adventure or a long-term campaign. The character sheet serves as a blueprint, describing the character's origins, personality, and skills. These skills are quantified as numerical values, because resolving actions in the game requires players

to make *checks* or *rolls*. These are tests using dice that determine the success or failure of a character's attempt. For example:

Example

Tom has decided to join a role-playing group with Julia, the game leader. Julia has chosen an adventure. Since the story is supposed to be in the style of a retro-science fiction mystery, Julia has chosen the era "The Cold War and the 80s" as well as the "Horror Extension".

So Tom decides to create his character *Jamie*, a journalist with a high school degree. He chooses the character templates "Journalist" and "High School". He adds up all the values of the templates and records them on his character sheet.

Due to the chosen background, Jamie has particularly high initial values in skills such as *Investigation*, *Communication* and *Politics*. However, in *Shooting* or *Acrobatics* his skills are rudimentary at best.

For more information on creating a character, see Chapter 3 and Chapter 4.

While each player creates a character for the game, the *game master* prepares a story. This is often called an *adventure*, *plot* or *campaign*. This story is not, as like a novel, written out to the last detail. Instead, it is a rough script consisting of a general setting, possible courses of events, the description of places and locations, as well as so-called *non-player characters* (NPC).

Once the game starts, everyone player acts in the role of their character. The game leader describes situations to the best of their ability and occasionally shows maps or drawings. The players speak for their characters in the first person ("I sneak up the stairs."). If the characters' actions have an uncertain outcome, checks are used and dice are rolled.

Example

Julia gathered her group to begin the session, starting with a description of the opening scene.

Julia: "It is the 2nd of January . You are in a pub in the tranquil town of Lindfield in the south of England. It is late in the evening, and outside a light drizzle has caused the blanket of snow from the last few days to be covered in a thin layer of ice. It's going to be cold tonight, and slippery. The pub is well filled, and you hear the song Tainted Love from a jukebox as you wait for another pint. With a creak, the front door opens and a cloud of fine rain enters the pub. Immediately followed by a figure in a far too tight plastic yellow rain jacket."

This is the prelude, and Tom decides that his character *Jamie* would like to have a look at the newcomer. He announces the actions for Jamie:

Tom: "I'm going to have a very close look at the stranger, I've already noticed this ill-fitting jacket."

Julia: "You notice that wet, black hair is falling from under the hood into the face of an old man. Why don't you do a *perception* check, to see what else is going on?"

Think of the game as a shared story that everyone helps write. The Game Master is the architect, designing a world in motion with a cast of characters, hidden motives, and an event that pulls your characters into the heart of the action. But from that moment on, the players are in the driver's seat.

Whether you uncover a dark conspiracy or prevent an impending catastrophe is unknown. The Game Master sets the scene, but the players' decisions determine where the story goes.

IT'S ALL ABOUT STORYTELLING

If you think of computer role-playing games, the strategic development of the character is the most important point. He must be able to survive future battles and have the best possible stats for possible challenges. In pen and paper role-playing games, it is about the progress of the story, about shared experiences and memories. The best possible focus on "strong" characteristics (so-called *power gam-*

ing) should not be in the foreground here. Because the story is always carried forward together, there are very flexible solutions for all challenges.

A thought on power gaming: The *The Adventures of Division V* of the NEXUS rulebook deliberately does not prevent the possibility of pushing a relevant value (e.g. *shooting*) to astronomical heights. There should be agreement in the game group on what style of play you want to have. The rules deliberately allow these constructions in order to give you freedom in the creation of characters and adventures.

Also, the old role-playing rule comes into play here: **The word of the game master always weighs more than the rules.** Of course, it should normally be the case that the rules are applied as written, because it is the framework for the players to rely on. However, if there is an unclear rule, situation or case, the ruling of the game master decides the outcome.

COMBAT IN THE ROLE-PLAYING GAME

Even if the focus in pen and paper role-playing lies less on armed confrontation, combat still plays an important role. Not every situation can be resolved peacefully. A fight can quickly break out or maybe the characters plan to rob a trader.

Combat in role-playing is treated differently from free play. Time is compressed into combat rounds, and you usually visualise the situation with a map on the (virtual) table. Players take turns, the game leader controls the NPCs. Wounds, or hit points, indicate how well the characters are still doing. You can find more details on the course of the battle in Chapter 5.

In the game, free play and combat should be balanced. There may be adventures that consist of only one (epic) battle, but *The Adventures of Division V* of the NEXUS is not a realistic battle simulation. The aim is to carry out a conflict in the most entertaining, cinematic and or exciting way possible.

When fighting in the *The Adventures of Division V of the NEXUS* system, however, the following things should always be followed due to the special features (reactions, stealing actions, etc.):

- Always use a map. A basic map of the situation ensures that there are no misunderstandings in positioning, no matter how short the fight is. A map can be a pre-made, elaborate map, but a quickly drawn floor plan works just as well.
- Always use a scale. Characters have different movement ranges. To keep track of advantages and drawbacks make sure not to mix metric and imperial systems.
- Use an initiative tracker. Initiative determines the turn order in combat and visualizes it transparent for all players. In *The Adventures of Division V of the NEXUS*, it is important for the players to know when it is their turn again (not just because they lose their unused actions).

CHARACTERISTICS

The *Adventures of Division V of the NEXUS* has different approaches compared to other role-playing systems. In part, these were designed to achieve flexibility in the scenarios possible. The system puts a lot of focus on being easily accessible while allowing the player to perform heroic actions in combat.

Standard six-sided dice are used for rolls and checks. Dice are rolled in the number of the respective value. Rolling a 5 or higher means *success*. Usually, a single success enough to pass a check.

CHARACTER TEMPLATES

The Adventures of Division V of the NEXUS is not just a numbers game. Characters are not created or enhanced by allocating points to skills, attributes or other stats. Instead, *character templates* are used.

Each one represents a small stage in the character's life.

These templates are subdivided into the life aspects: *lineage, occupation, education, character, talent and environment*. While the templates in the first two categories carry many traits (i.e. a healer is conscientiousness, and has first aid and medicine skills), a template from the talent section can be, for example, "Good Speaker", which only buffs the *communication* skill.

Character templates "bought" with *reputation* points, which are similar to experience points that characters receive for completing adventures.

SPECIAL ACTIONS IN COMBAT

The combat is designed to make the action as impressive as possible, but the mechanics are kept simple. The usual turn order of players applies, but the process is a little more fluid. Players are able to use *Reactions*, that are built into the combat system. Every player can save one or more actions in their turn until the next round of combat. These can be used to *react* other players or NPC actions in their respective turns. An example:

Additionally, it is possible to spontaneously create your own actions in combat by spending *bonus dice*, which are obtained through templates. Or the player can even steal an action from opponents by spending a *destiny die*. Although destiny dice are very rare, it may be possible to steal the enemies fatal blow and turn it into the players own action. This may sound somewhat unrealistic, but it gives the battle very dynamic options and can often lead to epic cinematic situations that even the game master cannot foresee.

WEAPONS

Weapons are designed to be upgradeable in *The Adventures of Division V of the NEXUS*. There is a list of weapon modifications. Different ammunition is also represented as a weapon modification.

For example: the *horror extension* includes silver ammunition, which certainly works better against werewolves than the usual lead. Still, the modification makes sense in the Middle Ages for usage with bows. It's the modular nature of *The Adventures*

of *Division V of the NEXUS* that makes it a toolkit for any scenario you can imagine.

You can find more information about the combat rules and weapon modifications in Chapter 5.

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The Character

To enter the world of The Adventures of Division V of the NEXUS, you need a character - a fictional person you breathe life into and whose destiny you guide. The character sheet is where all the stats and traits that make your hero unique are recorded.

This chapter provides an overview of a character's fundamental attributes. The process of character creation is described in detail in Chapter 3.

PERSONA

The Persona attributes refer to the mental characteristics of the character. Each value corresponds to a personality trait. Persona traits have their own value and are also the base for skills.

EDUCATION

Education measures a character's acquired general knowledge and their ability to recall learned information. A high value suggests a person who has read a lot, attended a good school, or possesses an insatiable curiosity. Consequently, such a character excels in all theoretical skills like *Nature* or *History*.

LOGIC

While *Education* represents a character's stored knowledge, *Logic* is their ability to apply that knowledge and draw new conclusions. *Logic* is always crucial when it comes to creating a coherent picture from existing clues or analyzing complex problems. A character with high *Logic* is therefore superior in skills like *Investigation*, to connect the crucial details at a crime scene, or in *Mechanics*, to see through the design of a trap and disarm it.

CONSCIENTIOUSNESS

Conscientiousness describes a character's diligence, discipline, and reliability. A high value signifies a methodical approach and prevents careless

mistakes, which is crucial for skills like *First Aid* or *Stealth*.

WILLPOWER

Willpower is the mental fortitude and determination with which a character pursues their goals and resists adversity. It represents the inner toughness to not be swayed from one's path by external pressure or internal doubt. A high value is therefore the foundation for skills like *Courage*, to remain steadfast even in hopeless situations, or *Intimidation*, to project one's own will onto others.

APPREHENSION

Apprehension describes how quickly and precisely a character grasps and processes their surroundings with all senses. It is the measure of innate alertness and awareness of one's environment, from the smallest sound to the widest landscape. A high value is therefore the foundation for skills like *Perception*, to spot hidden details or dangers, and *Orientation*, to avoid getting lost in unfamiliar terrain.

CHARM

Charm is the ability to create a positive connection with others and win them over through choice of words, demeanor, and personality. In contrast to purely external *Attractiveness*, Charm is an attribute based on intuition. A high value in this area is the foundation for skills like *Politics*, to win allies and conduct negotiations, as well as *Empathy*, to understand and react to the moods of others.

PHYSIS

All physical attributes describe the character's physical abilities. Each attribute has a value that indicates the number of dice rolled for that attribute.

DEFTNESS



Deftness covers both a character's general physical control as well as their fine hand-eye coordination. It is the measure of reflexes, balance, and the ability to execute precise and controlled movements. A high value in this attribute allows a character to excel in skills like *Acrobatics*, to evade obstacles and maintain balance, as well as in *Shooting*, to reliably hit a target even at a great distance.

STRENGTH



Strength is the measure of a character's raw muscle power and physical might. It represents the ability to exert overwhelming physical force, whether to move heavy objects or to inflict devastating damage in combat. A high Strength value is therefore crucial for *Hand to hand combat*, to smash through armor with powerful blows, as well as for *Throwing*, to hurl objects at a target with great force.

ATTRACTIVENESS



Attractiveness measures the immediate impact of a character's physical appearance and presence on others. This value doesn't necessarily describe conventional beauty, but rather how memorable or captivating a person's appearance is - be it through graceful features, an intimidating stature, or striking characteristics. High Attractiveness ensures that a character stands out from the crowd and leaves a strong first impression before they have even spoken a word.

ENDURANCE



Endurance describes a character's purely physical resilience and toughness. It determines how long someone can engage in strenuous activities like a forced march, a long run, or a fight before exhaustion sets in.

RESISTANCE



Resistance is the body's innate toughness and constitution, allowing a character to withstand damage and hostile influences. It represents the ability to mitigate the effects of poisons, or endure the hardships of extreme heat and cold. A character with high Resistance fends off diseases and other harmful effects more effectively.

QUICKNESS



Quickness measures both a character's pure movement velocity as well as their reaction time. It determines how rapidly a person can travel to cover distances, but also how quickly they can react to sudden events or dangers.

THE MINIMUM ROLL



The minimum roll is a central feature of the character. It specifies the result a die must have to represent a success. The minimum roll is defined by the lineage and is 5+ for most characters. The "Masterly Presence" template lowers the minimum roll by 1, otherwise it can only be changed by special events or rare items, and often only for a short time.

EVASION



Evasion is used in combat and allows you to avoid a melee attack. It is equal to the Evasion value of the lineage plus the average of *Quickness* and *Deftness* (rounded up). Armour and weapons reduce this stat. Character templates can change this value.

PROTECTION



If a character has protection due to their lineage, this is called "innate protection". Unlike the other protection types, this protection does not deplete

until the end of combat; it refreshes at the start of the player's combat round (see Chapter 5).

ADDITIONAL DICE

Each character can have a number of *bonus dice*, *destiny dice* or *rerolls*. All three have different uses (see Chapter 4), but always represent an advantage to the character that can be used during the game.

The character can regain used dice during the rest (see Chapter 7).

SKILLS

More complex actions or knowledge are described by *skills*. All characters have the same skills with different values, so the GM can be sure that a player can definitely roll a skill.

Each skill has a base attribute and a skill value. For example, the base attribute for the skill *Intimidation* is *Apprehension*.

The base attribute is added to the bonuses of the selected character templates.

INTIMIDATION

The Intimidation skill is a measure of how well a character can intimidate others. This skill can be used to extract information from an opponent or to make them retreat from a fight.

Attribute: *Apprehension*

EMPATHY

Empathy is the ability to interpret a person's feelings and moods, and perhaps to recognise intentions. Thoughts cannot be read.

Attribute: *Charm*

STEALTH

Stealth is the art of concealment. This skill is used both for stealthy movement (sneaking) and to check how secretive the character is. It can be used, for example, when the character is being interrogated or is tempted to divulge a secret.

Attribute: *Conscientiousness*

ORIENTATION

This skill is used for orientation, both in the countryside and in confusing situations. It can be used in the confusing crowds of the city, but also when the character is whirled by a water vortex.

Attribute: *Apprehension*

POLITICS

Whenever it comes to assessing political action, this skill is used. This can be the case in real politics, but can also represent moving safely in large corporations.

Attribute: *Charm*

RELIGION

This skill includes knowledge of religious teachings, as well as confidence in performing religious ceremonies.

Attribute: *Conscientiousness*

COURAGE

This skill comes into play whenever it is a question of how brave a character is. For example, it can be used to determine whether a character is brave enough to face a powerful opponent.

Attribute: *Willpower*

DECEPTION

If the character wants to deceive an opponent, or, for example, cheat at the game, this skill can be rolled on.

Attribute: *Charm*

PERFORMANCE

Performance is the artistic presentation. This can be acting, but also the musical performance of a piece. An impressive tall tale can also be told with the help of performance.

Attribute: *Charm*

PERSUASION

If the character wants to convince his counterpart argumentatively, this skill is used.

Attribute: *Willpower*

FIRST AID

First aid must be carried out with sufficient dressing materials to be successful.

If the throw is successful, the person receiving first aid recovers wounds equal to half the successes (rounded up) of the throw.

First aid stops any bleeding.

Attribute: *Conscientiousness*

INVESTIGATION

This skill is used when the character wants to examine an object, a certain scene or an object for certain properties.

Attribute: *Apprehension*

DRIVING

The Driving skill describes the driving of all kinds of vehicles. The skill applies to all mobile objects such as ships, vehicles or carriages.

Attribute: *Deftness*

PERCEPTION

Perception represents the character's ability to perceive things in his environment. This can be the search of an house, the search for the shadowy thief at the edge of the forest, or even a movement in the face of the opponent.

Attribute: *Apprehension*

HISTORY

History describes the character's knowledge of history and past events. Antiquities can also be assessed with this skill.

Attribute: *Education*

ACROBATICS

Acrobatics is the art of moving quickly and skillfully. Unlike athleticism, this skill is used when the character climbs over a ledge or makes a short sprint.

Attribute: *Deftness*

COMMUNICATION

The ability to socialize is described by the skill Communication. It describes how skillfully the character behaves in conversations.

Attribute: *Education*

MECHANICS

Mechanics includes all manual activities as well as the knowledge of mechanical processes. Working on a piece of wood or understanding a mechanical clock can be mapped with this skill.

Attribute: *Logic*

HAND TO HAND COMBAT

The value of this skill is the basis for attacking with melee weapons. This skill is not usually rolled on directly.

Attribute: *Strength*

NATURE

Nature describes the character's knowledge of all facets of nature. This skill can be used when the character is searching for plants, gathering wood in the forest, or judging the nature of an animal.

Attribute: *Education*

SHOOTING

The value of this skill is the basis for attacking with ranged weapons. This skill is not usually rolled on directly.

Attribute: *Deftness*

THROWING

This skill is used whenever the character throws objects. These can be simple objects like stones, but also incendiary charges or nets.

For exact rules on throwing items, see Chapter 5.

Attribute: *Strength*

KNOWLEDGE

Knowledge works in a similar way to skills, but the list is not predefined. Characters can have different knowledge skills based on their background, which they can use freely. Knowledge is always associated with a skill. The effective die roll value is the sum of the knowledge value and the skill value.

Knowledge is gained through character templates. The character templates indicate whether they bring this knowledge with them.

SHADOWS

A character can have special traits that affect them outside of their physical or mental attributes. Each *shadow* has its own description or rule. For example, a character may have a rival or be obedient to authority. Shadows do not have values, but can have their own rules.

Shadows are indicated on character templates. If a character template contains a written rule, it is a shadow.

LANGUAGES

The number of languages a character can learn is based on the sum of their *Education* and *Logic* attributes. These can be any languages from the character's world. If the sum of these attributes is 0 or less, the character has only a limited understanding of their native language.

The limit on the number of languages that can be learnt serves as a guideline for new characters. However, languages learned in the course of the game can exceed this limit.

Character templates or body modifications can increase the number of languages that can be learnt.

CONTACTS



Contacts are connections that a character has with other people or beings that they can rely on. These are typically people outside the party, such as a noble, a government contact, or a doctor.

When creating a character, they can have a certain number of contacts, based on the sum of the *Charm* and *Attractiveness* attributes.

This number can be exceeded if new contacts are made during the game.

CHARACTER SHEET



The following pages contain the character sheet for The Adventures of Division V of the NEXUS. Print them out to record your character. Each page is designed to be printed on a single sheet of paper.

PORTRAIT

CHARACTER

Name

Lineage

Profession

Player

Campaign

Era

Reputation

Free reputation

WOUNDS



Boost

PROTECTION



N normal · C critical · H sticky · B bleeding · P poison · F fire ·

R reflection

COMBAT



Actions



Min. roll



Evade

CONDITIONS

☐ Dying☐ Unconscious☐ Shocked☐ Burning☐ Bleeding☐ Poisoned☐ Hunkered

PERSONA

Education ☐

Logic ☐

Conscientiousness ☐

Willpower ☐

Apprehension ☐

Charm ☐

PHYSIS

Deftness ☐

Strength ☐

Attractiveness ☐

Endurance ☐

Resistance ☐

Quickness ☐

SKILLS

Acrobatics (Deftness) ☐

Communication (Education) ☐

Courage (Willpower) ☐

Deception (Charm) ☐

Driving (Deftness) ☐

Empathy (Charm) ☐

First Aid (Conscientiousness) ☐

Hand to Hand Combat (Strength) ☐

History (Education) ☐

Intimidation (Apprehension) ☐

Investigation (Apprehension) ☐

Mechanics (Logic) ☐

Nature (Education) ☐

Orientation (Apprehension) ☐

Perception (Apprehension) ☐

Performance (Charm) ☐

Persuasion (Willpower) ☐

Politics (Charm) ☐

Religion (Conscientiousness) ☐

Shooting (Deftness) ☐

Stealth (Conscientiousness) ☐

Throwing (Strength) ☐

SHADOWS & KNOWLEDGE

Shadows

Knowledge (skill) and dice

[illegible]

Item	Protection	Encumbrance	Notes	Worn

[illegible]



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Quirks

3



Creating a Character

To create a character, you select character templates that reflect their life stages, talents and interests (see Chapter A). Each template can alter the character's attributes and skills, as well as bringing knowledge and shadows.

REPUTATION

A character's reputation reflects their level of fame. Characters earn a certain amount of reputation for each adventure they complete. New characters usually start with 20 reputation points. However, the game master can determine this.

Reputation is used to add character templates. Each template costs a certain number of reputation points.

Character templates can have negative reputation costs. In this case, the player receives the points when they select the template. This applies to the *Drunkard* template, for example.

SELECTING TEMPLATES

A character template represents a specific stage in a character's life. Each template is assigned to one of the following categories: education, occupation, talent, interests, character or environment.

Each template alters a small number of the character's attributes and skills, either positively or negatively, and may bring with it knowledge or shadows. Additionally, templates may contain their own rules, which the character then adopts.

SCHOLAR

Reputation:	10
Education	+4
Nature	+1
History	+2
Communication	+1

Each template is worth a certain amount of reputation. This is the number of reputation points that must be spent to incorporate the template into the character's career.

The list of templates can be found in Chapter A.

BASE VALUES

All of a character's attributes, skills and other values start with a uniform base value. Information from the character templates is then added to these values.

- Actions: 2
- Minimum roll: 5+
- Bonus, destiny, and re-rolls: 0
- Attributes: 1
- Skills: 0
- Innate protection: 0
- Maximum wounds: 10
- Maximum Stress: 10
- Base stress: 0
- Biostrain: 0

LINEAGE

First, during character creation, you choose your character's lineage. This origin not only describes the culture your character comes from, but also provides a lineage template that grants the typical strengths of a member of your people.

Only one lineage template may be chosen, and it does not cost any Reputation.

The available templates are listed in the Chapter A.

The chosen lineage is noted in the career and the specified modifications are added to the character's values.

ADDITIONAL TEMPLATES

You can now select as many additional templates as you wish until you have used up all your reputation. You can combine templates from all categories. This means that your character can have one or more occupations, or none at all.

The modifications specified for each template are added to the character's values. In addition, the knowledge, shadows and other rules of the template are added to the character sheet.

All values can also become negative (see Chapter 4).

REMAINING REPUTATION

Once the player is satisfied with the template, they can declare the character finished. Any remaining reputation that has not been spent will be added to the character's reputation (see Chapter 8). This means that no reputation is lost.

CONTACTS AND LANGUAGES

Once the character templates have been finalised, the character's languages and contacts can be determined.

CONTACTS

Contacts are acquaintances or connections that the character had before the start of the campaign.

They are recorded with their names and descriptions, and can be imagined as desired.

The number of contacts a new character can have is determined by the sum of the attributes *Charm* and *Attractiveness*.

Contacts are recorded on the character sheet.

LANGUAGES

A new character can learn a certain number of languages based on the sum of their *Education* and *Logic* attributes. These can be any languages. If the sum of these attributes is 0 or less, the character has only a limited command of their native language.

Languages are recorded on the character sheet.

EQUIPMENT

Once the character's stats have been determined using the templates, the character can be equipped with gear. The game master sets a starting capital for the characters for the campaign or adventure.

The starting capital is usually 2,000 units of the standard currency, for example, euros.

This starting capital can be used to purchase equipment such as weapons, armor, and items. For more details, see the Chapter 6 chapter.

EQUIPMENT

Chapter B, Chapter D and Chapter E can now be purchased with your starting capital. Any purchased items can be noted on the character sheet with their values, and the price can be deducted from your starting capital.

ASSETS

Any starting capital not spent on weapons, armor, and similar items becomes the character's assets.

BODY MODIFICATIONS

Unlike the general population, the NEXUS organisation has access to extraterrestrial body modifications. These are mechanical or electronic elements that characters can integrate into their bodies.

Body modifications can be purchased at the beginning using the starting capital. The rules for body modifications (see ??) must be taken into account here; for example, sufficient energy must be available to power them.

The process of integration by a doctor is not necessary when creating a character; body modifications can simply be noted on the character sheet.

4



Rolls and Checks

Whenever a character performs an action with an uncertain outcome, dice are rolled for a suitable value, which is usually determined by the game master. The outcome of the roll indicates whether and how well the action succeeded. This is called a *roll* or *check*.

All dice are rolled using six-sided dice. The number of dice is determined by the character's value in that attribute, plus any bonus or destiny dice.

A check is therefore a roll with a *number* of dice, where a *minimum roll* must be achieved, which can be modified by a *level of difficulty*. The elements are explained in more detail below.

This type of check is used everywhere outside of combat. In combat, there are special rules for determining hits and injuries.

THE NUMBER OF DICE

The number of dice rolled for a check corresponds exactly to the Total Skill Value. This value is the sum of the skills' Base Attribute and any bonuses granted by Character Templates.

Example

A character with a Total Value of 4 in 'Intimidate' (e.g., Apprehension 1 + Template 3) rolls 4 six-sided dice.

Knowledge skills have a value that determines the number of dice rolled. However, an associated skill is also given, and its value is added to the knowledge value. For example, a character with the skill 'Communication' 2 and the knowledge 'Etiquette (Communication)' 3 has 5 'Etiquette' dice.

If the total value is 0 or negative, the character cannot make the check without further help, he is simply too bad at this skill. However, *bonus dice* or *destiny dice* can be used even if the value is negative.

THE MINIMUM ROLL

The minimum roll for a character is 5+. This can be altered by lineage, additional character templates or special circumstances.

Example

Hagen's player wants to use brute force to break down a door that stands between him and a suspected gang of thieves. The GM asks him to roll for strength.

Hagen has a value of 4, so he rolls 4 dice. Any die that comes up 5 or higher is a success. However, Hagen's player rolls 4 successes and immediately kicks the door in the first thief's face.

The minimum roll is in the form of "X+" to indicate that this is the minimum roll that must be achieved.

LEVELS OF DIFFICULTY

The GM can modify the minimum roll for particularly easy or difficult checks. For hard checks, the modifier can be specified as a roll +, for easy checks as a roll -.

A +3 test means that the minimum roll is increased by 3, so usually 8+. This is where the fact that all dice are rolled *further* comes into play, i.e. they are *exploding dice*.

The usual difficulty levels are:

- -2: very easy
- -1: easy
- 0: normal
- +1: difficult
- +3: very difficult
- +6: extremely difficult
- +12: impossible

Example

There are two locks to pick, a simple padlock and a complex cylinder lock. Hagen has a picking skill of 3. The GM requires a -1 check for the padlock and a +6 check for the cylinder lock.

Hagen rolls 3 dice on 4+ for the padlock and 3 dice on 11+ for the cylinder lock.

EXPLODING DICE

In The Adventures of Division V of the NEXUS, it is possible for the minimum rolls to be higher than 6+, sometimes significantly higher. The *exploding dice* rule applies to any roll.

Dice that result in a 6 after being rolled may be rolled again. The results are then added together. For example, a 9+ roll can be made by rolling a 6 and then at least a 3. A 14+ roll can only be made by rolling a 6, then another 6 and then at least a 2.

As no distinction is made between the individual dice in a roll of multiple dice, all sixes can be re-rolled at the same time if this is necessary to achieve a high minimum roll.

Example

Hagen's GM requires him to roll a +9 Courage check, as he is fighting alone against the band of robbers. He must therefore roll a 14 on at least one of his Courage roll dice. Fortunately, he has a Courage rating of 5, so he has 5 dice to roll.

On the first roll, he rolls 4,2,6,6,1, giving him two sixes, which he can keep rolling to try to get to 14. The second roll (with the two dice) shows a 6 and a 1.

Now he can only re-roll the remaining die, which shows a 6. Since the second roll shows a 1, even the strong courage does not help, and Hagen only gets a 13.

CRITICAL SUCCESSES

Similar to **critical hits** in combat, other rolls can result in critical successes. If a die shows a result of at least 11, this is a critical success. This is the equivalent of rolling another *exploding die*, which will again give a result of 5+. Changes to the character's *minimum roll* are not applied here.

Critical successes result in an additional success each time a 5+ is rolled. This results in the following limits for additional successes.

- **Roll 5+:** normal success
- **Roll 11+:** critical success - results in one additional success
- **Roll 17+:** megacritical success - results in two additional successes
- **Roll 23+:** megacritical success - gives three additional successes
- **Roll 29+:** megacritical success - gives four additional successes
- etc.

BONUS DICE

A character can have a certain number of bonus dice. These are determined by the templates (see Chapter 3). Any number of bonus dice can be added to the dice of a roll. This can be done even if the actual roll has already failed. In this way, you can sacrifice one bonus die after another in order to achieve a success.

In this way, a check can be made when the number of dice is 0 or less.

The bonus dice are refreshed to their maximum at each rest.

REROLLS

The number of re-rolls a character has is a character trait that can be obtained through templates.

A complete roll can be re-rolled for each re-roll. It is not possible to pass a roll with a value of 0 or less.

Rerolls also refresh to their maximum at each rest.

DESTINY DICE

Destiny dice are usually given to the character as part of their career, but the GM can also award individual destiny dice for special actions or on special occasions.

Destiny dice can be used as bonus dice as well as for re-rolling. A result of 4+ on a destiny die is **always** a success, regardless of the difficulty of the check. If the destiny die is used as a reroll, this applies to all dice rolled in that check.

The Destiny dice must always be rolled separately from the normal dice to see if they have rolled a 4+.

Example

Looking at the previous example of Hagen's Courage roll (5 dice on 14+), a Fate roll would help him a lot here, as he would only need to roll a 4+.

Destiny dice refresh to their maximum at every rest.

GROUP ROLLS

Whenever the group as a whole needs to pass a check, group rolls are used. For example, instead

of asking each player to make an Apprehension check, the GM can ask the whole group to make an Apprehension check. If the check is successful, the effect applies to all characters in the group.

A successful group roll always requires a certain number of successes. The GM decides how many successes are required for a group roll to be successful. Each player then rolls for the required attribute or skill.

All the successes of the characters are added up. If the required number of successes is reached, the check is successful.

In the case of a party roll, each party can use bonus, destiny, and reroll dice as usual. It is also possible to modify the minimum roll based on the severity of the check.

In a group roll, each participant can use Bonus and Destiny dice and Re-rolls as normal. It is also possible to change the minimum roll according to the difficulty of the check.

CONCEALMENT

A special roll is the Concealment Roll. This is used when a person is observing a character and is looking for certain conspicuous items of equipment. Each piece of equipment has a concealment value. The higher the value, the more noticeable the item will be.

If a person is observing a character or the whole group, the item with the *highest* concealment value is used for the concealment roll.

The person observing now rolls a number of dice equal to their Perception value *plus* the determined Conceal.

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Combat

START OF COMBAT

As soon as a conflict arises, time freezes and the group determines the order in which the combatants act.

INITIATIVE

Each player rolls d6 according to the *quickness* value. The exploding dice rule applies here as well. The dice results are added up. The competitor with the highest score starts the fight, the others follow in the order of their results.

Example

A rogue with quickness 4 rolls on her speed and gets 4, 5, 1 and 17. Her result is 27.

If two combatants have the same result, the *Quickness* value decides first, and if this is also the same, the *Deftness* value.

QUICK REACTION

Before the combat begins, each participant performs a *apprehension* check. This check symbolises the character's ability to react quickly to new threats. If successful, the competitor receives a "Quick Reaction", which allows them to react before their first round of combat begins. This Quick Reaction counts as a normal action (see below), but can only be used for reactions.

If this check fails, the participant does not receive their actions until the start of the first round of combat, and cannot act before then.

Once it is the player's turn, their actions are refreshed and the Quick Reaction expires.

SEQUENCE OF ROUNDS

The combat is divided into *combat rounds*. These have the following order:

- Start of round
- The "Player Combat Round" is conducted for each participant in order of initiative.
 - Start of the Player Combat Round
 - The player's actions are refreshed
 - The player performs their actions
 - End of player combat round
- End of round

The participant may perform an action for each of his available actions (see *Actors and Actions*) or save the action for a reaction in his opponent's turn (see *Reactions*).

Once the last participant has acted, the next *combat round* begins with the first participant.

Both "Start of Round" and "End of Round" are phases in which reactions can be made. To do this, players must save actions and perceive the last *actor* directly. Some effects, such as spells, can also be carried out during these phases.

ACTOR AND ACTIONS

When it is a participant's turn, they are the *actor*. The *actor* is the participant who is actively acting and can use or withhold their actions as they wish.

At the start of the player combat round, the player's *Actions* are refreshed. The number of actions a character has is determined by their character templates. The base value for every character is 2.

"Refresh" therefore means that all actions are available again. If the participant has already used up any actions, e.g. by actions taken in the previous

round, the available actions will be reset to the maximum.

Once the actions are refreshed, the participant can act in combat. To do this, he performs actions one after another, each act taking a certain number of *actions*. Actions can be, among others, the following:

- To **attack** with a weapon
- Parry **with a weapon or object**.
- **Reload** a weapon
- **Use** an object
- **Evade** a melee attack.
- **Aim** with a melee weapon or when firing a single shot.
- Perform any action (see below)
- **Hunker** or lay on the ground (The “Hunkered” status effect is active, see Chapter 7).
- **Stand Up**
- **Walk** *Quickness* + 1 meter (while performing another action without consuming an action, but the minimum roll is increased by 1).
- **Run** *Quickness* + 5 meters
- **Rob** *Quickness* / 2 + 1 meters (rounded up), the character must be *Hunkered*. (see Chapter 7: Conditions of the character)

Actions should not be performed together, but always one after the other, because of possible reactions.

// ARBITRARY ACTIONS

A character can also perform any action that is not on the list. In this case, the GM must decide whether the action requires one or more actions. An action that is not on the list should normally require one action. This could be anything, such as lighting a pipe, smashing two opponents' heads together, or throwing an object. The GM decides which roll is required.

REACTIONS



When an *actor* acts in combat, all participants who directly perceive the *actor* may react to that action.

The following conditions must be met in order to respond to an action:

- The reacting participant must directly perceive the *actor*, i.e. he must hear, see or otherwise take note of his action.
- The reacting participant still has unused *actions*.

The reaction is announced and carried out immediately after the *actor's* action. However, it takes place in the game time before the action. An *action* can only be followed by one *reaction* from a participant. Any number of players can react to the *actor* if they recognise his *action*. In practice, this means that the reacting player announces his reaction after the *actor* has performed his action and possibly rolled the dice. This may vary from situation to situation.

If more than one player reacts to an action, the order of reaction is determined by initiative. The player with the highest initiative reacts first, followed by the other players in descending order of initiative.

Each *reaction* reduces the available *actions* of the reacting participant by one.

Example

Hagen is involved in a fight with a robber. Hagen has attacked in his combat round, but has saved an action to be able to react. The robber's combat round begins. The robber attacks. The GM rolls four dice and scores three hits. Hagen's player decides that Hagen should react with a *Shield Parry*. He announces his reaction to the robber's attack after the GM has made the attack. He can do this because he still has one action left and is directly aware of his opponent's attack. The reaction now takes place in the game before the robber's attack. The shield parry rule gives Hagen a cover roll of 5+ for his round shield. He rolls for each of the

robber's three hits. He rolls a 5 twice, preventing two hits. The third hit hits him.

BONUS DICE ACTIONS

Bonus and destiny dice can be used in combat to gain or steal actions.

To gain an additional action, a *bonus die* can be subtracted. The additional action is available immediately, even for a reaction.

If a *destiny die* is spent, an action can be stolen from an opponent. This is no longer available to the opponent in his current (or next, if it is not his turn) turn. The participant who spent the destiny die has the action immediately available, even as a reaction.

Spending dice for actions does not itself take an action.

SEQUENCE OF AN ATTACK

Attacks with weapons are handled exactly the same in melee and ranged combat. The only difference is that attacks with melee weapons are thrown at the *Hand to Hand combat* skill, attacks with firearms are thrown at the *Shooting* skill, and attacks with throwing weapons are thrown at the *Throwing* skill.

An attack has the following phases:

- The **Hit Roll** determines how many hits a character achieves in an attack with a weapon. Here, the dice are rolled on the respective weapon skill, and a distinction is made between *critical hits* and *hits*.
- The **Cover roll** is available to the attacked character if he has cover. Here it is possible to avert damage even before the hits hit the armor. Shields can provide cover.

- Converting *hits* into *wounds* taking into account *protection*, *penetration* and *critical hits*.

THE HIT ROLL

To carry out an attack, a roll is made with the appropriate skill (shooting, melee or throwing). The number of dice is increased by the weapon's damage potential. The *minimum roll* for this roll corresponds to the character's *minimum roll*.

Here, a possible *recoil penalty* must be taken into account if the character has already fired in the same combat round.

The number of dice is initially equal to the character's respective skill value (shooting, hand to hand combat, throwing) plus the *damage potential* of the weapon.

The hit roll can also be modified by other circumstances. Different attack modes and firing at the wrong distance may cause the available dice to change.

Each success causes a *hit* to the target of the attack. How the target can prevent damage is described under *Wounds and Pierce* and *Cover*.

// RECOIL

Automatic weapons usually cause *recoil* when attacking, which makes it difficult to re-aim at a target in a directly following attack.

If an attack with a firearm is followed *directly* by another attack from the same character *within a combat round*, the minimum roll and the critical hit threshold are increased by 2. This malus increases for each subsequent attack in the same combat round. Thus, a third attack has a +4 malus on the minimum roll and critical hit threshold.

The recoil can be prevented if, for example, another action is inserted between two attacks in a combat round. For example, recoil does not apply with bows because a new arrow must be placed on the string between attacks.

Weapons can have a recoil compensation. This value lowers the malus per attack. Thus, the minimum roll for a subsequent attack with a weapon with recoil compensation 1 is only raised by 1. A recoil compensation of 2 ensures that recoil is no longer relevant for the weapon.

Recoil is not accounted for across combat rounds, only within a combat round.

CRITICAL HITS

Hits caused during the hit roll become *critical hits* if they reach the value 11 during the roll. This is equivalent to an *exploding die* “thrown farther”, which then shows a result of 5+ again. Changes to the character’s *minimum throw* are not applied here.

Critical hits can only be caused by melee attacks, single shot attacks, and throwing weapons, never by burst attacks.

If critical hits are achieved when attacking, they are announced separately from normal hits. A single shot from a bow could thus result in “2 crits, 3 normal hits”.

Critical hits are treated as normal hits, but will always penetrate normal armour. Only armour of the type ‘protection against critical hits’ can protect against critical hits, all other types of armour protection cannot prevent critical hits.

If a *cover* roll occurs, critical hits must be treated separately from normal hits. So the attacked person rolls twice on his cover, once for the number of critical hits, and once for the number of normal hits.

Example

The mercenary Maragas rolls 4, 5, 5 and 14, giving him 2 normal hits and a critical hit. The critical hit penetrates the armour, the normal hits can be reduced by the protection of the person attacked.

// MEGACRITICAL HITS

If *critical hits* occur, the *exploding dice* can be rolled further than 11. The roll continues until no 6 is reached on the respective die.

If a die reaches a 5 again after the second roll, it is a *megacritical hit*. These hits are treated as critical hits, but cause an additional wound if not prevented.

For each roll of a 5+, the number of wounds is increased. So one megacritical hit can cause a lot of wounds. The rule of 5+ results in the following limits for wounds:

- **Roll 5+:** normal hit.
- **Roll 11+:** critical hit - ignores armor
- **Roll 17+:** megacritical hit - ignores armor, +1 wound
- **Roll 23+:** megacritical hit - ignores armor, +2 wounds
- **Roll 29+:** megacritical hit - ignores armor, +3 wounds

And so on.

// AIMING

With melee weapons and single shot, it is possible to aim the weapon. This is not possible in burst mode.

The character can invest actions to aim at his target more precisely. For every 1 action, the critical hit limit is reduced by 2 for the next attack. This bonus to critical hits may not exceed the character’s perception value.

If the aiming character is hit while aiming, the accumulated aiming bonus is removed.

ATTACK MODES

The *attack modes* with which the bearer of the weapon can use it are indicated with each weapon. The player chooses arbitrarily from the available

modes for each attack. Switching the fire mode on modern weapons requires no action.

// HAND-TO-HAND COMBAT

All melee weapons have this attack mode exclusively. The character strikes with the weapon in hand-to-hand combat.

- The attack can be *parried*.
- The attack can be *dodged*.
- The attack can cause *critical hits*.
- For the attack, the character can *aim* beforehand.

// SINGLE SHOT

One shot is fired per action. This applies to many modern weapons, but also to bows, slingshots and crossbows.

- The attack consumes 1 ammunition.
- The attack **cannot** be *parried*.
- The attack **cannot** be *dodged*.
- The attack can cause *critical hits*.
- The character can *aim* for the attack beforehand.

// BURST

The weapon is used in burst mode, a short burst of fire is delivered, which is slightly less accurate than a single shot.

- 2 dice are added to the attack roll.
- The attack consumes 3 ammunition.
- The attack **cannot** be *parried*.
- The attack **cannot** be *dodged*.
- The attack cannot **cause** *critical hits*.
- For the attack, the character **cannot** *aim*.

INCORRECT DISTANCE

Each weapon has a specified distance at which it is effective. If the target's distance differs from that specified with the weapon, there is a penalty to the hit rolls.

If the real shooting distance is less than the specified distance of the weapon, the attack is performed normally. If the distance is increased up to the double of the weapon, the minimum roll of the hit roll is increased by 2.

If the target's distance is more than twice the weapon's range away, it is not possible to shoot or attack at the target.

COVER

If parts of the person being attacked are hidden from the attacker's view, the rule of cover applies. It depends on how much the attacked is hidden. The cover is classified into 3 levels:

- 4+ Cover: Most of the person being attacked is hidden.
- 5+ cover: The target is half hidden
- 6+ Cover: It is a bit harder to hit the target behind light cover. This effect is achieved among other things by the "hunkered" condition.

If the attacked has at least 6+ cover, he is allowed a cover roll after the *hit roll*. For this, he rolls as many dice as the attacker had *hits*. For each success (on the minimum roll according to the cover), one hit is removed.

If the attacker has scored *critical hits*, the Cover Roll must be made separately for critical and normal hits to determine which hits were prevented.

// SHIELDS

Shields can be used when the character wields a one-handed weapon.

Shields can be used in two different ways.

- For **Shield Block**, the shield is readied in its own turn with two actions. In subsequent combat rounds, the shield provides the cover listed below for all attacks against the character. While the shield block is active, the character's movement range is halved. The **Shield Block** is active until the character cancels it, that is, lowers the shield.
- The **Shield Parry** can be used spontaneously as a *reaction*. It provides the below cover roll for a single attack and costs one action.

Unlike other armour, shields have a special value, the cover value. This is expressed in the form X+, meaning that shields provide this amount of cover. A round shield provides 5+ cover, so after an attack, the attacked can roll 5+ for each hit to avoid it *before* the application of *Protection* and *Wounds*. This is possible with both *Shield Parry* and *Shield Block*.

PROTECTION AND PIERCING

Any success of the *hit roll* which was not prevented by *cover* is a *hit* on the target of the attack. Other circumstances can also cause *hits*, for example an explosion can cause "3 hits with 2 wounds each". Here, hits can be prevented by cover.

When a character takes a *hit*, they can use *protection* to avoid that hit. The character has a *protection pool*, which is a combination of all their armour and other effects. For each unit of protection used, one hit is prevented, possibly with additional effects (see *Protection Pool*).

Any hit not prevented by *protection* becomes as many wounds as the weapon or effect specifies. If nothing is specified, a hit causes one wound.

PROTECTION POOL

Each character has a *protection pool* made up of all their armour. Each piece of armour has a certain amount of protection, which is expressed in protection units. You can find more information about armour in the Chapter 6 chapter.

When a character is attacked or otherwise hit, they can use protection from their protection pool to prevent these hits. Using protection does not cost an action, and you can use as many as you like.

The protection pool represents the armour a character wears in battle. During combat, the armour can shift, a strap can break, and a piece of armour can fall off. As a result, the pool gets smaller during the fight, which is represented by the amount of protection spent. After the battle, all the armour in the pool is restored.

The protection pool is only available during combat. When a character takes damage outside of combat, it is up to them and the GM to assess the potential damage reduction provided by armour.

Example

John has just escaped from hospital. He is wearing a surgical gown with "B" protection, which protects against bleeding. He is attacked with a knife in the street. The attacker rolls "1 critical hit, 1 wound". John cannot prevent the critical hit, but he uses the "B" protection to avoid the normal hit. He removes the "B" protection from his protection pool for this fight and takes one wound from the critical hit.

WOUNDS

A *wound* is added directly to the wounds taken by the character. It can only be prevented if a template, equipment or other explicitly contains a rule that modifies wounds.

WEAPONLESS MELEE

If the character attacks without a weapon, the player rolls hit dice equal to his *hand-to-hand combat* value. The minimum roll is equal to the character's minimum roll, which is usually 5+.

If the character's *Strength* value is higher than 2, the *Melee* melee attack has *Piercing* 1.

If the character's *Quickness* value is higher than 2, the character adds one die to the roll.

The range of an unarmed melee attack is 1 meter.

DODGE

The attacked character can dodge a melee attack as a reaction. This requires that the attacked character has an action available and can sense the attacker. Thus, an attack from behind cannot be dodged.

The value is equal to the dodge value of the character templates plus the average of speed and dexterity (rounded up). The load of armor and weapons reduces this value.

To dodge an attack, the character rolls a die to his value in *Dodge*. The minimum roll for this is increased by the number of hits the opponent scores. If the attacked person scores at least one success, he has completely dodged the attack.

PARRY MELEE ATTACKS

Melee attacks can be parried if the attacked has a suitable melee weapon ready and an action left.

To do this, you make a *reaction* roll as if you were attacking with a weapon. For each success on this roll, one of the attacker's hits is removed. *Critical hits* can only be prevented by critical successes on the parry roll.

SPECIAL ATTACKS

There are a number of special attacks that a character can use to refine or change their attack.

ACCURATE ATTACK

In the accurate attack, the character aims longer to land a better hit. The exchange ratio here is 1 action for reducing the minimum roll by 1. The exchange can also go over turns. The minimum roll can be reduced by a maximum of the character's Perception value, but cannot go below 2. No other action can be taken during this time. After that, a normal attack is made with the changed values.

KNOCKOUT ATTACK

The Knockout Attack has only the intention of knocking an opponent out, but without inflicting any damage. The attacker must wield a blunt weapon, or at least strike with a blunt object. If the attack is successful, the opponent roll a resistance check. If he does not achieve as many successes as there are hits, he is knocked out.

The attack does not inflict any wounds. Cover and armor are taken into account as usual.

MASSIVE ATTACK

In a massive attack, the character gathers all his strength to deliver a massive blow. For each additional action the character invests in this attack, the number of dice for this attack increases by 3, up to a maximum of the character's strength value.

DISARMING ATTACK

With a disarming attack, the attacker tries to knock the weapon out of the opponent's hand. To do this, he must succeed in an attack on the weapon's arm, with a minimum roll raised by 2. The attacked person must roll on his strength or deftness after the attack, and achieve at least as many successes as the attacker had hits.

If the attacked fails to do so, he has been disarmed. The disarming attack doesn't cause any wounds.

TWO-HANDED FIGHTING

If the character is particularly skilled in the use of a weapon, he can wield two weapons of the same type at the same time, i.e. ambidextrously. Two-handed fighting is only possible with one-handed weapons. Weapons that are wielded with both hands anyway (heavy axes, polearms, etc.) cannot be wielded in two-handed combat.

If a character wields two weapons of the same type at the same time, the character gets one more action per combat round. The weapon he wields with his secondary hand attacks with a minimum roll increased by 1.

SUPPORT WEAPON

If this is possible with the weapon being used (usually firearms except bows), the character can place the weapon on a suitable spot before using it. Supporting takes one action. If shooting with a supported weapon, the minimum roll is reduced by 1. It costs no action to pick up a propped weapon again.

COUP DE GRÂCE

A character can kill an opponent directly if the opponent is *unconscious*, *sleeping*, or *dying*. To do this, the player rolls a normal attack roll. If this roll succeeds with at least one success, the opponent receives the status *dead* with the level corresponding to the successes of the attack. If the opponent

is already *dying*, the level of the state is increased by the number of wounds of the attack.

If the attack fails, a sleeping victim is likely to awaken.

THROWING OBJECTS

If an item, such as a throwing net, is thrown at a target, the character rolls to its *throw* value. The minimum roll is equal to the character's minimum roll, usually 5+.

If the roll results in at least one success, the character has hit his target.

DEVIATION

If the roll on *throwing* shows no success, then the roll has failed. In this case, a roll is made on the deviation.

First, a 2D6 is thrown to determine the direction of the deviation. The result of the throw gives the direction in the way of the "clock", seen by the throwing character looking at the target. A 3 thus deviates to the right of the target, as seen by the throwing character.

Then a D6 is thrown, which determines the distance of the deviation in meters.

The thrown object thus lands at the determined location.

6



Equipment and Gear

An essential part of the adventurer's life is the equipment. For a new character, the starting capital can be used to buy equipment. This section describes the different types of equipment, their characteristics and their values.

ITEMS

The simplest form of equipment are items. These can be anything that the character accumulates in their life. Tents, torches and bandages are equipment items. Animals and carts also fall under equipment. If the character acquires or obtains an item, it is simply noted on the character sheet.

Items are sorted into the following categories:

- First aid
- Vehicles
- Containers
- Curiosities
- Lights
- Musical instruments
- Pet supplies
- Trekking equipment
- Potions
- Throwables
- Tools
- Ingredients
- Surveillance

PROPERTIES

Items can have various properties relevant to the game. All items have the following properties:

- **Price:** this is the average purchase price of the item when it is acquired. This price is expressed in the main unit of the currency used.

- **Rarity:** Rarity describes how available the item is. It can be *common*, *uncommon*, *rare*, *legendary* or *unique*.

- **Weight:** the weight of the item. This is used to judge the carrying capacity of the character, although there is no rule for overloading here.

- **Concealment:** the concealment indicates how easy an item is to find if an observer is specifically looking for it. A higher value here represents an item that is easier to find.

An object is always assigned to one or more extensions. For example, there are items that are only available if the magic extension has been selected for the game.

ITEM RULES

Some items have special rules that may also require a skill or attribute roll. These rules are listed with the item. For example, a bandage allows you to use your First Aid skill to heal a character.

CHARGES

Items can contain charges. If this is the case, a charge is removed if it is used successfully.

For example, a professional emergency kit has 5 charges.

If all charges are used up, the item can no longer be used according to its purpose until it is possibly refilled.

WEAPONS

Weapons are distinguished from everyday items, they have different game values and mechanics. Like items, weapons are recorded on the character sheet when they are purchased or obtained by other means.

Weapons are assigned to different types of weapons. In the game, only the difference between melee, ranged and throwing weapons is important, as the respective value (shooting, hand to hand combat, throwing) is rolled. There are the following types of weapons:

- Axes
- Blades
- Blunt Weapons
- Bows
- Polearms
- Slings
- Throwing Weapons
- Assault Rifles
- Heavy weapons
- Machine guns
- Pistols
- Rifles
- Shotguns
- Submachine guns

Different types of weapons may be available in different eras. Grenades count as items, not as weapons.

PROPERTIES



Weapons have the following properties:

- **Price:** As with items, this is the price for which the weapon can be purchased on average.
- **Rarity:** Rarity describes how available the weapon is. It can be *common*, *uncommon*, *rare*, *legendary* or *unique*.
- **Weight:** as with items, the weight of the weapon is used to give a rough idea of how much the character can carry.

- **Concealment:** The concealment of the weapon indicates how easy it is to detect when searching for it. A higher value means easier recognition of the weapon.
- **Type:** The type of the weapon indicates to which weapon class the weapon belongs.
- **Damage potential:** This value is indicated by a number of dice. The dice represent the potential of the weapon to do more damage and are added to the skill value on attack rolls.
- **Piercing:** Reduces the target's protection by the number of protection units specified. For the protection to have effect, the target must expend more protection units than the piercing of the weapon.
- **Actions to ready:** Weapons can take a different amount of time to ready. It usually takes one action to change or pick up a weapon. However, there are also very fast weapons that can be switched to without delay, and also very complex weapons.
- **Range (metres):** The range is given for all weapon types. For ranged and thrown weapons, it indicates the maximum range at which a target can be reasonably hit. Melee weapons with a range of more than one metre can be used at the indicated range, such as pole weapons.

Ranged weapons have the following additional properties:

- **Capacity** describes how much ammunition the weapon can hold at the same time, e.g. the magazine size in modern weapons.
- **Reload actions** indicates how many combat actions the character must invest to completely reload the weapon.
- **Recoil compensation:** a recoil penalty is applied to a shot that is immediately followed by another shot in *the same* combat round. The recoil compensation is subtracted from this malus, so a weapon with high recoil

compensation makes directly consecutive shots easier.

// ATTACK MODES

Weapons always have at least one attack mode. These are indicated in the weapon table with the weapons. If there is more than one attack mode, the character can select it each time the weapon is used without using an action to switch. The attack modes are (see Chapter 5):

- **Single shot:** can cause critical hits.
- **Burst mode:** gives two dice in addition to the hit roll, cannot cause critical hits.
- **Hand to Hand:** the weapon is used in close combat, can cause critical hits.

RULES

Weapons, like objects, can have special rules. These describe in detail what is to be observed when using the weapon.

In addition to formulated rules, there is also the specification of special caused conditions (see Chapter 7). As a rule, these are indicated with a value. This is the value that the hit adds to the corresponding condition **when the weapon causes wounds**. Possible conditions are:

- Bleeding X
- Poisoned X
- Shocked X
- Burning X

Example

Hagen is attacked by a cultist wielding a dagger with a roughened blade. This dagger inflicts Bleeding 1 when it causes wounds.

Hagen does not parry the attack and receives two wounds. Due to the dagger's effect, he also gains the "Bleeding 1" condition.

WEAPON MODIFICATIONS

In addition to weapons, there is a list of weapon modifications. These allow weapons to be modified.

In the modern era, for example, it is possible to attach a sight to a weapon. But special ammunition is also represented as a weapon modification, for example, the *Horror extension* brings silver ammunition.

Weapon modifications are divided into the following categories:

- **Blade:** such as a hardened blade or a special engraving
- **Ammunition:** special types of ammunition, but also quivers
- **Grips:** leather-wrapped handles for swords and the like
- **Barrel:** silencers for modern weapons
- **Sights:** Sights for modern weapons
- **Gadget:** lights, tripods and the like

Usually, these weapon modifications change one or more values of the weapon. However, they can also bring their own rules.

Characters can find or acquire already modified weapons in the game, but of course they can also commission a modification.

ARMOUR

Armour items, like weapons, are noted separately from normal items on the character sheet. Armour provides *protection* which can prevent wounds in combat. In addition to wearable armour, this list also includes shields that can provide cover for the character.

Armour is divided into categories:

- Clothing
- Light armour

- Medium armour
- Heavy armour
- Shield

PROPERTIES

Armour items have the following game-relevant values:

- **Type:** the armour type, e.g. “Light Armour”.
- **Price:** the average purchase price of the armour
- **Weight:** the weight of the armour
- **Concealment:** how hard is the armour to spot if an observer specifically looks for it?
- **Encumbrance:** Heavy armour hinders the character in physical actions. Encumbrance is subtracted from the character’s evasion value.

// PROTECTION

Each piece of armour has a certain amount of protection units. These are shown as shields on the armour. These shields can be used in combat to prevent hits. There are the following types of armour:

- **Normal protection (N):** This protection can be used to prevent a normal hit.
- **Critical protection (C):** This protection can prevent a critical hit or a normal hit.
- **Sticky Protection (H):** Prevents a normal hit. The weapon gets stuck in the armour and must be released to perform an action.
- **Bleeding Protection (B):** Prevents a hit and an attack from causing the Bleeding condition.

- **Poison Protection (P):** Prevents you from being hit and an attack from causing Poisoned condition.
- **Fire Protection (F):** Prevents being hit and prevents an attack from causing the Burning condition.
- **Reflecting Protection (R):** Prevents a normal hit and causes the attacker to be hit.
- **Shock Protection (S):** Prevents being hit and prevents the attack from causing Shocked condition.
- **Protection against demonic influence (D):** Prevents one hit, or three hits of demonic origin.

The protection of all armour pieces is combined into a protection pool that can be used in combat. For more details, see Chapter 5.

CURRENCY

In different scenarios and worlds, there can be different currencies. Each character and campaign is assigned a currency table that specifies the different units of currency. Characters can record their wealth on the character sheet. Currency tables are e.g.

- Euro
- Dollar
- Taler
- Guilder (Realms of Tirakan)
- Yuan

Whether currency plays a role in the game is entirely up to the group and the game leader, it is optional.

7



Wounds and Healing

The physical integrity of the character is represented in the form of possible wounds. A character can withstand a certain number of wounds without passing out.

WOUNDS AND BOOSTS

If you look at the character sheet of an intact character, you will see a bar of filled hearts:



These 10 hearts represent the wounds a character can take without passing out. Each source of damage causes a certain number of wounds. This can be a fixed number of wounds, as with most weapons. However, a dice formula can also be used.

Hearts are crossed out or emptied as soon as the character takes wounds. Thus, after a hit with a weapon, the life meter may evolve as follows:



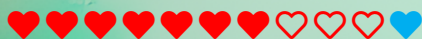
These empty hearts can be filled again through healing.

BOOST

The situation is different with boosts. Some items give boosts when used. Boosts are represented as different colored hearts and can also absorb wounds when crossed out.

However, with boosts, these hearts are completely removed and cannot be restored by healing. Thus, a boost is a temporary improvement in condition.

If the character takes damage, it is always crossed out from the right. First the boosts are used up, then the still complete hearts. So in the following display, the boost occurred *after* the wounding (the empty hearts).



FAINTING AND DEATH

A character that has neither full hearts nor boosts faints and is considered *dying*. The condition below describes exactly how to proceed here.

HEALING

Real healing of wounds is only possible over time and with medicine. First aid and the use of bandages and other aids only generate boosts.

Using the first aid skill without aids generates a boost. With aids the number varies, this is described in the items.

THE REST

If the characters come to rest for at least 6 hours, this is considered a *rest*.

During a rest, the character has the opportunity to heal wounds. For this purpose, the values *Resistance*, *Endurance* and *Willpower* are added together. Dice are rolled according to the sum, for each success the character heals one wound.

All *bonus dice*, *destiny dice* and *rerolls* refresh, so are set to the character's maximum.

Boost expires at rest, all existing boosts are removed upon rest.

If the magic extension is used, the character rolls on the sum of the *Charm*, *Conscientiousness*, and *Willpower* stats. For each success, one *arcana* is restored.

When using the Horror extension, it is possible to reduce stress and resolve dread.

The character's stress level is set to the minimum: either 0, or the base stress level if it is higher.

If a character is *Consumed by dread*, this condition is resolved. This is determined by rolling a stress test. If the roll is successful, the condition is removed. If the roll fails, the character's base stress

level increases by one and they receive a quirk. In either case, the current stress level is reduced.

CONDITIONS

A character can have different conditions. These have different effects on the character's actions, but also effects over time. The conditions are noted on the character sheet with a counter.

Some conditions have saving throws that can be used to remove them. These throws are indicated in the description of the condition. All restrictions and difficulties caused by conditions do not apply to these saving throws.

DYING

This condition is caused when the character's wounds exceed the maximum wounds, so the hearts decrease to 0. At that moment, the value of this condition is set to 1.

If a character gets the *Dying* condition, all other conditions are removed.

If the value of the condition is one or higher, the character rolls for his *Resistance* at the beginning of each round. If this roll succeeds, nothing happens. If this roll fails, the value of the condition is raised by one.

If the value of the condition reaches 6, the character dies.

Stabilizing requires successes equal to the character's "Dying" value. This can be a roll on first aid, medicine, or something similarly helpful. If enough successes are achieved, the dying condition is removed.

When a character is attacked with the *Dying* condition, the *Dying* value is increased by the number of wounds inflicted (see Chapter 5).

UNCONSCIOUS

The character is incapable of any action (his *actions* per turn are zero). The value of this condition indicates the depth of unconsciousness.

At the beginning of each round, the character can roll on his *willpower*. If the roll shows successes according to the value of this condition, the value is set to 0 and the character wakes up.

SHOCKED

For each roll, the character has as many dice less than the value of this condition.

At the beginning of each round, the character can roll on his *Endurance*. He can reduce the value of the condition by the number of successes. If the condition reaches a value of 0 in the process, it is removed.

BURNING

The character's minimum roll is increased by the value of this condition for all rolls on *perception* and for all attacks.

This condition ends when the character is extinguished.

BLEEDING

At the beginning of each round, the character rolls for *Endurance*. If the roll fails, the character takes one wound for each level of this condition.

This condition ends when the character is bandaged (e.g. by *first aid*).

POISONED

The character's minimum roll is increased by the value of this condition for all rolls.

At the beginning of each round, the character can roll for his *Resistance*. He can reduce the value of this condition by the number of successes. If the condition reaches a value of 0 in the process, it is removed.

HUNKERED



The character has a 6+ cover (see Chapter 5).

All actions involving manual work (physics attributes, attacks and skills) have a +1 minimum roll.

It takes an action to hunker down or stand up.

8



Character Advancement

Over time, the character gains experience and develops further. As with character creation, this development is based on character templates.

REPUTATION

A character's reputation reflects their level of recognition and life experience.

Reputation is divided into spent and earned reputation, separated by a slash. Earned reputation points are placed after the slash, and used reputation points are placed before the slash. Unused reputation points can be used to purchase character templates.

GAINING REPUTATION

The character gains reputation for successful quests. Reputation is awarded by the GM and should be between 5 and 10 per session.

Reputation can also be awarded directly for individual actions. A successful action or scene in

the game can result in the GM awarding a certain number of reputation points.

DEVELOPING THE CHARACTER

Further development takes place after each game session, enabling the character to be expanded with additional templates, even during an adventure.

Templates are selected in the same way as when creating a character and purchased using reputation. They are then applied. Any changes to values are calculated directly on the character sheet and take effect immediately.

NEW SPELLS

If a character gains new spell points through character templates, they can immediately use these to learn new spells or choose spell modifications. There is no need to research a thesis in the game for this.

9

Body Modifications

A man in a white lab coat and glasses stands in profile, looking down at a person lying face up on a white table. The person is wearing a white t-shirt and white pants. The room is dimly lit with a strong teal or cyan light source, creating a futuristic or clinical atmosphere. In the background, a large screen displays various technical diagrams and data. To the left, there are shelves with various electronic equipment and tools. The overall scene suggests a high-tech laboratory or a medical facility focused on body modifications.

The Nexus organization possesses significantly advanced technology. This technology either originates from the adaptation of extraterrestrial technology, from its own development, or from ancient secrets.

One special class of this technology is body modifications. These are devices that can be implanted into the bodies of agents.

CHARACTER STATS

Body modifications are based on two character values.

BIOSTRAIN

Each body modification affects the character's biological load. As a character integrates body modifications, their biostrain increases.

Biostrain starts at 0; each character is initially unburdened by body modifications. Each body modification has a biostrain value. This is added to the character's value.

// EFFECTS OF BIOSTRAIN

Biostrain has various effects on the character.

With every healing, whether spell, first aid or healing by a doctor, half of the biostrain (rounded up) is added to the minimum roll of the respective test.

The minimum roll for casting spells and other magical abilities is increased by half the Biostrain (rounded up).

If the biostrain is greater than 5, the following effects apply:

- The character's *Endurance* drops by 1 point.
- The number of *Rest* dice for each Rest check drops by 1.

If the Biostrain is greater than 10, the following effects apply:

- The character's *Endurance* drops by 2 points.
- The number of *Rest* dice for each Rest check drops by 2.

If the Biostrain is greater than 15, the following effects apply:

- The character's *Endurance* drops by 3 points.
- The number of *Rest* dice for each Resting roll drops by 3.

ENERGY

Body modifications require energy to function. Some body modifications feed energy into the local power grid. However, functional body modifications usually require energy to function.

In order for a character's body modifications to function properly, an energy balance must be created. The sum of the energy points of all built-in body modifications must be 0 or greater for everything to work properly. If the total is less than 0, the *Energy Deficiency* rule applies.

Activatable body modifications only use energy when activated. Passive body modifications always require energy to function.

Energy is measured in milliamperes (mA).

// ENERGY SURPLUS

If more energy is fed into the local grid than is needed, an energy surplus occurs. Normally this is not a problem, but if the energy surplus exceeds 10mA, electrical discharges can occur.

Whenever an activatable body modification is activated and the energy surplus is 10 mA or more, a *Resistance* roll is made. The minimum roll is increased by the amount of excess energy.

If the roll fails, the character receives a wound and a *shocked* 1.

// ENERGY DEFICIT

An energy deficit occurs when less energy is fed into the local grid than is needed. This can cause body modifications to stop working. Each time a body modification is activated, a die roll is made according to the energy deficit. For each roll that results in a 1, the modification will not function until the next *rest*.

The player chooses which modifications will not work.

SLOTS

Each body has a set number of slots. These slots cannot be changed unless you invest in special body modifications that allow additional slots for specific limbs.

Each body modification specifies how many slots it requires in a particular body region.

For humans, the number of attachment points is as follows

- **Head:** 3
- **Torso:** 5
- **Arms:** 3
- **Legs:** 3

If a body region is loaded with too many modifications, the biostrain *of all* modifications is counted twice.

BODY MODIFICATIONS

- **Price:** This is the average purchase price of the body modification at the time of purchase. This price is given in the base unit of the currency used.
- **Rarity:** The rarity describes how available the body modification is on the market. This can be *common*, *uncommon*, *rare*, *legendary* or *unique*.

- **Type:** Body modifications have a type, common types are *Generator*, *Sensor*, *Weapon*, *Prosthetic*, *Protection* or *Enhancement*.
- **Extension:** In general, body modifications are available when playing with this extension. However, some body modifications are only available in certain eras.
- **Rules:** Each body modification can have its own rules, which are described here.
- **Biostrain:** The biostrain describes the biological strain the modification places on the body. This is added to the character's stats.
- **Energy Requirement:** Each modification has an energy requirement. If this is negative, the modification produces energy. The character's energy balance must be in balance; no more energy may be consumed than is produced. Energy is measured in mA.
- **Charges:** Some modifications have charges that are consumed.
- **Activation:** Some modifications require activation, others are always active. Activatable modifications only consume power when activated.

ACTIVATABLE AND PASSIVE MODIFICATIONS

If a modification requires activation, this will be indicated in the description. This modification only consumes energy when it is activated. Activating a modification costs an action.

Passive modifications are always active and consume energy.

INTEGRATING MODIFICATIONS

Integrating modifications into the body requires surgery. Depending on the complexity of the modification, this operation may be complicated or impossible to perform without risk.

The surgeon performing the surgery must make a **Medicine** roll to successfully perform the modification. The minimum roll for this check is increased by the biostrain of the modification.

REMOVING MODIFICATIONS



If you wish to remove a body modification, this can only be done by surgery. The surgeon performing the surgery must make a die roll on **Medicine** to successfully remove the modification. The minimum roll for this check is increased by the biostrain of the modification.

10



Horror

Die Welt, in der die Agenten des NEXUS leben, birgt nicht nur Gefahren für den Leib, sondern auch für die Seele. Viele der grausamen Wesenheiten, denen die Agenten begegnen, verursachen allein bei der Begegnung mit ihnen Narben auf der Seele.

Charaktere haben einen Stresslevel. Wenn die nichtweltlichen Begegnungen zu intensiv sind, besteht die Gefahr, dass der Charakter die Kontrolle verliert oder gar eine permanente Eigenart erlangt.

STRESS

The character has a stress level that starts at 0 and a maximum level that they can withstand. This value is set to 10 by default, but can be adjusted using templates or similar methods.

Characters can gain stress when they encounter otherworldly entities or experience other abnormal events. Each creature is listed alongside the amount of stress that encountering it causes. This information consists of two values separated by a slash.

Example: A Spectre causes 1/2 stress when encountered.

When a character encounters a creature that causes stress, they must perform a stress test. If they succeed, they receive as much stress as indicated before the slash. If the roll fails, the value after the slash applies.

If a character encounters multiple creatures at the same time, only one stress test is performed and stress is recorded once per character. However, special situations, such as 100 zombies approaching a character, may require separate stress tests, as determined by the game master.

BASE STRESS

A newly created character starts with a base stress level of 0, which indicates the amount of stress

accumulated during adventures and the extent to which the character's mind has been affected. Base stress has no significance in the game; it simply represents the minimum value below which stress cannot fall.

Base stress can only be reduced in exceptional cases and through therapy. It can increase if a dread is resolved during a rest (see Dread).

If the base stress exceeds the maximum stress level, the character is permanently *overcome by dread*. This means that the *Resolve Dread* rule must be taken into account at each rest, and the character will continue to be affected by *Dread* afterwards.

STRESS TEST

A stress test is performed whenever it is necessary to assess whether a character can withstand a stressful situation. This involves adding together the character's *Logic* and *Willpower* values, after which the corresponding number of dice are rolled. If the roll shows at least one success, the test is passed. The minimum roll corresponds to the character's minimum roll and is usually not altered.

REDUCING STRESS

In order to reduce stress, the character must calm down and avoid encounters with otherworldly beings. This could involve taking a quiet moment or performing an activity within the game. Resting also reduces stress.

There are various ways to reduce stress in the game. What they all have in common is that they take more than an hour.

Some examples are:

- Finding peace/meditation: -1 stress
- Writing in a diary: -1 stress
- Talking to someone: -2 stress
- petting a cat: -2 stress
- Taking certain medications/drugs: -X stress

During rest (see Chapter 7), stress is reduced to the minimum possible (base stress or 0).

DREAD

When a character's stress level is at its maximum, they are overcome by dread. This is a fixed state, with no different levels. Once a character is overcome by dread, their stress level remains at its maximum.

There is always a spontaneous effect when a character is overcome by dread. This effect lasts for a minimum of one hour and up to D6-Resistance hours. To determine the effect, 3d6 is rolled. The result is listed below:

- 3–4: nausea and dizziness
- 5–8: anxiety
- 9–10: shock
- 11–12: panic
- 13–14: confusion
- 15–16: hallucinations
- 17–18: blindness

In addition to causing stress, creatures may have an ability that directly causes dread.

RESOLVING DREAD

Dread usually resolves during rest.

To achieve this, a stress test is performed during rest. If the test is successful, the *Consumed by dread* condition is removed. If the test fails, the base stress increases by 1 and the character receives a quirk. In any case, the condition is removed.

DREAD AND FURTHER STRESS

If a character experiences further stress while in a state of dread, their stress level remains unchanged as it is already at its maximum value. Instead, the dice table for the effects of dread is rolled again for each new instance of stress, regardless of how high it is.

The character does not gain a quirk from this. A character can only be in the *Consumed by dread* state once. This state can only be resolved by resting.

QUIRKS

A quirk is a permanent trait that a character develops in response to stress and fear. Every quirk has positive and negative aspects. Quirks can only be cured through lengthy therapy outside of the game.

ACQUIRING QUIRKS

If a character is overcome by dread, the effect is resolved during a rest. This involves rolling a stress test. If the test fails, the character receives one base stress point and a quirk of their choice from the list of quirks.

This quirk is recorded on the character sheet, and its effects take effect immediately in the game. Quirks can have their own rules and can also alter the character's game values.

HEALING QUIRKS

Quirks can only be healed outside of the game. This requires lengthy therapy. This must be done in consultation with the game master, for example when the story takes a break or when the player is playing a different character.

The corresponding quirk is then simply removed.

A

Character Templates

LINEAGE

The character templates in the Lineage category describe the character's origins. One template from this category can be selected free of charge when creating a character. However, these templates cannot be purchased with reputation points during character development.

HUMAN

0 REP

bonus dice +2
rerolls +2

OCCUPATION

The character templates in this category represent professions in which the character has attained a higher level of professionalism. These templates are generally more expensive than others, but each offers a package of basic knowledge and skills.

SPY

11 REP

Rival: You have a rival. Someone is competing with you, whether on a professional, occupational, or lethal level.

Quickness +2
Stealth +2
Deception +2
Perception +2
Communication +1

RANGER

7 REP

Strength +1
Orientation +2
Communication -1
Nature +2
Shooting +1

BANKER

7 REP

Greedy: Whenever it comes to increasing your wealth, you throw on your conscientiousness. If the throw fails, you choose the way of money.

Logic +2
Deception +1
Accounting +2

BOXER

8 REP

Quickness +2
Endurance +2
Hand to Hand Combat +2

TEACHER

9 REP

Education +3
Apprehension +1
Communication +2
History +1

SOLDIER

14 REP

Obedient: You obey every order of your superior without giving it a second thought.

Endurance +1
Strength +1
Orientation +1
First Aid +1
Courage +1
Driving +1
Throwing +2
Shooting +2
Hand to Hand Combat +1
Vehicles +1

CLERICAL

10 REP

Religious: You are religious, believe in your deity and also actively defend your faith.

destiny dice	+2
Education	+1
Religion	+3
Communication	+2

MERCENARY8 REP 

Endurance	+1
Deftness	+1
Persuasion	+1
Shooting	+1
Hand to Hand Combat	+2

COMPUTER SCIENTIST 11 REP

Conscientiousness	+2
Logic	+3
Mechanics	+1
Computer Science	+3

SOCIAL WORKER9 REP 

Gutmensch: The character always wants to do good, help others and is generally altruistic in nature

Endurance	+2
Charm	+1
Education	+2
Communication	+2

EARLY RETIREE6 REP 

Rage Citizen: You have an aggressive attitude towards everything. You report parking violations, bitch about the government, and post nonsense on Boomerbook.

Resistance	-1
Willpower	+1
Intimidation	+2
Law	+2

SAILOR12 REP 

Resistance	+1
Deftness	+1
Strength	+1
Throwing	+2
Driving	+1
Hand to Hand Combat	+1
Seafaring	+3

MINER10 REP 

Strength	+2
Endurance	+1
Courage	+1
Explosives	+2
Petrography	+2

MESSENGER8 REP 

Quickness	+2
Endurance	+1
Driving	+1
Orientation	+2

MERCHANT8 REP 

Logic	+2
Apprehension	+1
Empathy	+1
Persuasion	+2

DIGITAL MEDIA DESIGNER 5 REP

Strength	-1
Apprehension	+1
Investigation	+2
Perception	+1

MECHATRONICS FITTER 9 REP

Deftness +2
Mechanics +2
Driving +1
Vehicles +2

Endurance +1
Conscientiousness +1
Communication +1
Persuasion +1
Shooting +2

FARMER 7 REP

Conscientiousness -1
Communication -1
Driving +2

GANG MEMBER 5 REP

Rival: You have a rival. Someone is competing with you, whether on a professional, occupational, or lethal level.

Resistance +1
Education -1
Hand to Hand Combat +2
Shooting +1

HAIRDRESSER 6 REP

Deftness +1
Charm +2
Empathy +1

PARAMEDIC 8 REP

max stress +1
Conscientiousness +1
First Aid +3
Medical science +1

ENTERTAINER 11 REP

destiny dice +1
Charm +2
Communication +1
Hand to Hand Combat +1
Performance +2
Deception +2

DRIVER 8 REP

Driving +4
Vehicles +2

JOURNALIST 8 REP

destiny dice +1
Education +1
Investigation +2
Communication +2

UNDERTAKER 8 REP

Endurance +1
Charm +1
Empathy +1
Driving +1
Etiquette +1

POLICE OFFICER 8 REP

Obedient: You obey every order of your superior without giving it a second thought.

THIEF 10 REP

Deftness +2
Acrobatics +1
Stealth +3
Hand to Hand Combat +2

ASSASSIN**11 REP** 

Deftness	+1
Shooting	+2
Hand to Hand Combat	+2
Deception	+2
Acrobatics	+2

PRECISION MECHANIC **10 REP**

Deftness	+3
Conscientiousness	+2
Mechanics	+3

PILOT**8 REP** 

Endurance	+1
Charm	+1
Apprehension	+1
Courage	+1
Aeronautics	+2

POLITICIAN**7 REP** 

Rival: You have a rival. Someone is competing with you, whether on a professional, occupational, or lethal level.

Ich bin nicht käuflich. Gleichwohl habe ich mich politisch angreifbar gemacht und kann die Kritik nachvollziehen. Es war ein Fehler.

Philipp Anthor

Intimidation	+1
Deception	+1
Communication	+2
Politics	+3

PROGRAMMER**10 REP** 

See you are my tribe.

I don't care if you're young or you're old, or black or white, or a man or a woman. i don't care who you like or who you love. If you are a programmer, you

are part of my tribe. You and I, we all together, share a passion for something. And we can communicate about it. In a way most other people can't. And so that's something we should cherish together.

Robert C. Martin

Logic	+3
Hacking	+2
Computer Science	+3

OFFICE EMPLOYEE**9 REP** 

Apprehension	+1
Conscientiousness	+1
Stealth	+1
Persuasion	+2
Administration	+2

GHOSTHUNTER**8 REP** 

People don't just disappear, Dean. Other people just stop looking for them.

Sam Winchester

max stress	+2
Resistance	+1
Courage	+1
Hand to Hand Combat	+1
Ancient Relics	+1

INNKEEPER**9 REP** 

Apprehension	+2
Empathy	+2
Communication	+2

ARCHAEOLOGIST**10 REP** 

destiny dice	+1
Deftness	+1
Perception	+2
History	+1
Ancient Relics	+4

AUTHOR

6 REP 

The road to hell is paved with adverbs.

Stephen King

bonus dice	+1
Education	+1
Conscientiousness	+1
History	+1

EVENT TECHNOLOGY SPECIALIST

10 REP 

"Heute ist Open-End-Feierabend."

Phillip Schröder

max stress	+2
Conscientiousness	-1
Courage	+1
Driving	+2
Law	+1

NOBLE

10 REP 

Vanity: You are vain beyond measure and like to show it often.

Adel ist auch in der sittlichen Welt. Gemeine Naturen zahlen mit dem, was sie tun, edle mit dem, was sie sind.

Friedrich Schiller

Charm	+2
Empathy	-1
Shooting	+1
Persuasion	+2
Riding	+1
Etiquette	+2

SALES MANAGER

10 REP 

max stress	+1
Charm	+1
Communication	+2
Persuasion	+2
Deception	+1
Administration	+1

NURSE

7 REP 

First Aid	+2
Communication	+1
Medical science	+2

MEDIUM

8 REP 

max stress	+1
Empathy	+2
Myths and legends	+2

DOCTOR

11 REP 

A doctor, or physician, is a healthcare professional who diagnoses, treats, and prevents illnesses and injuries in individuals.

"We need a Doctor!"

None

First Aid	+3
Investigation	+1
Medical science	+4
General Knowledge	+1

PIRATE

11 REP 

Deftness	+1
Resistance	+1
Quickness	+1
Hand to Hand Combat	+1
Throwing	+2
Driving	+1
Seafaring	+2

JANITOR

7 REP

Deftness +2
Mechanics +2
Driving +1

ACCOUNTANT

5 REP

Conscientiousness +1
Education +1
Mechanics +1

SECURITY AGENT

7 REP

Endurance +1
Apprehension +1
Hand to Hand Combat +1
Intimidation +1
Perception +1

EDUCATION

Character templates in education represent character development through schooling.

MIDDLE SCHOOL

4 REP

destiny dice +1
Resistance +1
Intimidation +1

HIGH SCHOOL

6 REP

rerolls +1
Education +2
Logic +1

DROPPED OUT OF SCHOOL -1 REP

There's no point in gettin' up sweetheart. There is no job to go to.

Conscientiousness -2
Hand to Hand Combat +1

COMPREHENSIVE SCHOOL 6 REP

Education +1
Mechanics +2
Communication +1

BOARDING SCHOOL 10 REP

Wealth: Your family has amassed a significant fortune that you can comfortably draw on for many years to come.

Apprehension +2
Education +2
Communication +2

YOUTUBE

3 REP

Physik ist Magie durch Wollen
Axel Stoll

Education -1
Investigation +1
Communication +1

HOME-SCHOOLED

0 REP

Religious: You are religious, believe in your deity and also actively defend your faith.

Education -2
Apprehension -1
Religion +2

ACADEMIC DEGREE 10 REP

bonus dice	+1
Conscientiousness	+1
Education	+2
Logic	+1
Nature	+1
Communication	+2
History	+1

MILITARY ACADEMY 11 REP

Whoever said the pen is mightier than the sword obviously never encountered automatic weapons.

Douglas MacArthur

destiny dice	+1
Hand to Hand Combat	+1
Intimidation	+1
First Aid	+1
Politics	+1
Shooting	+1
Warfare	+2
Reading/Writing	+1
Riding	+1

PROFESSIONAL IDIOT 0 REP

You geht 3 bonus dice in a narrow field of knowledge of your choice.

Der Experte ist ein gewöhnlicher Mann, der - wenn er nicht dabeim ist - Ratschläge erteilt.

Oscar Wilde

Education	-1
Conscientiousness	-1

INTERESTS

Diese Charakterschablonen beschreiben die Interessen des Charakters. Sie verändern ausgewählte Eigenschaften, sind dabei aber günstiger als Berufe und verändern weniger.

SPORT 7 REP

Quickness	+1
Endurance	+2
Throwing	+1
Acrobatics	+1

HUNT 6 REP

Endurance	+1
Shooting	+2
Zoology	+1

MUSIC 6 REP

Deftness	+1
Performance	+1
Music	+2

READING 3 REP

Education	+1
General Knowledge	+2

ART 2 REP

Performance	+2
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TREKKING 5 REP

Endurance	+2
First Aid	+1
Orientation	+2

KARATE 3 REP

Deftness	+1
Hand to Hand Combat	+2

HISTORY

4 REP

History +2
Ancient Relics +2

HANDCRAFT

4 REP

Deftness +2

ESOTERICISM

6 REP

destiny dice +1
Logic -2
Deception +1
Intimidation +1
Stealth +1
Esoterism +1

SHOOTING CLUB

3 REP

bonus dice +1
Attractiveness -1
Shooting +1

P&P ROLEPLAY GAMES

6 REP

Communication +2
Performance +1
History +1

COLLECTING STAMPS

4 REP

Conscientiousness +2

YOGA

6 REP

Deftness +2
Endurance +1
Acrobatics +1

LIFESAVING

7 REP

Endurance +2
First Aid +2
Courage +1

CULT MEMBERSHIP

5 REP

rerolls +1
destiny dice +1
bonus dice -2

FRATERNITY

4 REP

Charm +1
Attractiveness -1
Hand to Hand Combat +1
History +1
Etiquette +2

DANCING

6 REP

Deftness +1
Endurance +1
Attractiveness +2

VEHICLE TUNING

5 REP

Driving +1
Mechanics +1
Vehicles +1

CHEMISTRY

6 REP

Conscientiousness +1
Courage +1
Chemistry +2

RIDING

5 REP

Driving +1
Riding +2

SPRAYING GRAFFITI

4 REP

Stealth +1
Persuasion +1

PARKOUR

7 REP

Deftness +1
Endurance +1
Quickness +1
Acrobatics +2

SUDOKU

3 REP

Logic +1

COOKING

3 REP

My gran could do better! And she's dead!
Gordon Ramsay

Cooking +2

STRENGTH TRAINING

3 REP

Strength +1

BOTANY

3 REP

Nature +2

CARVING

3 REP

Mechanics +1

RESTORATION

4 REP

Deftness +1
Mechanics +1

HAM RADIO

4 REP

Communication +1
Electronics +1

BOWLING

3 REP

Deftness +1

JOGGING

4 REP

Endurance +1
Quickness +1

CHARACTER

These character templates outline specific traits. They modify a few of the character's characteristics, adding skills and knowledge, and are generally cheaper than professions.

JACK OF ALL TRADES

6 REP

rerolls +1
bonus dice +2
Communication +1

GAMBLER

-5 REP

Conscientiousness -2

SMOKER

-5 REP

Endurance -2
Attractiveness -1

STALWART

4 REP

max health +2

NOTORIOUS LIAR

2 REP

Logic -1
Deception +2

PHILANTHROPIST

4 REP

Attractiveness +1
Empathy +1

CORRUPT

3 REP

Conscientiousness -2
Deception +2
Intimidation +1

DRUNKARD

-5 REP

destiny dice +1
Apprehension -2
Perception -1

CHEAT

5 REP

Deception +3

CHAUVINIST

2 REP

Charm -2
Attractiveness +2

LIKABLE

5 REP

Attractiveness +2
Charm +1

ADVENTUROUS

2 REP

Conscientiousness -2
Resistance +1
Apprehension +1

DANDY

6 REP

Vanity: You are vain beyond measure and like to show it often.

Attractiveness +2
Charm +1
Communication +1
Etiquette +1

WALLFLOWER

1 REP

Attractiveness -1
Charm -1
Communication -1
Stealth +3

SMART-ARSE

4 REP

Charm -1
Conscientiousness +1
Persuasion +2

BLABBERMOUTH

2 REP

Communication +3
Stealth -3

EGOISTIC

2 REP

destiny dice +1
Conscientiousness -1

ACCOMMODATING

4 REP

Charm +1
Communication +1

CONSCIENTIOUS

4 REP

Conscientiousness +2

PETTIFOGGING

5 REP

rerolls +2
Conscientiousness +1

ENVIRONMENTALIST

6 REP

Perception +2
Nature +2

COSMOPOLITAN

6 REP

Education +1
Performance +1
Communication +1

MODEST

4 REP

Willpower +1
Conscientiousness +1

ADDICTION RESISTANT

3 REP

Conscientiousness +1

INTROVERTED

2 REP

destiny dice +1
Conscientiousness +1
Communication -2

REACTIONARY

-2 REP

The char is not very tolerant towards strangers, new things and tends toward extremely conservative views of life and even more reactionary world views.

Charm -1

WORKAHOLISM

-4 REP

Logic -1

PARANOID

1 REP

The Character is a paranoid type, can never trust fully, and is always wary,

bonus dice +1
Conscientiousness -2

BRAWLER

6 REP

max health +1
Hand to Hand Combat +1

MASTERLY SELF-CONFIDENCE

30 REP

Dice results of 1 can be repeated once.

When you have a lot of confidence and you feel like nobody can beat you, it's game over for everyone else.

Jason Day

BOOKWORM

2 REP

Strength -1
Education +1
Endurance -1
Apprehension +1
General Knowledge +1

SADIST

3 REP

Charm +1
Empathy +1
Persuasion +1

RATIONAL

3 REP

Logic +1

INTIMIDATING4 REP 

Charm -1
Intimidation +2

DISGUST-3 REP 

The character feels pronounced disgust for a particular subject and will stay away from it if possible.

JUSTICE FANATIC1 REP 

The character is a militant justice fanatic. If he experiences a situation in the game that he feels is unjust, he can hardly control himself.

Empathy +1

GREEDY4 REP 

A greedy character always has his personal enrichment in mind first. This includes trying to collect gold or the rewards of his travel group for himself. It also means an almost magical attraction to gold and valuables of all kinds.

Logic +1
Deception +1

IRASCIBLE-4 REP 

A hot-tempered character is quick to fly off the handle and has a thin skin. On any occasion that is offensive to the character, the game master can ask for a roll on Logic. If this fails, at least the fists will probably fly.

Logic -1

CONFUSED-4 REP 

A character with this trait is easily confused. In busy markets or crowds, the gamemaster may re-

quire a roll for Orientation to keep the character from panicking.

Orientation -2

COUNTRY BUMPKIN-2 REP 

The character comes from the countryside. Stand and education are not relevant, as soon as the character comes into a larger settlement (from 1000 inhabitants) he is confused. Rolls for orientation in larger settlements have a minimum roll increased by 1.

ADDICTED-4 REP 

The character is addicted to a certain substance, depending on the degree of addiction, the renunciation or the prospect of soon having to renounce can influence him in his actions.

MESSENGER OF DEATH -3 REP

The character attracts the mischief. If he enters a new region or society, he must roll a d6. If the roll shows a 5 or 6, a disaster, accident or similar happens.

WEAPON ENTHUSIAST5 REP 

Hand to Hand Combat +1
Shooting +1
Warfare +1

NAIVE-3 REP 

Naive: Your character is naive. He sometimes believes too much in the good in people. Whenever the character doubts the statements or intentions of NPCs, the game master can have him roll for logic. If the roll fails, the character believes the NPC.

AVERSION**-2 REP** 

The character has an aversion to a particular subject. All rolls that interact with the subject have a minimum roll increased by 1.

EAGER FOR KNOWLEDGE **3 REP**

Education +2

STRONG-MINDED**3 REP** 

Willpower +2

GOOD BEHAVIOUR**4 REP** 

Etiquette +2

TALENT

Talents are specific character abilities. The templates refer to narrowly defined talents of the character. As a rule, they are beneficial or add special abilities and rules.

GUNSLINGER**5 REP** 

Quickness +1
Shooting +2

EMPATHIC**5 REP** 

Empathy +3

GOOD SPEAKER**5 REP** 

Communication +3

ATHLETIC**6 REP** 

Deftness +2
Endurance +2

LUCK**4 REP** 

The character may reroll up to 3 dice twice a session, or let a fellow character reroll the 3 dice.

LEADER**5 REP** 

The character may give an action to a fellow character every combat round, instead of using it.

bonus dice +1
Endurance +1
Apprehension +1

GOOD THROWER**5 REP** 

Throwing +3

SYNESTHESIA**5 REP** 

Apprehension +1
Perception +2

CONTORTIONIST**6 REP** 

Deftness +3
Resistance +1

STRONG IMMUNE SYSTEM **5 REP**

Resistance +3

PHOTOGRAPHIC MEMORY 6 REP

Logic +1
Perception +1
Orientation +2

COLD HANDS 2 REP

Attractiveness -1
Intimidation +1

STRONGMAN 5 REP

Strength +2
Intimidation +1

PSYCHIC MEDIUM 4 REP

Visions: You have visions irregularly. These can be triggered by a trigger or happen purely by chance.

Logic -1
Empathy +1
Perception +2

ACCOMPLISHED SLEEPER 3 REP

rest minimum roll -1
Conscientiousness +1

ANIMAL EMPATHY 6 REP

The minimum roll is reduced by 2 for all rolls involving animals.

Empathy +1

TRICKSTER 8 REP

The character may force a person in sight to use one of his rerolls for a recent roll. To do this, the

character must spend a bonus or destiny die.

rerolls +1

JOKER 10 REP

The character has the ability to profit from special rolls. Everytime the player rolle one of the following dice patterns (while not in combat) the stated effect applies.

* **Three of a kind** - The character gains one bonus die * **Small Straight** - The character gains one boost immediately * **Full House** - The character gains one destiny die * **Large Straight** - The character rediscovers an item in his backpack (the player chooses an item and adds it to his backpack) * **Four of a kind** - The character gains +1 actions in every round of the next combat * **Five of a kind** - The characters group gains one additional turn prior to the enemies in the next combat

In each case, the highest pattern to be achieved counts for a roll. So 5, 4, 3, 3, 2, 1 is a large straight, but not three of a kind.

As you know, madness is like gravity...all it takes is a little push.

The Joker

WELL EQUIPPED 5 REP

The character may spend a wound to take any item from his backpack, even if he doesn't possess it. To do so, the character takes a wound and the player rolls a d6:

- 1-2: The desired item doesn't exist in the backpack - 3-5: A similar item could be found in the backpack - 6: The exact desired item could be found

With a little bit of imagination, anything is possible.

MacGyver

MASTERFUL FIGHTER 30 REP ///*Everyone has a plan until they've been hit.**Joe Lewis*

actions +1

LUCID DREAMING 5 REP ///*I dreamed I was a butterfly, flitting around in the sky; then I awoke. Now I wonder: Am I a man who dreamt of being a butterfly, or am I a butterfly dreaming that I am a man?**Zhuangzi*

max stress +1

Willpower +2

XENOS KNOWLEDGE 0 REP ///

Xenos Knowledge +3

ELDER KNOWLEDGE 0 REP ///

Elder Knowledge +2

MARKSMAN 8 REP ///

Once per round any roll of 1 on a shooting dice roll can be rerolled

Requires shooting of 5 or more

Orientation +1

Shooting +1

Warfare +1

CRITICAL HITS 10 REP ///

The minimum roll to achieve for critical hits is reduced by one. This applies only to critical hits, but not to megacrits.

INSPIRING LEADER 15 REP ///

As an action in combat you can roll on your Persuasion Skill. A party member gains bonus dice equal to your successes or at least 1

Charm +1

Persuasion +1

MISDIRECTION 8 REP ///

As an reaction while in combat, you can roll on your Deception Skill. An enemy losses success dice equal to your successes

Requires deception of 3 or more

SHIELD TRAINING 5 REP ///

The character learned how to wield a shield effectively in combat.

This allows the character to parry attacks with a shield in accordance with the Parry melee attacks rule. For this purpose, either Strength or Deftness is used as a skill value.

EAGLE EYE 7 REP ///

Ranges of ranged weapons are increased by 25%.

EVADE 11 REP ///*Knowing where the trap is—that's the first step in evading it.**Frank Herbert, Dune*

evasion +2

Quickness +1

WARHORSE 4 REP ///

Hand to Hand Combat +1

Shooting +1

RUNNER6 REP 

Quickness +1
Endurance +1

ACROBAT3 REP 

Acrobatics +2

MASTERLY PRESENCE 40 REP

The character's minimum roll is reduced by 1.

*Ah, mastery... what a profoundly satisfying feeling
when one finally gets on top of a new set of skills...
and then sees the light under the new door those
skills can open, even as another door is closing.*

Gail Sheehy

minimum roll -1

MASTERLY CONFIDENCE 40 REP

in terms of the Exploding Dice rule, each time a 6 is rolled on a die, a success is added to the roll's successes.

*With realization of one's own potential and
self-confidence in one's ability, one can build a
better world.*

The Dalai Lama

INVESTIGATION4 REP 

*How often have I said to you that when you have
eliminated the impossible, whatever remains,
however improbable, must be the truth?*

Sherlock Holmes

Investigation +2

PICKUP ARTIST10 REP 

Gives bonus dice for every throw that involves seduction in any form.

LOCK PICKING4 REP 

Lock picking +2

FIRST AID4 REP 

*Our real enemy is not our neighboring country; it's
hunger, cold, poverty, ignorance, superstition and
prejudice.*

Henry Dunant

First Aid +2

DASH6 REP 

Whenever the character uses the Run action in combat, he may make an acrobatic throw to advance further meters. If this roll succeeds, he may move further than his running range according to the successes.

If the roll is unsuccessful, the character stumbles and is considered to be prone. He must spend one action to get back on his feet or into the *Hunkered* stance.

Quickness +1

TRAINED SWORD ARM5 REP 

*"Nur hartes Training und unbändige Disziplin
sorgen für Tod und Verderben in einem flüssigen
Streich"*

None

Strength +2
Hand to Hand Combat +1

DEFT

4 REP 

Deftness +2

CONSCIENTIOUS

4 REP 

Conscientiousness +2

GOOD SHOOTER

3 REP 

Shooting +1

MEDICINE

5 REP 

First Aid +1

Medical science +2

PARTICULAR VIGILANCE 10 REP

At the beginning of a fight, the character receives one action, which, however, can only be used to react. Once the character's turn begins in the first round of combat, his actions override this additional action.

INTERROGATION

6 REP 

Intimidation +1

Empathy +1

Interrogation +2

CAMOUFLAGE AND HIDING 4 REP

Stealth +2

LOOTING LUNATIC

6 REP 

Der Charakter kann bei einem Untersuchenwurf durch einen kritischen Erfolg besonders interessante Dinge entdecken.

IGNORE PAIN

7 REP 

Once per combat you can roll for resistance. If successful, the damage of an attack source is completely prevented in this action. This roll does not require an action.

INTELLIGENT

4 REP 

Phantasie ist wichtiger als Wissen, denn Wissen ist begrenzt.

Albert Einstein

Logic +1

Education +1

AGILE

3 REP 

Quickness +1

SHIELD MASTERY

10 REP 

The character is a master of shield use. The shield can be prepared for a shield block in one action instead of two. The shield block can also be performed as a reaction.

BLADE DANCE

15 REP 

The character is skilled in two-handed combat with two weapons. The minimum roll for the attack with the secondary weapon is no longer increased by one.

ATTACK OF OPPORTUNITY 10 REP

The character can make one attack against an opponent once per combat round as a reaction to the opponent leaving the area of effect (range) of his melee weapon by moving. No action is used.

EVASION

7 REP

evasion +2

QUICK

4 REP

Quickness +2

RESISTANCE

20 REP

The character has natural resistance to injury. A D6 is rolled for each wound inflicted. The minimum roll is 5 + the total number of wounds. Each success prevents one wound.

INCREDIBLE REACTION 10 REP

You can dodge ranged attacks as if they were melee attacks.

MASTERFUL EVASION 30 REP

Dodging no longer requires an action.

MASTERFUL PARRY 30 REP

Parrying an attack no longer requires an action.

ENVIRONMENT

These templates describe the character's living conditions.

ORPHAN

4 REP

destiny dice +1
Resistance +1

WANTED

4 REP

Rival: You have a rival. Someone is competing with you, whether on a professional, occupational, or lethal level.

destiny dice +1
Conscientiousness +1

SINGLE PARENT

4 REP

Willpower +1
Courage +1

LOSS OF A FAMILY MEMBER 5 REP

destiny dice +1
Courage +2

LOSS OF A LIMB

1 REP

destiny dice +1
Attractiveness -1
Deftness -1

GURU

7 REP

Charm +1
Attractiveness +2
Communication +2

DEFORMED

4 REP

Charm -1
Attractiveness -1
Intimidation +2
Courage +2

UNHAPPY IN LOVE

3 REP

Willpower +1

MONASTICISM

5 REP ///

Conscientiousness	+1
Nature	+1
Religion	+2
Communication	-1

HERMIT

2 REP ///

Charm	-1
Orientation	+1
Communication	-1
Perception	+1

HOMELESS

5 REP ///

Companion: You may choose one animal companion, which is considered a familiar and accompanies you wherever you go.

Resistance	+3
Attractiveness	-1
Hand to Hand Combat	+1

WIDOWER

5 REP ///

bonus dice	+1
Courage	+2

DUELING SCAR

-2 REP ///

Attractiveness	-1
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VAMPIRE

4 REP ///

destiny dice	+2
Attractiveness	-1
Resistance	+1

DER ZIKADENVORVALL 3 REP ///

Xenos Knowledge	+2
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B

Weapons

BLADES



LEFT HAND



The left hand is a defensive weapon. Wielded in the left hand, it provides one additional action per combat round that can only be used for defence.

Hand to Hand

Weight: 0.60 kg
Price: 580
Concealment 2
Preparation 0
Damage Potential 1

DAGGER



A simple dagger, forged from iron. This item is used both as a tool and as a weapon.

Hand to Hand

Weight: 0.60 kg
Price: 300
Concealment 1
Preparation 0
Damage Potential 1

STILETTO



A parrying dagger, when wielded, gives the wielder one extra action per combat round, which may only be used for defence.

Hand to Hand

Weight: 0.80 kg
Price: 750
Concealment 2
Preparation 0
Damage Potential 1

POCKET KNIFE



This item is a compact, handheld tool with a casing, often made of wood, metal, or plastic. One or more metal blades are folded into the handle. The blades can be pivoted out from the casing for access.

Hand to Hand

Weight: 0.10 kg
Price: 20
Preparation 0

POISON DAGGER



This dagger features a rigid, narrow blade that tapers to a reinforced, armor-piercing point. A distinct groove is cut into the steel, designed for the application of poison. The weapon is known to be particularly good at penetrating armor and poisons targets with the strength of the applied toxin.

Hand to Hand

Weight: 0.80 kg
Price: 1400
Piercing 2
Concealment 2
Preparation 0
Poison Notch 1

KNIFE-STUDED STAFF



The knife-studded staff consists of a shaft approximately one and a half steps long, with a blade attached to each end. The weapon is usually wielded with both hands.

Hand to Hand

Weight:	1.10 kg
Price:	950
Range	2
Concealment	7
Damage Potential	2

SCALPEL

The scalpel consists of a slender metal or bone handle, sized for a delicate, precise grip. It holds a small, fixed blade of exceptional sharpness. The blade itself is thin and often possesses a distinct curve or fine point, appearing far more fragile and keen-edged than a utility knife.

Hand to Hand

Weight:	0.50 kg
Price:	250
Concealment	1
Preparation	0
Damage Potential	2

SWORD CANE

This object appears to be a fashionable or simple walking stick, typically made of polished wood with a metal-capped tip and an ornamental handle. The handle, often a metal knob or L-shaped grip, detaches from the main shaft. This shaft is hollow, serving as a scabbard for a slender, rigid, and needle-pointed thrusting blade concealed inside.

Hand to Hand

Weight:	2.00 kg
Price:	160
Piercing	1
Damage Potential	1

LONG KNIFE

The long knife's blade is long, straight, and single edged, significantly larger than a standard dagger but lacking the crossguard and balance of a true shortsword. The hilt is simple, often just wood or leather-wrapped, with a minimal or non-existent guard. It is a practical, almost crude, weapon, falling somewhere between a large tool and a dedicated combat blade.

Hand to Hand

Weight:	1.20 kg
Price:	300
Concealment	4
Damage Potential	2

BROADSWORD

This sword features a distinctly wide, straight, double-edged blade that tapers only slightly to a functional point. Often seen as a rough weapon, its heavy build and simple, robust crossguard are clearly designed for brute force. The entire weapon is heavy in the hand, lacking the refinement of a rapier or the balance of an arming sword.

Hand to Hand

Weight:	3.00 kg
Price:	500
Concealment	5
Damage Potential	4

MACHETE

Do not send a message!

Hand to Hand

Weight:	1.20 kg
Price:	450
Concealment	4
Damage Potential	3

FOIL

An exceptionally thin and flexible blade, often quadrangular in cross-section, defines this lightweight weapon. It possesses no sharpened edges, culminating instead in a fine, narrow point. The hilt is protected by a prominent, cup-shaped metal bell guard.

Hand to Hand

Weight:	1.30 kg
Price:	180
Piercing	1
Concealment	5
Damage Potential	2

WAKIZASHI

This weapon is a single-edged, curved blade, noticeably shorter than a full longsword or katana, but significantly longer than a standard dagger. It features a hilt long enough for one or two hands, often wrapped in ray skin and cord, and is fitted with a circular or squared metal guard separating the blade from the handle.

Hand to Hand

Weight:	0.90 kg
Price:	180
Concealment	2
Preparation	0
Damage Potential	2

KATAR

The katar, known primarily in remote regions, is defined by its unique H-shaped metal grip. The grip consists of two parallel bars protecting the sides of the hand, connected by one or two transverse bars for the fist. A wide, pointed, double-edged blade is fixed to the front of this grip, projecting straight forward from the wielder's knuckles.

Hand to Hand

Weight:	0.80 kg
Price:	450
Piercing	1
Concealment	2
Damage Potential	2

FLAMMBERGE

This massive two-handed sword is immediately recognizable by its blade. The long, heavy, double-edged steel is not straight, but forged into a continuous, undulating or flame-like wave from the hilt to the point. Its hilt is built for a powerful two-handed grip, often featuring a complex guard with forward-swept quillons or side-rings.

Hand to Hand

Weight:	1.40 kg
Price:	2200
Range	2
Concealment	6
Damage Potential	3
Bleeding	1

ENTRENCHING TOOL

A short, sturdy handle of wood or metal is affixed to a square-shaped, pointed shovel head. The head's most prominent feature is a heavy-duty hinge and locking collar at its base. This mechanism allows the metal blade to be folded at a 90-degree angle or completely flat against the handle.

Hand to Hand

Weight:	1.20 kg
Price:	20
Damage Potential	1
Concealment	3

SCIMITAR

This one-handed sword is defined by its pronounced, sweeping curve, featuring a single sharp edge on its outer side. The blade often broadens slightly as it nears the tip. It is equipped with a simple hilt and a crossguard that is usually straight or curved slightly towards the blade.

Hand to Hand

Weight: 1.00 kg
Price: 500
Concealment 5
Damage Potential 3

FLAME DAGGER

This dagger's blade is not straight, but forged with a distinct flame-like, undulating edge. This serrated profile is known to inflict deep, tearing wounds that cause Bleeding. The hilt is typically simple, often dark metal or wrapped leather, putting all focus on the jagged steel.

Hand to Hand

Weight: 0.80 kg
Price: 450
Concealment 2
Preparation 0
Damage Potential 1
Bleeding 1

BLADE CRUSHER

If attacked or parried successfully with this weapon, the opponent's weapon takes 10% damage for each success, in addition to wounds.

Hand to Hand

Weight: 1.20 kg
Price: 850
Concealment 3
Damage Potential 1

SABRE

A long, curved, single-edged blade defines this one-handed sword. Its most distinct feature is the hilt, which possesses a prominent metal knuckle-bow that sweeps down from the crossguard to the pommel, enclosing and protecting the hand. The blade itself is often moderately wide, distinguishing it from the slender profile of a rapier.

Hand to Hand

Weight: 1.00 kg
Price: 950
Concealment 3
Damage Potential 3

SWITCHBLADE

A metal button or switch is set directly into the side of this folding knife's handle. Pressing this mechanism activates an internal spring, causing the concealed blade to snap open automatically, either pivoting out from the side or sliding straight out from the top.

Hand to Hand

Weight: 0.30 kg
Price: 400
Concealment 1
Preparation 0
Damage Potential 2

KATANA

A long, slender blade with a distinct, single-edged curve defines this sword. It is mounted with a hilt

designed for a two-handed grip, which is often wrapped in cord over rayskin. A prominent circular or squared metal guard (tsuba) separates the hilt from the blade.

Hand to Hand

Weight: 0.80 kg
Price: 1200
Piercing 1
Concealment 3
Damage Potential 3

RAPIER

A long, exceptionally slender, and rigid blade, tapering to a needle-sharp point, defines this one-handed sword. Its most recognizable feature is the hilt, which possesses an intricate and complex guard of interlocking metal bars, rings, or a cup designed to completely protect the wielder's hand.

Hand to Hand

Weight: 1.00 kg
Price: 1200
Concealment 3
Damage Potential 3

SICKLE

The sickle consists of a short, simple wooden handle designed for a single hand. Attached to it is a metal blade with a pronounced, C-shaped curve, which is sharpened only along its concave inner edge. The overall construction is rudimentary, resembling a common harvesting implement.

Hand to Hand

Weight: 0.80 kg
Price: 150
Concealment 4
Damage Potential 2

PATA

This weapon combines a rigid steel gauntlet, designed to protect the hand and forearm, with a long, straight, double-edged blade. The blade projects directly from the end of the gauntlet, aligned with the wielder's arm. The grip is a horizontal bar held inside the enclosed gauntlet, completely concealing the hand.

Hand to Hand

Weight: 1.00 kg
Price: 850
Piercing 1
Concealment 3
Damage Potential 3

SMALL SWORD

Often seen as the weapon of a noble, this lightweight sword is defined by its slender, stiff blade, which typically has a triangular cross-section and tapers to an exceptionally fine point. It lacks a true cutting edge, being purely a thrusting weapon. The hilt is its most distinct feature, possessing an intricate guard made of two small shells and a delicate knuckle-bow, designed for precision.

Hand to Hand

Weight: 1.20 kg
Price: 140
Piercing 1
Concealment 3
Damage Potential 1

CHAINSAW

A bulky, motorized housing (often painted bright red or yellow) forms the main body, fitted with a rear pistol grip and an upper support handle. Extending from the front is a long, flat metal guide bar. A continuous chain, set with numerous sharp

metal teeth, is looped around this bar, designed to be driven at high speed by the motor mechanism inside the housing.

Hand to Hand

Weight:	4.00 kg
Price:	800
Concealment	6
Preparation	2
Capacity	6
Damage Potential	3
Piercing	1

ARMOUR CRUSHER

A heavy dagger suitable for damaging armour. For each hit, the victim loses one protection of their choice in addition to any protection used to avoid wounds.

Hand to Hand

Weight:	2.00 kg
Price:	650
Concealment	3
Damage Potential	1
Armor Breaker	1

CUTLASS

Often called a pirate's weapon, this sword features a short, broad, and slightly curved single-edged blade. The hilt is protected by a solid, often unadorned, basket- or cup-shaped guard that encloses the hand. The steel appears thick and functional, lacking the fine polish of a high-quality sword and suggesting a lower-quality, workhorse construction.

Hand to Hand

Weight:	1.20 kg
Price:	1000
Concealment	4
Damage Potential	3

TWO-HANDED SWORD

An enormous, straight, double-edged blade, far longer than a standard arming sword, dominates this weapon. Its defining feature is the massive, two-handed hilt, which uses an extended grip and a heavy pommel for balance. The weapon is fitted with a wide, functional crossguard, built to accommodate its great size.

Hand to Hand

Weight:	2.50 kg
Price:	4000
Piercing	1
Range	2
Concealment	8
Damage Potential	3

HUNTING KNIFE

This fixed-blade knife features a strong, single-edged steel blade, often with a slight curve or a clip-point tip. The hilt is practical, made of polished wood, bone, or antler, and shaped for a solid, secure grip. It is a sturdy, functional tool, lacking the slender profile or double edge of a combat dagger.

Hand to Hand

Weight:	0.30 kg
Price:	120
Piercing	1
Preparation	0
Damage Potential	1

AXES



HATCHET



A short, one-handed wooden haft is fitted with a simple, wedge-shaped steel head. This head features a single, flared cutting bit, balanced by a flat, unadorned poll on the reverse side. It is a compact, utilitarian tool, lacking the spike or beard of a dedicated battle axe.

Hand to Hand

Weight:	0.30 kg
Price:	80
Preparation	0
Damage Potential	2

FIRE AXE



A long, straight haft, often painted bright red or yellow, is mounted with a heavy steel head. This head is immediately recognizable, featuring a standard axe bit on one side and a sharp, armor-piercing spike or fluke on the opposite side. It is a heavy, functional tool, lacking the balance of a dedicated battle axe.

Hand to Hand

Weight:	2.00 kg
Price:	300
Piercing	1
Concealment	3
Damage Potential	3

AXE



A wedge shaped head of cast iron or steel is mounted on a sturdy, one-handed wooden haft. The head features a single, flared cutting edge on one side and a flat, heavy poll on the other. It's a

basic, versatile design, lacking the length of a long axe or the specific balance of a throwing axe.

Hand to Hand

Weight:	2.00 kg
Price:	250
Concealment	4
Damage Potential	3

LUMBERJACK AXE



A long, straight haft of smooth, unadorned hardwood provides a two-handed grip. It supports a heavy, wedge-shaped steel head. This head features one wide, extremely sharp cutting bit, balanced by a thick, flat poll on the opposite side.

Hand to Hand

Weight:	2.20 kg
Price:	350
Piercing	1
Concealment	5
Damage Potential	3

LONG AXE



The long axe features a long, sturdy wooden haft, built for a two-handed grip and often reinforced with metal bands. It is mounted with a single, heavy axe-head, which typically has a wide, sweeping cutting edge. Unlike a halberd, the design lacks a spear tip or rear spike, focusing purely on the power of the main blade.

Hand to Hand

Weight:	2.50 kg
Price:	500
Range	2
Concealment	5
Damage Potential	3

FRANCISCA

The Francisca (also Franzisca) is a special form of throwing axe, especially common in Yadosia in the first and early second centuries.

Single shot

Weight:	0.60 kg
Price:	60
Piercing	1
Preparation	0
Capacity	1
Damage Potential	2

TOMAHAWK

The tomahawk consists of a straight haft, usually made of wood, which functions as a handle. Affixed to the top of the haft is a head, typically metal, featuring a single sharp blade aligned vertically with the handle.

Single shot

Weight:	1.20 kg
Price:	40
Piercing	1
Range	15
Concealment	2
Preparation	0
Capacity	1
Damage Potential	3

BLUNT WEAPONS

NUNCHAKU

This weapon consists of two short, solid batons, typically hardwood, connected at their ends by a short length of metal chain or rope. The weapon's flexible, difficult-to-control nature is well-known;

if an attack roll is unsuccessful, the wielder of the weapon receives one wound.

Hand to Hand

Weight:	1.20 kg
Price:	650
Concealment	2
Preparation	0
Damage Potential	3

MORNING STAR

This weapon features a sturdy haft of wood or metal, balanced for one hand, and topped with a solid, heavy head. This head, often spherical, is covered in numerous sharp, fixed spikes, differentiating it from the blunt flanges of a mace. The design is clearly intended to combine blunt-force impact with armor-piercing points.

Hand to Hand

Weight:	3.00 kg
Price:	1600
Piercing	1
Concealment	5
Damage Potential	3

SLEDGEHAMMER

The sledgehammer consists of an exceptionally long, thick wooden haft, demanding a two-handed grip. It is mounted with an enormous, heavy head made of a solid block of forged iron or steel. The head features two wide, flat striking surfaces, clearly prioritizing sheer weight and impact over the spikes or flanges of a warhammer.

Hand to Hand

Weight:	4.00 kg
Price:	850
Piercing	1
Range	2
Concealment	6
Damage Potential	2

PICKAXE

The pickaxe is actually intended as a hand tool and consists of a long, sturdy wooden shaft designed for a two-handed grip. A heavy, forged metal head is mounted crosswise at the top. This has a long, sharp spike on one side and a narrow, horizontal chisel blade on the opposite side. Together with the handle, this forms a T-shape.

Hand to Hand

Weight:	2.00 kg
Price:	180
Piercing	1
Concealment	5
Damage Potential	2

BATTLE SCYTHE

The battle scythe consists of a long, reinforced wooden haft, similar to a polearm. A single, large blade, clearly identifiable as a re-forged agricultural scythe blade, is socketed at the top, re-oriented to project straight forward along the line of the haft. The blade itself is long and possesses a deep, concave curve, with its sharpened edge on the inside.

Hand to Hand

Weight:	3.00 kg
Price:	1300
Piercing	1
Range	2
Concealment	7
Damage Potential	3

BRASS KNUCKLES

A single, solid piece of cast metal, typically brass or steel, is shaped to fit around the fingers. It features four circular holes through which the fingers are inserted. The outer edge, which sits above the knuckles, is a thick, weighted striking surface, while a smooth, curved bar rests against the palm.

Hand to Hand

Weight:	0.40 kg
Price:	300
Concealment	1
Damage Potential	2

CROWBAR

This item is a solid, heavy bar of hexagonal or round steel, clearly a standard, heavy-duty utility tool. One end is bent into a distinct L or S shape, terminating in a flattened, forked (cloven) tip. The opposite end is typically flattened into a simple, wedge-like chisel.

Hand to Hand

Weight:	3.00 kg
Price:	40
Damage Potential	1

METAL STUDDED CLUB

A thick, heavy length of roughly hewn wood serves as the weapon's core. Its striking end is densely packed with iron studs, blunt rivets, or sharpened nail heads driven deep into the grain. The weapon is top-heavy and crudely made, lacking the balance or metal flanges of a military mace.

Hand to Hand

Weight:	1.50 kg
Price:	120
Concealment	5
Damage Potential	2

FLAIL

The flail consists of two lengths of wood - a long staff serving as a handle and a shorter, free-swinging striking piece. The two parts are joined at one end by a loose hinge of leather or a short chain. It is clearly a repurposed harvesting tool, lacking the metal spikes or balanced weights found on a military-grade battle flail.

Hand to Hand

Weight:	2.50 kg
Price:	120
Range	2
Concealment	5
Damage Potential	1

MACE

This weapon features a solid haft of wood or metal, designed for a one-handed grip. The head consists of a heavy, solid metallic weight which is often cast with projecting flanges, knobs, or pyramid-shaped points. Unlike a hammer, this weapon lacks a flat striking surface, concentrating all its mass into these protrusions.

Hand to Hand

Weight:	2.80 kg
Price:	1200
Concealment	5
Damage Potential	3

BATTLE FLAIL

A sturdy wooden haft, sized for a single hand, is linked by several rings of heavy chain to a free-swinging metal head. This head is a solid iron sphere bristling with numerous fixed, sharp spikes. This flexible connection distinguishes it immediately from the rigid, fixed head of a mace or morning star.

Hand to Hand

Weight:	3.00 kg
Price:	580
Piercing	2
Range	2
Concealment	6
Damage Potential	3

BEC DE CORBIN

This long polearm is mounted with a complex steel head. One side features a heavy, blunt hammer face, while the opposite side is forged into a long, sharp spike, often curved downward like a raven's beak. This entire assembly, which is sometimes decoratively shaped like an actual raven's head, sits atop a long wooden haft.

Hand to Hand

Weight:	4.00 kg
Price:	1800
Range	2
Concealment	6
Damage Potential	3

CLUB

The club is a single, solid piece of hewn hardwood, defined by its crude, top-heavy balance. It swells from a rough grip, sized for one hand, into a thick, weighted striking end. It lacks any metal components, spikes, or flanges, appearing far simpler and more primitive than a mace.

Hand to Hand

Weight: 1.20 kg
Price: 15
Concealment 4
Damage Potential 1

BATON

This weapon is a solid, straight cylinder of polished hardwood, dense polymer, or black steel, sized for a one-handed grip. One end is often textured or wrapped for a secure hold, sometimes featuring a leather wrist thong. The entire object is uniform in thickness, lacking the weighted head of a mace or club.

Hand to Hand

Weight: 0.80 kg
Price: 800
Concealment 3
Damage Potential 1

NINE-TAILS

A short, solid handle, often wrapped in dark leather, serves as the grip for this whip. Nine separate thongs or cords of equal length are attached to this handle, each one tipped with a hard, knotted end or a small metal barb. The weapon is unwieldy; if the hit roll is unsuccessful, the nine-tails wounds the wearer with one wound.

Hand to Hand

Weight: 1.50 kg
Price: 850
Range 2
Concealment 5
Damage Potential 3

FORGING HAMMER

A short, thick haft of dense hardwood supports a heavy, asymmetrical block of forged steel. One face of this head is a wide, flat square, heavily marked by impact and soot. The opposite side is tapered into a blunt wedge or a rounded peen, clearly distinct from the sharp spikes of a warhammer or the twin faces of a sledgehammer.

Hand to Hand

Weight: 4.00 kg
Price: 850
Concealment 4
Damage Potential 3

HAIRCOMB

A haircomb that is worn in the hair made out of hardened steel. The visible top is a rose that also is the grip of this deadly 5 bladed weapon.

Hand to Hand

Weight: 0.00 kg
Price: 100
Concealment 1
Preparation 0
Damage Potential 1

BULLWHIP

The whip is a single, continuous piece of dark, plaited leather, often several meters long. It begins with a short, rigid, braided handle that transitions seamlessly into a long, flexible thong. This thong tapers consistently from the thick handle down to a very fine, thin cord at the tip.

Hand to Hand

Weight:	1.00 kg
Price:	20
Range	3
Concealment	1
Capacity	1
Damage Potential	1

POLEARMS

TRIDENT

A three-pronged metal head defines this polearm. It features a long central spear-point, flanked on both sides by two shorter, equally sharp tines, which are sometimes barbed. This entire assembly is mounted on a long, sturdy wooden haft.

Hand to Hand

Weight:	3.00 kg
Price:	850
Piercing	1
Range	2
Concealment	5
Damage Potential	3

STAFF

A long, solid piece of hardwood, often gnarled or polished smooth. It is roughly the height of a person and may be topped with a carved knob, a simple crystal, or left unadorned.

Hand to Hand

Weight:	0.80 kg
Price:	100
Range	2
Concealment	5
Preparation	0
Damage Potential	1

BATTLE LANCE

A long, thick shaft of dense, reinforced wood forms the core of this heavy polearm. It is topped with a sharp, leaf-shaped or conical steel head designed for piercing, lacking the blunted coronel of its tournament counterpart. A circular steel handguard (vamplate) is often fixed to the shaft just above the intended grip area.

Hand to Hand

Weight:	3.50 kg
Price:	1500
Piercing	2
Range	3
Concealment	7
Damage Potential	3

SCYTHE

A long, curved wooden shaft is fitted with two perpendicular hand-grips. Mounted at the base of this shaft is a single, very long, curved blade that juts out at a right angle, with its sharp edge along the concave side. The entire assembly is unwieldy, clearly designed for wide, sweeping motions.

Hand to Hand

Weight:	2.50 kg
Price:	580
Range	2
Concealment	7
Damage Potential	3

GLAIVE

A long, single-edged blade, resembling a large knife or short sword, is mounted vertically on the end of a long wooden haft. This blade is affixed in line with the shaft, creating a polearm that lacks the complex spear-points or side-flukes of a partisan or

corseque. The weapon is balanced for long, sweeping slashes.

Hand to Hand

Weight: 2.80 kg
Price: 2750
Piercing 1
Range 2
Concealment 6
Damage Potential 3

WOODEN STAKES

A wooden stake made from a sharpened branch or tree trunk. Takes a little getting used to, but works wonders against vampires when used properly.

If this weapon is used against vampires with the coup de grâce rule, the number of dice is increased by the attacker's Strength.

Hand to Hand

Weight: 0.50 kg
Price: 10
Damage Potential 1

SPEAR

A long, straight shaft of polished hardwood forms the main body of this polearm. It is tipped with a single, sharp metal head, often forged into a simple leaf-shape or a sharpened spike. The weapon is balanced for reach, lacking the complex flukes of a partisan or the axe-head of a halberd.

Hand to Hand

Weight: 1.20 kg
Price: 600
Piercing 1
Range 2
Concealment 6
Damage Potential 1

CORSEQUE

The head of the corseque consists of a long, primary spear spike. Projecting from the base of this spike are two shorter, sharp tines or flukes, which are angled forward or slightly outward. This entire three-pointed metal assembly is mounted on a long wooden haft.

Hand to Hand

Weight: 2.50 kg
Price: 2450
Range 2
Concealment 5
Damage Potential 3

PARTISAN

A long, sturdy wooden haft is capped with a broad, double-edged spearhead. Flanking the base of this main blade are two smaller, symmetrical, and sharpened projections, often shaped like crescent moons or pointed flukes. The overall head is typically flat and more ornate than a military spear, but lacks the axe-blade of a halberd.

Hand to Hand

Weight: 3.00 kg
Price: 1000
Piercing 1
Range 2
Concealment 6
Damage Potential 3

PITCHFORK

A long, simple wooden haft is topped with a metal head. This head splits into two, three, or sometimes four long, thin metal tines, which are sharpened to a point and curve slightly forward. The entire construction is that of a basic agricultural tool, lacking the reinforcement or balance of a military trident.

Hand to Hand

Weight:	2.00 kg
Price:	5
Piercing	1
Range	2
Concealment	1
Reload actions	0
Damage Potential	2

TOURNAMENT LANCE

This is an exceptionally long, thick polearm shaft, crafted from wood that is often painted with bright, heraldic colors. A conical steel handguard (vamplate) is fixed above the grip, and unlike a war lance, the tip features no sharpened point. Instead, it is capped with a blunted metal head or a coronel, a small, crown-shaped fixture.

Hand to Hand

Weight:	2.50 kg
Price:	1400
Range	3
Concealment	7
Preparation	2
Damage Potential	3

BATTLE STAFF

Perfect balance defines this weapon, which is a long, smooth shaft of dense hardwood, often capped with blued metal at both ends. Known

as the weapon of a monk, its lightweight yet sturdy construction is designed for very quick attacks.

Hand to Hand

Weight:	0.60 kg
Price:	150
Range	2
Concealment	6
Damage Potential	2

BOWS

SHORT BOW

A single stave of cured wood, often ash or elm, forms this compact bow. Its limbs are noticeably short and slender, lacking the impressive height of a Long Bow or the heavy reinforcement of a Battle Bow. The weapon is lightweight and fitted with a simple twisted fiber string.

Single shot

Weight:	1.20 kg
Price:	400
Range	40
Concealment	3
Capacity	1
Damage Potential	2

LONG BOW

This bow is defined by its impressive height, often matching or exceeding that of its wielder. It consists of a single, long stave of cured wood, typically yew or ash, polished smooth. Unlike the multi-layered Composite Bow, its power comes purely from the length of its simple, slightly curved limbs and the tension of its heavy-gauge string.

Single shot

Weight:	2.00 kg
Price:	600
Piercing	1
Range	60
Concealment	5
Capacity	1
Damage Potential	2

HAND CROSSBOW

This weapon is a small, concealable crossbow, often built with a pistol-like grip. It features a short, horizontal bow prod and a simple mechanism that makes it easy to span. The entire lightweight construction is designed to be drawn quickly.

Single shot

Weight:	0.80 kg
Price:	900
Piercing	1
Range	10
Concealment	1
Preparation	0
Capacity	1
Damage Potential	2

HUNTING BOW

This weapon consists of a long, single stave of cured wood, often yew or ash. It has a simple leather grip and a string of twisted fiber, lacking the heavy reinforcement of a Battle Bow.

Single shot

Weight:	1.20 kg
Price:	650
Piercing	1
Range	60
Capacity	1
Damage Potential	2

COMPOSITE BOW

This bow is crafted from multiple materials laminated together—typically horn, sinew, and a wooden core—bound tightly with wrappings. When unstrung, its limbs curve noticeably forward at the tips. The entire construction is often more compact than a Battle Bow but features a much more complex and deliberate shape.

Single shot

Weight:	1.20 kg
Price:	750
Range	50
Concealment	5
Preparation	0
Capacity	1
Damage Potential	3

BATTLE BOW

This heavy bow features a thick, reinforced frame, often made of laminated wood or composite material, making it larger and sturdier than a simple hunting bow. Its limbs are stiff and pronounced in their curve, attached to a thick, heavy-gauge bowstring. The entire weapon is built for power, lacking ornamentation in favor of a purely functional design.

Single shot

Weight:	1.40 kg
Price:	1450
Piercing	1
Range	70
Concealment	6
Capacity	1
Damage Potential	4

LIGHT CROSSBOW

A stock, often of wood or composite material, forms the main body of this weapon. Near the front, a single, relatively short horizontal prod (bow limb) is mounted. This weapon features one bowstring, a simple trigger mechanism, and a groove on the stock's upper surface designed to hold a single bolt.

Single shot

Weight:	2.20 kg
Price:	650
Piercing	1
Range	40
Concealment	3
Capacity	1
Damage Potential	2

REPETIER CROSSBOW

A prominent lever mechanism, often integrated into the stock and connected to a top-mounted box or gravity-fed magazine, defines this crossbow. This complex assembly makes it a weapon that is very easy to span and quick to load. The rest of the construction features a standard prod and trigger, though the stock is heavily modified to accommodate the reloading action.

Single shot

Weight:	3.00 kg
Price:	950
Piercing	1
Range	30
Concealment	3
Preparation	2
Capacity	2
Damage Potential	3

QUADRUPLE CROSSBOW

This heavy weapon possesses a wide, reinforced stock, built to accommodate four horizontal bow

limbs, often arranged in a stacked or side-by-side configuration. The top of the stock features four parallel grooves, each designed to hold a bolt. A complex trigger mechanism is connected to an intricate system of bowstrings that hold all four bolts under tension simultaneously.

Single shot

Weight:	6.00 kg
Price:	4100
Piercing	1
Range	45
Recoil Compensation	1
Concealment	8
Preparation	2
Capacity	4
Reload actions	4
Damage Potential	3

DOUBLE CROSSBOW

A central stock of wood or metal is mounted with two horizontal bow limbs, set either side-by-side or vertically stacked. The weapon features a trigger mechanism connected to two parallel grooves or tracks. These tracks are designed to hold two separate bolts, which are secured under tension by corresponding bowstrings.

Single shot

Weight:	3.80 kg
Price:	2900
Piercing	1
Range	45
Concealment	4
Preparation	2
Capacity	2
Damage Potential	3

PISTOLS

GLOCK (9MM)

This modern handgun is immediately recognizable by its angular, matte-black polymer frame and a blocky, rectangular steel slide. It lacks any external hammer, giving the rear of the slide a smooth, snag-free profile. A distinctive, squared-off trigger guard and a simple trigger-mounted safety mechanism complete its highly functional, unadorned design.

Burst mode
Single shot

Weight:	0.30 kg
Price:	300
Range	80
Recoil Compensation	1
Concealment	1
Capacity	17
Damage Potential	2

COLT DRAGOON

A massive, heavy frame and a long barrel (often octagonal) give this single-action revolver its imposing silhouette. It features a revolving cylinder designed for loose powder and ball, not metallic cartridges. A prominent, hinged loading lever is seated directly beneath the barrel, and a large, exposed hammer rests on the frame.

Single shot

Weight:	0.50 kg
Price:	400
Range	20
Recoil Compensation	1
Concealment	2
Capacity	6
Damage Potential	2
Reload actions	2

COLT 1911

This semi-automatic handgun is characterized by its slim, all-metal frame and a slide with rear serrations. It features a distinct grip angle, covered by textured panels, and a prominent external hammer at the rear. A thin, single-stack box magazine slots into the base of the grip.

Single shot
Burst mode

Weight:	0.70 kg
Price:	800
Range	20
Recoil Compensation	1
Concealment	2
Capacity	7
Damage Potential	2

DESERT EAGLE

An exceptionally large and heavy frame gives this semi-automatic handgun its unmistakable, angular silhouette. It possesses a thick, heavy-gauge barrel (often with a distinctive triangular profile) and a massive slide. The oversized grip accommodates a large, single-stack box magazine.

Single shot

Weight:	1.00 kg
Price:	1200
Piercing	1
Range	20
Concealment	3
Capacity	7
Damage Potential	3

COLT PEACEMAKER

A polished metal frame defines this single-action revolver. Its most recognizable feature is the revolving, fluted cylinder designed to hold individ-

ual cartridges, which are loaded one by one via a loading gate on the frame's right side. A characteristic curved grip (often wood or ivory), an exposed hammer, and a fixed front blade sight complete its iconic profile.

Single shot

Weight:	1.00 kg
Price:	800
Piercing	1
Range	20
Concealment	3
Capacity	6
Damage Potential	2

RUGER

This semi-automatic rifle is immediately recognizable by its traditional, one-piece wooden stock, which forms a simple grip, reminiscent of an older M1 rifle. It features a relatively thin barrel with a prominent, winged front sight. A curved, rectangular box magazine locks in just ahead of the trigger guard.

Single shot

Weight:	0.80 kg
Price:	800
Piercing	1
Range	150
Concealment	2
Capacity	9
Damage Potential	2

HK USP

This modern handgun is built around a boxy, black polymer frame and a heavy, rectangular steel slide. Its design is angular and functional, featuring a prominent, squared-off trigger guard and (often) an external hammer at the rear of the slide. Simple three-dot iron sights sit on top.

Single shot

Weight:	1.00 kg
Price:	500
Piercing	1
Range	20
Recoil Compensation	1
Capacity	8
Damage Potential	2

FLECHETTE PISTOL

A sleek, angular frame of dark composites defines this handgun. Instead of a conventional round barrel, it features a short, rectangular launch channel, often flanked by stabilization fins. The ammunition is a long, thin clip, frequently made of translucent polymer, which slides in horizontally above the grip, revealing the tightly packed, needle-like flechettes within.

Burst mode

Weight:	5.00 kg
Price:	1500
Piercing	1
Range	15
Recoil Compensation	1
Concealment	2
Capacity	9
Damage Potential	4

WALTHER P99

The Walther P99 (9x19mm Parabellum) is a modern, reliable self-loading pistol chambered in 9x19mm.

It has been adopted by numerous German police departments due to its outstanding ergonomics and advanced safety features.

Equipped with a robust polymer frame that can be individually adjusted to fit different hand sizes

thanks to interchangeable grip panels, it offers the user intuitive handling.

A technical hallmark of the firearm is the so-called “anti-stress” trigger, which was specifically designed to ensure controlled and precise firing even under high psychological stress.

The well-thought-out design is rounded out by a 15-round magazine and a clearly visible load indicator that shows at all times whether a round is in the chamber.

Translated with DeepL.com (free version)

Single shot

Weight:	0.70 kg
Price:	549
Recoil Compensation	1
Piercing	1
Range	20
Capacity	15
Damage Potential	2
Concealment	3

ASSAULT RIFLES

AK 47

A deeply curved, banana-shaped metal box magazine defines this military rifle. It is built on a stamped-steel receiver and fitted with a distinctive, often polished, wooden stock, pistol grip, and handguard. A prominent hooded front sight sits near the muzzle of its dark, heavy barrel.

Burst mode
Single shot

Weight:	3.80 kg
Price:	2500
Piercing	1
Range	40
Concealment	5
Capacity	30
Damage Potential	3

G3

The G3 rifle is built around a dark, stamped-steel receiver and fitted with a distinctive, wide polymer handguard, pistol grip, and fixed stock. Its most recognizable features include a prominent rotary drum rear sight (diopter) and a straight, slab-sided metal box magazine.

Burst mode
Single shot

Weight:	4.40 kg
Price:	3800
Range	80
Concealment	6
Capacity	20
Damage Potential	3

M-16

This modern military rifle is built with a dark, matte-finished metal receiver and distinct black polymer furniture (stock, pistol grip, and handguard). Its most recognizable features are the long, slender barrel tipped with a prominent triangular front sight post, and the fixed carrying handle on top of the receiver, which also integrates the rear sight.

Burst mode
Single shot

Weight:	2.90 kg
Price:	3600
Piercing	1
Range	100
Concealment	6
Capacity	30
Damage Potential	3

STEYR AUG

This modern rifle is defined by its compact, 'bullpup' layout, placing the magazine well directly into the stock, behind the pistol grip. Its frame is a smooth polymer shell, often olive-drab or black, dominated by a distinctive carrying handle that flows directly into an integrated, low-profile optical sight. The design is sleek and self-contained, lacking the separate, bolted-on parts of many other military firearms.

Burst mode
Single shot

Weight:	3.60 kg
Price:	2800
Range	300
Concealment	5
Capacity	30
Damage Potential	4

SAKO M95

A distinctive, tubular metal stock that folds to the side defines this modern military rifle. Its dark, stamped-steel receiver and prominent gas tube above the barrel show its lineage from the AK family. It is fitted with black or green polymer furniture (handguard and pistol grip) and feeds from a curved polymer box magazine.

Single shot
Burst mode

Weight:	3.50 kg
Price:	2500
Piercing	1
Range	400
Concealment	5
Capacity	30
Damage Potential	3

SLINGS

SLING

A long, double-stranded cord made of braided fiber or sinew features a wider, cup-shaped leather pouch woven into its center. The two cords extending from this pouch are of equal length, with one end often tied into a simple finger-loop.

Single shot

Weight:	0.10 kg
Price:	20
Range	15
Preparation	0
Capacity	1
Damage Potential	1

SLINGSHOT

A Y-shaped frame, often carved from a single piece of hardwood or formed from bent metal, serves as the handle. Two strong elastic bands are secured to the upper prongs of this frame. The opposite ends of these bands are joined by a small, flexible pouch, typically made of leather.

Single shot

Weight:	0.50 kg
Price:	30
Range	15
Concealment	1
Preparation	0
Capacity	1
Damage Potential	2

BLOWPIPE

This weapon is a simple, long tube of hollowed reed or polished wood. One end is visibly carved and smoothed to serve as a mouthpiece. The entire object is lightweight and perfectly straight, featuring no mechanisms or strings, only the empty channel running its length.

Single shot

Weight:	0.80 kg
Price:	120
Piercing	1
Concealment	5
Preparation	0
Capacity	1
Range	15

RIFLES

LONG RIFLE

A remarkably long and slender octagonal barrel, often made of dark, blued steel, gives this firearm its name. This barrel is seated in a full-length, polished hardwood stock (often maple). Its most distinct features are the prominent flintlock mechanism on the side and the curved, crescent-shaped metal buttplate.

Single shot

Weight:	2.00 kg
Price:	1500
Piercing	2
Range	40
Concealment	5
Capacity	1
Damage Potential	2

BARRETT

An enormous, arrow-shaped muzzle brake sits at the end of an exceptionally long, heavy-gauge barrel. This massive firearm is built around a heavy, angular steel receiver and a simple pistol grip, making standard military rifles look small in comparison. A folding bipod is mounted near the front, and a large, rectangular box magazine locks in just ahead of the trigger assembly.

Single shot

Weight:	3.00 kg
Price:	2500
Piercing	1
Range	1400
Concealment	5
Capacity	11
Damage Potential	3

M1

A dark, heavy steel receiver is set into a one-piece, full-length hardwood stock, giving this military rifle its characteristic profile. It features a prominent aperture (peep) sight on the rear of the receiver and a winged front sight. The most notable aspect of its design is the lack of a detachable box magazine; instead, it utilizes a fixed internal magazine loaded from the top with a blocky, metal clip.

Burst mode
Single shot

Weight: 3.00 kg
Price: 3000
Piercing 1
Range 270
Concealment 5
Capacity 8
Damage Potential 4

KAR98

The Kar is built on a dark, one-piece wooden stock, making it a noticeably shorter and handier carbine than the full-length Gewehr 98. Its defining features are the metal bolt-action mechanism with a distinct turned-down bolt handle, and the V-notch tangent sight mounted on the barrel.

Single shot

Weight: 4.00 kg
Price: 3500
Piercing 2
Range 1200
Concealment 7
Capacity 5
Damage Potential 2

WINCHESTER '76

A long, heavy barrel, often octagonal, is mated to a polished hardwood stock and a solid, dark metal receiver. Its most recognizable feature is the large lever-loop behind the trigger guard, which cycles the action. An exposed hammer rests on the receiver, and a distinct brass or steel loading gate is set into the receiver's side.

Single shot

Weight: 4.00 kg
Price: 4500
Piercing 1
Range 40
Concealment 5
Capacity 7
Damage Potential 3

SUBMACHINE GUNS

MP5

The MP5 is built on a dark, stamped-metal receiver, appearing much like a scaled-down version of a G3 rifle. It features a distinctive hooded front sight and a rotary drum rear sight (diopter). A curved box magazine slots in just ahead of the polymer pistol grip and trigger group, and it is often fitted with a simple, retractable metal stock.

Burst mode
 Single shot

Weight: 3.10 kg
Price: 1200
Range 40
Concealment 4
Capacity 30
Damage Potential 2

MP40

This automatic firearm is constructed primarily from dark, stamped sheet metal, giving it a very functional, industrial appearance. It features a simple pistol grip, often of dark polymer, and lacks a traditional wooden stock. Its most recognizable features are the straight, vertical box magazine well and the metal stock that folds down and under the receiver.

Burst mode
 Single shot

Weight: 3.97 kg
Price: 1600
Range: 40
Concealment: 4
Capacity: 32
Damage Potential: 3

TOMMY GUN

A heavy, dark steel receiver is mated to a polished wooden stock, a rear pistol grip, and a distinctive vertical foregrip. Its most recognizable feature is the large, circular drum magazine locked in beneath the action, though it also accepts straight box magazines. The relatively short barrel is often encased in prominent cooling fins.

Burst mode

Weight: 4.90 kg
Price: 2000
Piercing: 1
Range: 40
Concealment: 5
Capacity: 50
Damage Potential: 3

UZI

This compact firearm is built from angular, stamped black metal, giving it a distinctly boxy appearance. Its most recognizable feature is the long, rectangular magazine that slots directly into the central pistol grip. A simple, folding metal stock is attached to the rear of the receiver, and the barrel is exceptionally short.

Single shot
 Burst mode

Weight: 3.60 kg
Price: 1300
Range: 40
Concealment: 3
Capacity: 32
Damage Potential: 2

SHOTGUNS

DOUBLE-BARREL SHOTGUN

Two thick, parallel steel barrels, mounted side-by-side (or over-and-under), form the core of this firearm. This barrel assembly is mated to a solid wooden stock and forend. A prominent lever on top of the receiver, or a side-latch, acts as a release, allowing the barrels to pivot downward at the breech.

Single shot

Weight: 2.00 kg
Price: 1200
Piercing: 1
Range: 15
Concealment: 6
Capacity: 2
Damage Potential: 3

PUMP ACTION

A long tubular magazine runs parallel beneath a single, heavy steel barrel. This firearm is immediately recognizable by its sliding wooden or polymer forend (the pump). This grip must be manually racked back and forth to eject a spent shell and chamber a new one from the tube.

Single shot

Weight:	2.00 kg
Price:	800
Piercing	1
Range	15
Concealment	4
Capacity	6
Damage Potential	2

SAWED-OFF

Two wide, parallel steel barrels are mated to a simple wooden stock and grip. The weapon is characterized by its exceptionally short length. Both the metal barrels and the wooden stock have been crudely cut down, leaving rough, unfinished ends.

Single shot

Weight:	1.30 kg
Price:	800
Range	15
Concealment	3
Preparation	0
Capacity	2
Damage Potential	3

THROWING WEAPONS

THROWING AXE

A distinct head-heavy balance, clearly intended for rotation, defines this small axe. It possesses a short, smooth wooden haft designed for a one-handed grip. The metal head is single-bladed and often features a sharpened poll or spike on the reverse side, distinguishing it from a simple hatchet.

Throwing

Weight:	1.00 kg
Price:	25
Range	10
Concealment	3
Capacity	1
Damage Potential	3

SHURIKEN

The shuriken is a small, thin disc or star-shaped piece of flat, dark metal. It features multiple sharpened points or edges radiating from a central point or hole.

Throwing

Weight:	0.20 kg
Price:	50
Range	10
Preparation	0
Capacity	1
Damage Potential	2

MACHINE GUNS

M2 BROWNING

This enormous automatic weapon is built on a massive, rectangular steel receiver. It features an exceptionally long, heavy-gauge barrel, often encased in a thick, perforated shroud. It is designed to be fed by a disintegrating metal ammunition belt and is characterized by its pair of spade grips and a butterfly trigger at the rear.

Single shot
Burst mode

Weight:	34.20 kg
Price:	7000
Piercing	1
Range	100
Concealment	10
Preparation	2
Capacity	200
Damage Potential	4

M60



Ein klobiges Gehäuse aus Stahlblech bildet den Kern dieser modernen automatischen Waffe. Sie verfügt über einen schweren Lauf (oft mit angebrachtem Griff), einen markanten, abfallenden Schulterstock und einen Pistolengriff. Ein klappbares Zweibein ist nahe der Front angebracht, und die Waffe ist darauf ausgelegt, von der linken Seite mit einem Munitionsgurt gespeist zu werden.

Burst mode
Single shot

Weight:	10.50 kg
Price:	8900
Piercing	1
Range	80
Concealment	9
Preparation	3
Capacity	250
Damage Potential	3

MG34



A long, slender barrel encased in a distinctive, circular shroud perforated with many round holes defines this automatic weapon. It is built with a dark, machined steel receiver, a polished wooden stock, and a simple pistol grip. A folding bipod is often clamped to the barrel shroud, which is designed to be quickly removed.

Burst mode
Single shot

Weight:	12.10 kg
Price:	5500
Piercing	2
Range	80
Concealment	9
Preparation	3
Capacity	200
Damage Potential	4

MG42



This modern automatic weapon is built on a long, stamped-steel receiver and features a distinctive, perforated barrel shroud for heat management. A folding bipod is attached near the muzzle, and it is fitted with a simple pistol grip and a fin-shaped wooden or polymer stock. A prominent feed tray cover on the side of the receiver indicates its belt-fed mechanism.

Burst mode

Weight:	10.60 kg
Price:	6000
Piercing	2
Range	80
Preparation	2
Capacity	200
Damage Potential	4
Concealment	9

PKM



This modern automatic weapon is built on a long, stamped-steel receiver and fitted with a heavy, finned barrel designed for sustained fire. It features a distinctive skeletonized wooden or polymer stock, a pistol grip, and a folding bipod attached near the muzzle. Ammunition is fed via a disintegrating metal belt, often held in a box clipped directly beneath the receiver.

Burst mode

Weight:	7.50 kg
Price:	8000
Piercing	1
Range	80
Concealment	9
Capacity	200
Damage Potential	3

HEAVY WEAPONS

FLAMETHROWER

This weapon consists of one or two large metal tanks, worn on the back via a harness, connected by a thick, reinforced hose to a long, metal projector wand. The wand features a trigger assembly and a nozzle, from which it emits a stream of ignited fuel. The flamethrower acts in a cone of 45 degrees. Hits are distributed by the shooter among all enemies in the cone, and causes all those hit to have the status Burning 1.

Burst mode

Weight:	6.00 kg
Price:	10000
Range	10
Concealment	7
Reload actions	20
Damage Potential	8
Preparation	3
Capacity	30
Burning	1
Cone	45

HK GMW

This heavy, boxy automatic weapon is a 40x53mm caliber machine grenade launcher built on a solid metal receiver. It features a prominent side-mounted 32-ammunition belt feed mechanism, distinguishing it from single-shot grenade launchers. The entire assembly is designed for sustained fire and is often mounted on a tripod or vehicle.

Single shot

Weight:	29.00 kg
Price:	2000
Piercing	1
Range	40
Concealment	5
Preparation	2
Capacity	32
Reload actions	3
Damage Potential	4

M79 (GRENADE LAUNCHER)

Der Granatwerfer M79, wegen seines besonderen Mündungsgeräusches auch Thumper, Thump-Gun, Bloop Tube oder Blooper genannt, wurde 1961 bei der US Army eingeführt. Es ist ein schultergestütztes System zum Abfeuern von 40 mm Granaten und soll die Lücke zwischen 50 m (maximale Wurfweite von Handgranaten) und 300 m (minimale Mörserentfernung) abdecken.

Single shot

Weight:	3.00 kg
Price:	1200
Piercing	1
Range	150
Concealment	4
Capacity	1
Damage Potential	4

C



Weapon Modifications

BARREL

MEDIUM SUPPRESSOR

The medium silencer significantly reduces the sound of the shot, but also reduces the piercing of the weapon.

Price: 200
Concealment -2
Piercing -1

LOW-PROFILE SUPPRESSOR

The low-profile silencer significantly reduces the sound of the shot, but also reduces the damage of the weapon.

Price: 400
Damage Potential -1
Concealment -2

SIGHTS

HOLO SIGHT

The holo-sight increases the weapon's accuracy and damage potential at medium range.

Price: 1800
Concealment +1
Damage Potential +1
Accuracy +1

RED DOT

The red dot sight provides easier targeting for short distances (<200m).

Price: 1200
Concealment -1
Damage Potential +1

2X SCOPE

The 2x scope allows for accurate aiming at medium ranges and lowers the threshold for critical hits by 1.

Price: 1000
Critical Hits -1

CROSSBOW IRON SIGHT

Attach an iron sight to your crossbow to increase accuracy and damage potential on a hit.

Price: 600
Accuracy +1
Damage Potential +1

GADGET

ASSAULT LIGHT

The stormlight is a light source that illuminates the area in front of the weapon carrier. The light moves with the weapon. Accuracy is increased, but the carrier is easy to see.

Price: 200
Concealment +2
Accuracy +1

TRIPOD

The tripod greatly reduces recoil when used with an assault rifle or machine gun. However, reloading the weapon is more cumbersome.

Price: 500
Recoil Compensation +2
Concealment +1
Reload actions +1

QUICK DRAW QUIVER

This quiver is designed to allow an arrow to be placed on the string of a bow much more quickly.

Price: 200
Reload actions -1

QUICKDRAW SLING

This feature on the weapon allows it to be drawn and fired quickly.

Price: 200
Preparation -1

QUICK LOADER FOR REVOLVERS

A device for holding six bullets. This allows a revolver to be loaded very quickly. However, it takes just as long to load a revolver as it does to load it manually.

Price: 25
Reload actions -1

BLESSED

The weapon has been blessed by a priest. It carries the blessing of a higher being, has special abilities and is more effective against the forces of evil.

Results of 1 when rolling for hits can be re-rolled once. Hits against demons and ghosts are doubled.

Price: 500
Damage Potential +1

GRIPS **LEATHER WRAPPED HANDLE**

A leather-covered handle improves the handling of the weapon and increases its damage potential.

Price: 80
Damage Potential +1

HARDENED WOOD HANDLE

A hardwood grip improves handling and increases damage potential and accuracy.

Price: 200
Accuracy +1
Damage Potential +1

AMMUNITION **TRACER AMMUNITION**

Tracer ammo makes it easier to target an enemy, increasing your damage potential and accuracy. It also makes the shooter easier to spot.

Price: 50
Concealment +2
Damage Potential +1
Accuracy +1

RUBBER BULLET AMMUNITION

Rubber bullets reduce the damage and piercing power of the weapon, but shock the enemy.

Price:	200
Piercing	-1
Shocked	+2
Damage Potential	-4

SLUGS

This ammo allows a single bullet to be fired from a shotgun, causing more damage and increasing the range of the shotgun.

Price:	100
Damage Potential	+1
Range	+5

EXTENDED MAGAZINE (PISTOLS)

The extended magazine holds an additional 7 rounds and can be used for pistols.

Price:	80
Capacity	+7

EXTENDED MAGAZINE (ASSAULT RIFLES)

The extended magazine holds an additional 20 rounds and can be used for machine guns.

Price:	150
Capacity	+20

PEBBLES

Simple pebbles to use with a sling or slingshot.

Price:	2
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IRON BALLS

Iron balls do more damage when used in a sling-shot instead of stones.

Price:	10
Damage Potential	+2

SILVER BULLETS

Ammunition made of silver or coated with silver.

When attacking werewolves and vampires, any attack dice that roll a 1 can be rolled again.

Price:	50
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POISON ARROWS

Poison arrows have a special tip to which the poison adheres. These arrows will cause poisoning according to the strength of the poison used.

Price:	20
Poison Notch	+1

EXPLOSIVE ARROWS

A special device at the tip of the arrow causes it to explode on impact.

Price:	700
Splash Damage	+2

BLADE

ROUGHENED BLADE

If a weapon's blade is roughened, the weapon's piercing power will be reduced, but a blow will cause severe bleeding wounds.

Price: 100
 Piercing -1
 Bleeding +2

HARDENED BLADE

The hardened blade increases the weapon's piercing power and damage potential.

Price: 200
 Damage Potential +1
 Piercing +1

ENGRAVED BLADE

The blade of the weapon has a special engraving.

Price: 100
 Damage Potential +1

POISON NOTCH

A notch for applying poison. Bladed weapons can be modified with this. Poisons with the strength of the poison used.

Price: 250
 Poison Notch +1

SILVERED BLADE

The blade is silver-plated and makes attacks against werewolves and vampires more effective.

When used against vampires or werewolves, the weapon doubles the number of hits after the hit roll.

Price: 550

CURVED BLADE

If the weapon has a curved blade, its range will increase and the wound will bleed as the weapon is more likely to hit unprotected parts of the body. An existing weapon cannot be converted to a curved blade by a blacksmith; this must be ordered directly for new weapons.

Price: 300
 Range +1
 Bleeding +1

SERRATED EDGE

A serrated edge will cause severe bleeding wounds.

Price: 400
 Bleeding +1

D

Rüstung



LIGHT ARMOUR



SECURITY VEST



This vest is a simple, outer-shell carrier made of durable black or dark blue nylon. It is often marked with SECURITY in large, white lettering on the front and back. The garment is secured with adjustable velcro straps at the sides and shoulders, and features several fixed pouches for a radio or flashlight, lacking the modular webbing of a tactical vest.

Weight: 2.00 kg
Price: 2000
Encumbrance: 1
Protection: N N N¹

HOSPITAL GOWN



This garment is a lightweight, loose-fitting smock made of thin, pale cotton, often pale blue or bearing a simple, faded pattern. It features short, wide sleeves and is characterized by its open-back design.

Weight: 1.00 kg
Price: 30
Encumbrance: 1
Protection: B

TACTICAL VEST



This is a lightweight, load-bearing garment made of heavy-duty nylon, often built over a mesh frame. It is designed without any inherent ballistic panels. Its entire surface, front and back, is covered in a dense grid of modular webbing and/or numerous permanently stitched pouches, intended for organizing and carrying equipment.

Weight: 2.00 kg
Price: 1200
Encumbrance: 2
Protection: N N C C

GAS MASK



Verhindert alle Effekte von Gas oder biologischen Kampfstoffen in der Luft.

Weight: 500.00 kg
Price: 200
Encumbrance: 1
Protection: P P

SUBJECTED VEST



This vest is constructed from rigid, black polymer plates integrated into a heavy-duty nylon carrier. It features multiple reinforced metal D-rings on the chest and shoulders, and the entire garment secures using heavy-duty, non-standard locking mechanisms instead of quick-release buckles. The interior is unpadded, lined only with a coarse, synthetic mesh.

Weight: 1.50 kg
Price: 900
Encumbrance: 1
Protection: N N B

FLAK JACKET



This sleeveless vest is a bulky garment made of heavy-duty synthetic fabric, often in olive-drab or camouflage patterns. Its interior is filled with thick, semi-rigid panels of woven ballistic fibers. The entire vest is secured at the front or sides with heavy zippers or thick velcro straps, lacking the pockets for rigid ceramic plates seen on modern ballistic vests.

Weight: 8.00 kg
Price: 1500
Encumbrance: 1
Protection: N N N B B

FIRE-RESISTANT FLIGHT SUIT

This suit is made from flame resistant fabric to protect pilots and crew from burns. The suit's design includes multiple pockets for utility and an adjustable waist for comfort.

Weight: 1.00 kg
Price: 400
Protection: F F F

BALLISTIC VEST

The ballistic vest consists of a heavy-duty nylon or synthetic carrier (often in black, tan, or camouflage patterns) designed to be worn over the torso. It is secured by thick velcro straps at the shoulders and sides. The interior is lined with panels of tightly woven aramid fibers, and the exterior often features prominent pouches or pockets designed to hold rigid, rectangular ceramic armor plates.

Weight: 2.00 kg
Price: 1200
Encumbrance: 2
Protection: N N N C C

LIGHTWEIGHT BALLISTIC VEST

This vest is a thin, concealable carrier made of soft nylon or cotton, designed to be worn discreetly beneath clothing. It is secured with flat elastic and velcro straps. The interior is fitted with large, flexible panels of tightly woven aramid fibers, but it lacks the external pouches or reinforced pockets for rigid ceramic plates.

Weight: 1.00 kg
Price: 800
Encumbrance: 2
Protection: N N N C

SOFT ARMOR CONCEALABLE VEST

Made from soft, flexible ballistic fibres such as Kevlar, this vest is designed to protect against handguns while being thin enough to wear under clothing. It's often used by undercover police officers.

Weight: 1.00 kg
Price: 650
Encumbrance: 1
Protection: N N N

HAZMAT SUIT

A chemical protective suit is personal protective equipment that completely isolates the wearer from his environment so that he can work in radiologically, chemically or bacteriologically contaminated environments.

Weight: 10.00 kg
Price: 1000
Encumbrance: 2
Protection: P P

GLITZERBALLERINAS

Ballerinas. They sparkle.

Weight: 1.00 kg
Price: 50
Protection: B

STAB-PROOF VEST

This vest is reinforced with layers of tightly woven Kevlar, specifically designed to prevent penetration by knives and other sharp objects. It's often used in prisons and by security personnel.

Weight: 1.50 kg
Price: 350
Encumbrance: 1
Protection: C B B

MOTORCYCLE HELMET

This piece of headwear consists of a large, rigid, aerodynamic outer shell made of polished composites or polymer, designed to fully encase the head. It features a thick, clear or tinted transparent visor that pivots up and down to cover the face.

Weight: 2.00 kg
Price: 400
Encumbrance: 1
Protection: N N

MEDIUM ARMOUR

KEVLAR VEST

This vest consists of a simple, often concealable, carrier made of nylon or cotton. Its interior is filled with thick, dense panels made of tightly woven, yellow-gold aramid (Kevlar) fibers. The entire garment is flexible but stiff, lacking the rigid, plate-like feel of hard armor, and is typically secured with flat velcro straps.

Weight: 7.00 kg
Price: 2200
Encumbrance: 2
Protection: N N N N C C ²

HARD ARMOR

This armor is a heavy, full-body encasement, consisting of large, rigid composite or ceramic plates designed to cover the torso, back, and limbs. These plates are affixed to a thick, padded aramid-fiber (Kevlar) undersuit, and the entire assembly is secured by heavy-duty locking buckles and reinforced straps. A full, enclosed helmet with a thick, transparent ballistic visor completes the suit, offering significantly more protection than a standard vest.

Weight: 10.00 kg
Price: 1600
Encumbrance: 2
Protection: N N N N N C

CERAMIC PLATE CARRIER VEST

This vest has pockets for inserting ceramic plates that stop high velocity rifle bullets. The outer shell is made of tear-resistant fabric with webbing for attaching pouches and accessories.

Weight: 4.00 kg
Price: 800
Encumbrance: 2
Protection: N N C C C

SHOCK-ABSORBING TACTICAL VEST LINER

Made from breathable foam and mesh, this liner is inserted into the vest for added comfort and ventilation. It absorbs shock and prevents bruising from impact with armor plates.

Weight: 2.00 kg
Price: 300
Encumbrance: 2
Protection: S S

HARD PLATE ARMOR INSERTS

Made from hardened polyethylene or ceramic, these side plates fit into plate carriers to protect the ribs and lower torso. They provide a high level of ballistic protection without adding excessive weight.

Weight: 2.00 kg
Price: 600
Encumbrance: 1
Protection: N N

HEAVY ARMOUR

HEAVY BALLISTIC VEST

The heavy ballistic vest is a bulky, full-torso carrier made of heavy-duty nylon, designed to hold thick, multi-curve ceramic plates in the front, back, and sides. It is distinguished by its additional, often detachable, armored components, such as a reinforced gorget (neck guard), large shoulder pauldrons, and a hanging groin protector, providing extensive coverage at the cost of mobility.

Weight: 4.00 kg
Price: 1800
Encumbrance: 4
Protection: N N N N N N N C C³

COMBINED TACTICAL VEST

This modern vest features a heavy-duty nylon carrier with integrated pouches for rigid armor plates. Its defining feature is the extensive, built-in webbing covering the front, back, and sides, designed to combine ballistic protection with a fully modular load-bearing system for pouches and gear.

Weight: 8.00 kg
Price: 2800
Encumbrance: 4
Protection: N N N C C C B B

CLOTHING

NORMAL CLOTHING

This set of apparel consists of simple, practical garments made from common fabrics like linen, wool, or cotton. It typically includes a basic shirt or tunic, a pair of trousers or a skirt, and perhaps a simple leather belt. The clothing is functional and unadorned, lacking any form of padding, armor, or specialized design.

Weight: 1.50 kg
Price: 200
Protection: N⁴

TWO-PIECE SUIT

This set consists of a tailored jacket and matching trousers, both crafted from an exceptionally fine, dark wool or silk, giving the fabric a subtle, lustrous sheen. The cut is precise and sharp, featuring hand-stitched lapels and functional cuff buttons. The jacket is fully lined with a smooth, high-quality silk.

Weight: 0.80 kg
Price: 1200
Protection: N

ROBE

A floor-length, single-piece garment of heavy, single-colored fabric (often black, white, or deep red). Its most distinct features are the exceptionally wide, bell-shaped sleeves and a deep, oversized hood designed to shadow the face.

Weight: 4.00 kg
Price: 120
Protection: B

TRENCHCOAT

This is a long overcoat, typically knee-length or longer, cut from heavy-duty, water-resistant fabric like gabardine, often in a tan, black, or olive-drab color. It features a double-breasted front, wide lapels, and a prominent belt of the same material, which is cinched with a buckle. Distinctive details include storm flaps, epaulets on the shoulders, and buckled straps at the cuffs.

Weight: 2.00 kg
Price: 299
Protection: N

GOWN

This garment is a simple, loose-fitting outer robe made of coarse, heavy fabric like linen or wool. It is long-sleeved and typically reaches the ankles, designed to be worn over other clothing. It is secured at the front with simple fabric ties or a basic belt, lacking any complex fasteners or ornamentation.

Weight: 2.00 kg
Price: 20
Protection: B

FANCY DRESS

A really chic dress, in any color.

Weight: 1.50 kg
Price: 250
Protection: B

ARMS AND LEGS

SILK GLOVES

These gloves are made from fine, tightly-woven silk thread, resulting in a smooth, lustrous surface.

They are exceptionally thin and lightweight, tailored to fit the hands and fingers snugly. The stitching is delicate and precise, almost invisible on the smooth fabric.

Weight: 0.20 kg
Price: 40
Encumbrance: 1
Protection: N⁵

BLAST-RESISTANT COMBAT GLOVES

Made from Kevlar and reinforced with rubber padding at the knuckles, these gloves offer both cut and blast resistance. They're designed to allow dexterity while protecting against fire and shrapnel.

Weight: 1.00 kg
Price: 35
Protection: N

REINFORCED KEVLAR TACTICAL PANTS

These trousers have Kevlar panels sewn into the knees and thighs to protect against abrasions and cuts. They're durable and ideal for rugged environments where lower body protection is essential.

Weight: 0.70 kg
Price: 100
Protection: B

BALLISTIC KNEE PADS

These knee pads have a ballistic nylon exterior and memory foam interior for comfort. They're designed for high shock absorption and flexibility, allowing for easy movement in rugged terrain.

Weight: 1.00 kg
Price: 150
Encumbrance: 1
Protection: C

BALLISTIC ELBOW PADS

Made from ballistic nylon and dense foam, these elbow pads absorb impact and protect against cuts. They're designed to withstand high wear and tear and offer flexibility for tactical operations.

Weight: 0.50 kg
Price: 200
Protection: N N

WOOL GLOVES

Wool gloves protect your hands from cuts and cold.

Weight: 0.50 kg
Price: 20
Encumbrance: 1
Protection: B N

STEEL-TOE COMBAT BOOTS

These boots have steel reinforcement in the toe area to protect against crushing injuries. The soles are slip resistant and the uppers are made from waterproof leather for durability in a variety of environments.

Weight: 2.00 kg
Price: 120
Protection: N N

BALLISTIC GROIN PROTECTOR

This Kevlar-based protector is designed to protect the groin area from shrapnel and small arms fire. It attaches to vests to provide additional lower

body protection, especially in high threat environments.

Weight: 0.50 kg
Price: 200
Encumbrance: 1
Protection: C

HEAD AND THROAT

TACTICAL HELMET

This helmet is made from multiple layers of Kevlar to provide ballistic protection against small calibre bullets and shrapnel. It includes a four-point harness for a secure fit and is compatible with night vision equipment.

Weight: 1.00 kg
Price: 1000
Encumbrance: 1
Protection: N N⁶

POLYCARBONATE VISOR

This visor attaches to helmets to protect the face from thrown objects and non-lethal projectiles. Its polycarbonate construction is lightweight, impact resistant and easy to clean after exposure to contaminants.

Weight: 0.80 kg
Price: 250
Encumbrance: 1
Protection: C

BALLISTIC NECK COLLAR

Made from layered Kevlar, this collar wraps around the neck to provide ballistic protection from shrapnel and small arms fire. It attaches to tactical vests for secure neck coverage.

Weight: 1.00 kg
Price: 120
Encumbrance: 2
Protection: C

CARBON FIBER FACE SHIELD

This face shield is made from lightweight carbon fibre with an anti-fog coating. It provides impact protection for the face and is often used in tactical and riot situations where visibility is critical.

Weight: 0.80 kg
Price: 120
Protection: C

CARBON FIBER COMBAT HELMET

The helmet is made from carbon fibre and offers a lightweight alternative to traditional Kevlar helmets. It provides ballistic resistance and includes mounts for accessories such as cameras or flashlights.

Weight: 1.00 kg
Price: 650
Encumbrance: 1
Protection: N N C

BALLISTIC EYEWEAR

These goggles are made from polycarbonate lenses to protect your eyes from shrapnel and debris. Frames are typically padded for comfort and feature anti-fog and scratch-resistant coatings.

Weight: 0.30 kg
Price: 450
Protection: C C

FIRE RESISTANT BALACLAVA

Made from flame-resistant fabric, this balaclava covers the head and neck to protect against burns. It's often worn under helmets by firefighters and SWAT teams for thermal protection.

Weight: 0.50 kg
Price: 200
Encumbrance: 1
Protection: B F

SHIELD

PERSONAL PROTECTION SHIELD STANDARD

The Standard Personal Protection Shield was developed in conjunction with emergency responders with the goal of achieving an ideal blend between handling, weight, size and modularity. The shield provides protection against the most common threats.

Weight: 11.00 kg
Price: 800
Encumbrance: 3
Protection: 7

PERSONAL PROTECTION SHIELD XUR-ASIA

Einsatzschild gegen leichte Gefahren durch Faustfeuerwaffen. Auch geeignet für den Einsatz bei Ausschreitungen oder bei der Strafverfolgung. Das ballistische Visierfenster ist austauschbar.

Weight: 10.00 kg
Price: 1200
Encumbrance: 1
Protection:

POLYCARBONATE RIOT SHIELD

Constructed from a transparent polycarbonate material, the shield provides impact resistance against thrown objects, blunt force and non-lethal projectiles. Its lightweight design allows for easy manoeuvrability in crowd control situations.

Weight: 2.00 kg
Price: 300
Encumbrance: 3
Protection:

ALUMINUM ARMORED SHIELD WITH TRANSPARENT WINDOW

This heavy-duty shield is constructed from reinforced aluminium with a polycarbonate visor that is both impact and ballistic resistant. The window allows clear vision while providing a high level of defence in combat situations.

Weight: 2.00 kg
Price: 800
Encumbrance: 3
Protection:

E



Items

FIRST AID



BANDAGES



Enables the use of first aid.

Weight: 0.30
Price: 5
Rarity: Common
Concealment: 0

FIRST AID KIT



Enables the use of First Aid, and heals an additional 1D3 wounds.

Contains 5 applications.

Weight: 5.00
Price: 100
Rarity: Common
Concealment: 2
Charges: 5

ADRENALIN SHOT



When used, the adrenaline shot generates 1D6+2 boost.

Weight: 0.20
Price: 200
Rarity: Common
Concealment: 0

POTIONS AND POISONS



SIMPLE WOUND TINCTURE



When successfully applied with *first aid* and a bandage, the bandage heals 1D3 wounds additionally.

Weight: 0.80
Price: 30
Rarity: Common
Concealment: 0

MORPHIN



Bottle of Morphinefluid.

Weight: 0.01
Price: 20
Rarity: Rare
Concealment: 1

THROWABLES



FLASHBANG



Can be thrown up to 30 meters. Removes all remaining actions from participants in the fight within a radius of D6 meters. Hit participants receive only half of their actions (rounded down) at the beginning of their next combat round.

Weight: 0.40
Price: 100
Rarity: Common
Concealment: 1

HE-GRENADE



Can be thrown up to 30 meters. Causes 3 hits within a radius of D6 meters on each participant in the fight, each with two wounds and puncture 1.

Weight: 0.50
Price: 120
Rarity: Common
Concealment: 1

TEAR GAS GRENADE

Can be thrown up to 30 meters. When the tear gas grenade is thrown, a gas cloud D6 meters in diameter develops at the end of the combat round. Within the gas cloud, each character's actions are reduced to 1 per round, perception and willpower are reduced by 3.

The gas cloud remains for 1D6+2 turns.

Weight: 0.20
Price: 200
Rarity: Uncommon
Concealment: 1

TOXIC GAS GRENADE

Can be thrown up to 30 meters. When the poison gas grenade is thrown, a gas cloud of D6 meters in diameter develops at the end of the combat round. Within the gas cloud, the number of actions is reduced by 1 and the character receives the status value Poisoned 2.

The gas cloud remains for 1D6+2 turns.

Weight: 0.20
Price: 350
Rarity: Uncommon
Concealment: 1

SMOKE GRENADE

Can be thrown up to 30 meters. When the smoke grenade is thrown, a smoke cloud of 2D6 meters radius develops at the end of the combat round. The smoke cloud obstructs all vision and perception.

The smoke cloud remains for 1D6+2 turns.

Weight: 0.20
Price: 50
Rarity: Common
Concealment: 1

MOLOTOV COCKTAIL

Can be thrown up to 30 meters. Causes a hit within a radius of D6 meters on each participant in the fight with a wound and penetration 0. Causes Burning 2 on each person hit. Ignites flammable.

The fire remains for 1D6+2 turns.

Weight: 1.00
Price: 20
Rarity: Common
Concealment: 1

THROWING NET

The throw net can be thrown in combat to catch the opponent in the net.

If the throw roll is successful, the opponent is considered to be caught. He needs a deftness roll to free himself from the net (1 action). As long as the opponent is caught in the net he cannot move, all actions are difficult rolls.

Weight: 1.00
Price: 30
Rarity: Common
Concealment: 0

CONTAINERS**CERAMIC FLASK**

Weight: 0.20
Price: 10
Rarity: Common
Concealment: 0

VIAL

A glass vial

Weight: 0.10
Price: 20
Rarity: Common
Concealment: 0

LEATHERBAG

Weight: 0.80
 Price: 15
 Rarity: Common
 Concealment: 2

CLOTH BAG

The cloth bag can be used to store or transport items in it.

Weight: 0.50
 Price: 5
 Rarity: Common
 Concealment: 0

LEATHER SACHEL

A comfortable to wear leather satchel that can store items.

Weight: 2.00
 Price: 20
 Rarity: Common
 Concealment: 1

PURSE

A purse just big enough to carry your fortune.

Weight: 0.20
 Price: 10
 Rarity: Common
 Concealment: 0

PARCHMENT COVER

Your documents are safe in this! A leather, waterproof case to store parchments or documents.

Weight: 0.20
 Price: 40
 Rarity: Common
 Concealment: 0

BAG

A canvas sack, large enough to carry many items.

Weight: 1.00
 Price: 10
 Rarity: Common
 Concealment: 1

BASKET

In this basket you can transport objects or other items.

Weight: 1.00
 Price: 10
 Rarity: Common
 Concealment: 0

PACK SADDLE

A pack saddle for use on a horse.

Weight: 4.00
 Price: 30
 Rarity: Common
 Concealment: 0

BUCKET

A 10l bucket.

Weight: 0.70
 Price: 5
 Rarity: Common
 Concealment: 0

GLASS BOTTLE

A glass bottle that can be filled with anything.

Weight: 0.20
 Price: 5
 Rarity: Common
 Concealment: 0

WATER BARREL

This barrel can be filled with 20l of liquid.

Weight: 5.00
Price: 10
Rarity: Common
Concealment: 1

JADE CASKET

Weight: 0.50
Price: 50
Rarity: Uncommon
Concealment: 0

TOOLS**PULLEY**

A simple pulley block. One rope is needed for operation. The pulley block can lift 100kg.

Weight: 2.00
Price: 40
Rarity: Common
Concealment: 0

PIPE

A pipe for smoking tobacco or the like.

Weight: 0.10
Price: 100
Rarity: Common
Concealment: 0

LIGHTER

Weight: 0.10
Price: 1
Rarity: Common
Concealment: 0

PAPER

A sheet of paper. You can write on it, among other things.

Weight: 0.10
Price: 1
Rarity: Common
Concealment: 0

MORTAR AND PESTLE

Weight: 0.50
Price: 5
Rarity: Common
Concealment: 0

IMPROVISED PICKLOCK

Weight: 0.01
Price: 0
Rarity: Common
Concealment: 0

LIGHTNING ROD

Personal Lightning Protection - connected it functions as protection for the whole group

Weight: 5.00
Price: 1000
Rarity: Common
Concealment: 0

LOCKPICKS

If a lockpick is used with the knowledge lock picking, an easy roll is made instead of a normal roll.

Weight: 0.20
Price: 30
Rarity: Common
Concealment: 0

OBSIDIAN RITUAL DAGGER

Weight: 1.00
Price: 100
Rarity: Uncommon
Concealment: 0

Weight: 0.60
Price: 10
Rarity: Common
Concealment: 0
Charges: 25

EXTERNAL PERSONAL SHIELD

This device is an electronic amulet, tied to a necklace. It may be activated once, and the charge lasts for one use only.

The personal shield absorbs the damage of up to three attacks. If an attack causes no damage, it doesn't count towards the three uses of the shield. The damage is counted after evasion and protection rolls.

The personal shield can only be charged in the N.E.X.U.S. HQ.

Weight: 0.20
Price: 0
Rarity: Uncommon
Concealment: 0

CHARCOAL PENCILS

Charcoal pencils can be used to write on parchment or paper.

Weight: 0.30
Price: 5
Rarity: Common
Concealment: 0

**LEATHER-BOUND NOTEBOOK
(30 PAGES, A6)**

A small notebook with a protective cover made of soft leather.

Weight: 0.20
Price: 0
Rarity: Common
Concealment: 0

TEMPORAL COMMUNICATOR

This device enables the N.E.X.U.S. Agents to communicate with the HQ from other time epochs or other worlds. The Agents can call a return team or just communicate with the HQ with this.

Weight: 0.50
Price: 0
Rarity: Rare
Concealment: 1

BRUSH

Use this brush to paint on a canvas.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

INK BOTTLE

A securely sealed inkwell containing ink for a quill or goose quill.

SHOVEL

Weight: 1.00
Price: 30
Rarity: Common
Concealment: 3

HAMMER

Weight: 2.00
 Price: 30
 Rarity: Common
 Concealment: 1

Weight: 0.50
 Price: 10
 Rarity: Common
 Concealment: 0

SMALL WEAVING FRAME

A small weaving frame to be able to make woven fabrics on the trip.

Weight: 2.00
 Price: 20
 Rarity: Common
 Concealment: 1

CROWBAR

Gordon Freeman knows how to use it

Weight: 1.00
 Price: 29
 Rarity: Common
 Concealment: 1

PSYCHIC PAPER

On the surface of this artifact made by a long perished civilization appears whatever the carrier of this artifact wishes. This may be any identification or any other document. It may change it's appearance any time, and it doesn't need any charging.

Weight: 0.10
 Price: 0
 Rarity: Rare
 Concealment: 0

OMNISENSOR

The omnisensor is a handheld device with a 7 display. It may scan the close surroundings for a specific material, a living being or a programmed signature. Additionally it displays information about the composition of the close atmosphere and all sources of electricity or magic in close range.

Weight: 0.50
 Price: 0
 Rarity: Uncommon
 Concealment: 2

SMALL KETTLE

A small iron kettle

Weight: 1.00
 Price: 5
 Rarity: Common
 Concealment: 0

TETHER ROPE

This tether rope is suitable for tying tight knots.

Weight: 1.00
 Price: 20
 Rarity: Common
 Concealment: 0

SLATE

On this slate you can write, and you can always wipe away what you have written.

ZIPTIE

Weight: 0.10
 Price: 1
 Rarity: Common
 Concealment: 0

NAILS

Assortment of simple Nails

Weight: 0.05
Price: 0
Rarity: Common
Concealment: 0

ABACUS

The abacus is a simple calculating machine. When it is used, all mechanical rolls are easy.

Weight: 0.70
Price: 80
Rarity: Common
Concealment: 0

FUSION CELL

Powers futuristiv devices

Weight: 0.50
Price: 500
Rarity: Rare
Concealment: 2
Charges: 1

COMPASS (DRAWING TOOL)

A compass can be used for navigation or geometric tasks.

Weight: 0.20
Price: 30
Rarity: Common
Concealment: 0

PLUMB LINE

A sinker to estimate about the depth of something.

Weight: 0.30
Price: 10
Rarity: Common
Concealment: 0

BRUSH BROOM

A broom. You can sweep with him.

Weight: 2.00
Price: 10
Rarity: Common
Concealment: 1

SMALL PAN

Weight: 1.00
Price: 5
Rarity: Common
Concealment: 0

LIGHTS**FLASHLIGHT**

Weight: 0.80
Price: 40
Rarity: Common
Concealment: 1

TORCH

Weight: 0.20
Price: 2
Rarity: Common
Concealment: 0

LANTERN

Weight: 1.00
Price: 40
Rarity: Common
Concealment: 1

MAGNESIUM FLARE

A burning, bright torch. Dips the surroundings in bright, reddish light.

Weight: 0.20
Price: 15
Rarity: Common
Concealment: 0

CANDLE

One candle. Burns for about 8 hours.

Weight: 0.20
Price: 5
Rarity: Common
Concealment: 0

PITCH TORCH

The pitch torch burns for about 8 hours and produces a pleasant, large-scale light.

Weight: 0.50
Price: 10
Rarity: Common
Concealment: 0

OIL LAMP

The oil lamp spreads a pleasant light over a large area, and is not as susceptible to wind as a torch.

Weight: 1.00
Price: 30
Rarity: Common
Concealment: 0

STORM LANTERN

The storm lantern is particularly resistant to wind and weather. It spreads a pleasant light.

Weight: 1.00
Price: 60
Rarity: Common
Concealment: 0

SURVEILLANCE**CAMERA**

Weight: 0.80
Price: 100
Rarity: Common
Concealment: 1

DIGITAL CAMERA

Weight: 0.80
Price: 400
Rarity: Common
Concealment: 2

TELESCOPE

All *perception* rolls made using the telescope are simple samples.

Weight: 0.50
Price: 80
Rarity: Common
Concealment: 0

BUG (COVERT LISTENING DEVICE)

Can be placed for listening to people and rooms.

Weight: 0.00
Price: 150
Rarity: Uncommon
Concealment: 1

HANDCUFFS

Weight: 0.30
 Price: 50
 Rarity: Common
 Concealment: 1

INTERCOMS

Weight: 0.10
 Price: 250
 Rarity: Common
 Concealment: 0

COMMUNICATION**BASIC MOBILE PHONE**

Weight: 0.08
 Price: 100
 Rarity: Common
 Concealment: 0

USB STICK

A simple USB stick.

Weight: 0.02
 Price: 10
 Rarity: Common
 Concealment: 0

SMARTPHONE

Weight: 0.20
 Price: 500
 Rarity: Common
 Concealment: 0

BANK CARD

A plastic bank card, optionally with EC or credit card function.

Weight: 0.01
 Price: 10
 Rarity: Common
 Concealment: 0

SIGNAL WHISTLE

Weight: 0.03
 Price: 17
 Rarity: Common
 Concealment: 0

TREKKING GEAR**POP-UP TENT**

Weight: 3.00
 Price: 100
 Rarity: Common
 Concealment: 5

UNIVERSAL COMMUNICATOR

An agent carrying the universal communicator may talk any dialect of the universe, and communicate with every intelligent being.

Weight: 0.50
 Price: 0
 Rarity: Uncommon
 Concealment: 1

BACKPACK

Weight: 1.20
 Price: 100
 Rarity: Common
 Concealment: 2

BEDROLL

Weight: 1.00
 Price: 50
 Rarity: Common
 Concealment: 2

BLANKET

Weight: 1.00
 Price: 50
 Rarity: Common
 Concealment: 1

GRAPPLING HOOK

A throwing hook, intended to be thrown where it can hook. Ideally, it is used together with a rope tied to it.

Weight: 2.00
 Price: 90
 Rarity: Common
 Concealment: 1

ROPE (3M)

Weight: 3.00
 Price: 30
 Rarity: Common
 Concealment: 2

COMPASS

Points north

Weight: 0.10
 Price: 20
 Rarity: Common
 Concealment: 0

CLIMBING HOOK

A climbing hook can be attached to fix ropes in it. To hammer it into the rock you can use a hammer.

Weight: 1.00
 Price: 5
 Rarity: Common
 Concealment: 0

FISHING HOOK AND LINE

A simple fishing equipment.

Weight: 0.20
 Price: 10
 Rarity: Common
 Concealment: 0

LAMP OIL

A container full of lamp oil to refill storm lanterns or oil lamps.

Weight: 1.00
 Price: 20
 Rarity: Common
 Concealment: 0

FLINT AND STEEL

A way to start a fire. A little exhausting, but a very safe method.

Weight: 0.20
 Price: 5
 Rarity: Common
 Concealment: 0

MAGNIFYING GLASS

A magnifying glass that can be used to light a fire, among other things.

Weight: 0.20
 Price: 50
 Rarity: Common
 Concealment: 0

FANNY PACKS

Convenient to reach belt pouches. About 4 of them can be attached to a belt.

Weight: 0.30
 Price: 30
 Rarity: Common
 Concealment: 0

LASSO

This rope is made to tie a lasso to capture animals.

Weight: 2.00
 Price: 20
 Rarity: Common
 Concealment: 0

FISHNET

With this net you can fish well.

Weight: 1.00
 Price: 10
 Rarity: Common
 Concealment: 0

ROPE LADDER

When the rope ladder is folded, it is easy to store. Unrolled, it provides a spontaneous ladder over 8 meters high.

Weight: 2.00
 Price: 40
 Rarity: Common
 Concealment: 0

TENT

A large 4-person tent. It takes a little effort to set up, but provides space and shelter for 4-5 people.

Weight: 5.00
 Price: 70
 Rarity: Common
 Concealment: 1

SNOWSHOES

This pair of snowshoes can be used to walk on snow comfortably and quickly.

Weight: 1.00
 Price: 20
 Rarity: Common
 Concealment: 0

SKI

A pair of skis that can be used to move quickly on snow.

Weight: 3.00
 Price: 70
 Rarity: Common
 Concealment: 0

HAMMOCK

This hammock can be spanned to provide a comfortable place to sleep.

Weight: 2.00
 Price: 20
 Rarity: Common
 Concealment: 0

WATERSKIN

A 1 liter leather bag to carry water.

Weight: 0.30
 Price: 20
 Rarity: Common
 Concealment: 0

JERKY

Dried meat is meat that has been preserved by air drying and can be produced from raw or heated meat or meat products.

Weight: 0.10
 Price: 5
 Rarity: Common
 Concealment: 0

FOOD / PROVISIONS

Provisions to feed the hungry Heroes and Heroines

ITALIAN LIQUEUR 30% 0,7L

Weight: 1.00
 Price: 16
 Rarity: Uncommon
 Concealment: 0

TOBACCO

Best long bottom leaf, coarse cut, full-bodied.

Weight: 0.05
 Price: 15
 Rarity: Common
 Concealment: 0
 Charges: 20

FINE WINE

A bottle of fine wine.

Weight: 1.00
 Price: 80
 Rarity: Common
 Concealment: 0
 Charges: 3

BIER

Cold, cool, delicious! A fresh beer, lad, delicious. It must be cold, lad!

Weight: 1.00
 Price: 1
 Rarity: Common
 Concealment: 0

DRIED MEAT

Dried meat, nutritious and long-lasting

Weight: 0.50
 Price: 1
 Rarity: Common
 Concealment: 0
 Charges: 3

STEW

A stew made from various ingredients, anything the cook could find. It may be a bit heavy to carry, but the stew certainly contains a lot of nutritious ingredients.

Weight: 0.30
 Price: 5
 Rarity: Common
 Concealment: 0

VEHICLES

CANOE

The canoe can be used to cross water. However, it is not seaworthy.

Weight: 20.00
 Price: 60
 Rarity: Common
 Concealment: 8

SMALL ROWING BOAT

A rowboat complete with oars.

Weight: 100.00
 Price: 120
 Rarity: Common
 Concealment: 8

ANIMAL SUPPLIES

HORSE FEED

High quality horse feed, one dose is enough for about a week

Weight: 1.00
 Price: 2
 Rarity: Common
 Concealment: 0

ANIMAL FOOD

High quality pet food. One serving lasts about a week.

Weight: 1.00
 Price: 1
 Rarity: Common
 Concealment: 0

BRIDLE

Weight: 1.00
 Price: 70
 Rarity: Common
 Concealment: 0

KUMMET

A padded ring used to harness oxen.

Weight: 1.00
 Price: 20
 Rarity: Common
 Concealment: 0

HORSE BLANKET

Weight: 2.00
 Price: 40
 Rarity: Common
 Concealment: 0

SADDLE

Weight: 4.00
 Price: 80
 Rarity: Common
 Concealment: 4

PACKING SADDLE

A saddle with pockets.

Weight: 5.00
 Price: 50
 Rarity: Common
 Concealment: 4

CURRY COMB

Weight: 1.00
 Price: 30
 Rarity: Common
 Concealment: 0

RIDING CROP

Weight: 1.00
 Price: 20
 Rarity: Common
 Concealment: 0

IRON SPURS

Weight: 1.00
 Price: 10
 Rarity: Common
 Concealment: 0

SILVER SPURS

Weight: 1.00
 Price: 50
 Rarity: Common
 Concealment: 0

FALCONER GLOVE

Weight: 2.00
 Price: 40
 Rarity: Common
 Concealment: 0

MUZZLE

Weight: 1.00
 Price: 20
 Rarity: Common
 Concealment: 0

COLLAR AND LEASH

Collar and leash for a dog. Or the partner in life.

Weight: 1.00
 Price: 30
 Rarity: Common
 Concealment: 0

BIRD CAGE

Weight: 1.00
 Price: 30
 Rarity: Common
 Concealment: 5

ODDITIES**HISTORIC BIBLE**

A bound, historical edition of the Bible.

Weight: 1.00
 Price: 100
 Rarity: Common
 Concealment: 0

FRUIT CAKE

Weight: 0.30
 Price: 10
 Rarity: Common
 Concealment: 0

VIAL RAINBOW BLOOD FROM GARGATH

A vial full of the rainbow-colored blood of Gargath, the guardian of the first circle in the enchanted forest of Mare.

Weight: 1.00
 Price: 1000
 Rarity: Legendary
 Concealment: 1
 Charges: 1

BOTTLE OF HOLY WATER

A bottle full of holy water.

If used against undead, vampires or werewolves, it causes 1D6 hits with piercing 0.

Weight: 1.00
 Price: 20
 Rarity: Common
 Concealment: 0

HAIRPIN

Can also serve as a simple lockpick and stabbing tool.

Weight: 0.03
 Price: 19
 Rarity: Common
 Concealment: 0

SUNDIAL

A portable sundial.

Weight: 0.50
 Price: 20
 Rarity: Common
 Concealment: 0

CLOTH DOLL

A simple cloth doll.

Weight: 0.30
 Price: 10
 Rarity: Common
 Concealment: 0

TOBACCO TIN

A tin to keep tobacco in it.

Weight: 0.30
 Price: 20
 Rarity: Common
 Concealment: 0

AGLARAN FOR STARTERS

This futuristic book was acquired by the Aglarans on a special occasion. It conveys the Aglaran language for visitors from alien worlds.

Weight: 0.30
 Price: 1000
 Rarity: Rare
 Concealment: 0

SCEPTRE OF LIGHT

Weight: 0.60
 Price: 1000
 Rarity: Unique
 Concealment: 1

CHEWING GUM

Weight: 0.01
 Price: 1
 Rarity: Common
 Concealment: 0

OUIJA BOARD

The Ouija board is regarded by followers of spiritualism as a tool for contacting spirits.

Weight: 1.00
 Price: 200
 Rarity: Uncommon
 Concealment: 1

GLASSES

Glasses, hopefully matched to your prescription.

Weight: 0.40
 Price: 80
 Rarity: Common
 Concealment: 0

POCKET WATCH

Weight: 0.08
Price: 150
Rarity: Common
Concealment: 0

BEAUTY SET

Lipstick, kohl and powder

Weight: 0.26
Price: 19
Rarity: Common
Concealment: 0

JADE STATUE

A magical statue of a bald man with glowing eyes. If you bring several of these statues together, you will be teleported to a strange, alien-looking city with tall buildings and reddish haze in the air.

Weight: 1.00
Price: 10
Rarity: Rare
Concealment: 0

HAND MIRROR

A simple, small hand mirror

Weight: 0.30
Price: 15
Rarity: Common
Concealment: 0

JUGGLING BALLS

Either you can, or you can't.

Weight: 1.00
Price: 10
Rarity: Common
Concealment: 0

TELEPORTER HELMET

Teleports to the Ship of KWARG.

Weight: 1.00
Price: 10
Rarity: Unique
Concealment: 0

CRUCIFIX

A christian cross (optionally with Jesus nailed to it) that can be held in one hand.

If it is brought into sight of a vampire, the vampire must make a resistance roll. If the roll fails, the vampire has no actions in the following combat round.

Weight: 0.30
Price: 10
Rarity: Common
Concealment: 0

ARLINGTON STONE

A fist-sized obsidian stone with a flat face, upon which strange archaic symbols can sometimes be seen glowing. When the words inscribed in the ancient script are spoken aloud, an ancient or infernal being can be summoned.

Weight: 0.10
Price: 1
Rarity: Unique
Concealment: 0

RING, SILVER

A silver ring

Weight: 0.10
Price: 10
Rarity: Common
Concealment: 0

RING, GOLD

A golden ring.

Weight: 0.10
Price: 60
Rarity: Uncommon
Concealment: 0

GHOST TRAP

An ancient device capable of trapping two ghosts or ghost-like beings within its perimeter. The trap has to be set (mechanics roll) and can catch one ghostly being. There is a mechanism to release the ghost.

Weight: 1.00
Price: 500
Rarity: Rare
Concealment: 2
Charges: 2

STAR DUST

Strange, red to rainbow colored dust from an alien extraterrestrial city. When consumed, remarkable increases in speed and dexterity occur. Side effects are unknown.

Weight: 1.00
Price: 10
Rarity: Rare
Concealment: 0

GOLDEN POCKET WATCH

A gold pocket watch on a chain.

Weight: 1.00
Price: 100
Rarity: Common
Concealment: 0

GOLDEN MONOCLE

A golden monocle, which can be used in front of one eye for the purpose of good vision.

Weight: 1.00
Price: 150
Rarity: Common
Concealment: 0

COMPONENTS**GREATER CELANDINE
(CHELIDONIUM MAJUS)**

In the Middle Ages, celandine was used for skin rashes, impaired vision or jaundice. The alkaloids of the plant have an antispasmodic effect. They help with digestive problems and stimulate the flow of bile.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

CALCIUM CHLORIDE

Calcium chloride is a compound of calcium and chlorine with the formula CaCl_2 .

Chemically speaking, the calcium in it has an oxidation state of +2 and the chlorine has an oxidation state of -1. This substance is found in nature mainly dissolved in salt brines. When calcium chloride binds with water and solidifies, it forms very rare minerals: the dihydrate is called sinjarite, while the hexahydrate is known as antarcticite. However, it can also be easily ordered online.

Weight: 200.00
Price: 50
Rarity: Common
Concealment: 0

MUGWORT (ARTEMISIA VULGARIS)

A mugwort plant. The tops of the sprout are used to revive the digestion.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

RIBWORT PLANTAIN (PLANTAGO LANCEOLATA)

The pointed, narrow leaves of ribwort plantain are used as a syrup or also as a tea for colds. Ribwort can also be crushed and ground and applied to wounds or insect bites, where it has a cooling effect. The plant is also used for diarrhea.

Weight: 0.10
Price: 2
Rarity: Common
Concealment: 0

WOLF'S BANE (ARNICA MONTANA)

Arnica is used for inflammation, wounds, to stimulate circulation and as an abortifacient. The flowers are used as an ointment, as a tea or as a tincture.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

COWSLIP (PRIMULA VERIS)

Cowslip was known in the as a fertility and protective medicine. Today, the root tea helps against colds. Sage and fennel enhance the effect.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

YARROWS (ACHILLEA MILLEFOLIUM)

Yarrow is used for its hemostatic effect. The flowers and the leaves contain tannins, bitter and mineral substances. The essential oil of the plant has anti-inflammatory and antispasmodic effect.

Weight: 0.10
Price: 3
Rarity: Common
Concealment: 0

BUTTERFLY DRAGON SECRETION

If one is careful, butterfly dragons can be milked. They secrete a very strange secretion, which immediately makes the person who consumes it fall into a sleep with fascinating dreams.

If the potion is administered or taken, the person consuming it will sleep soundly for at least eight hours. Double rest is applied for this time. The sleeper is at most to be awakened by real pain.

Weight: 0.10
Price: 200
Rarity: Rare
Concealment: 0

CAMOMILE (MATRICARIA RECUTITA)

Chamomile is one of the oldest medicinal plants and was already used in the Middle Ages. The flowers have a healing and soothing effect. Externally, chamomile can be used for inflammation of the gums, skin or mucous membrane. Taken internally, it is effective for gastrointestinal disorders. Rinsing and inhalation are also widely used.

Weight: 0.10
 Price: 2
 Rarity: Common
 Concealment: 0

GOLDNUGGET

A small piece of unprocessed gold, about 5 grams.

Weight: 0.05
 Price: 300
 Rarity: Common
 Concealment: 0

ANGELICA (ANGELICA ARCHANGELICA)

The plant is used for indigestion, loss of appetite and digestive weakness, and is said to protect against the plague.

Weight: 0.10
 Price: 3
 Rarity: Common
 Concealment: 0

AMMONIA

Ammonia (NH₃) acts as an essential base chemical in the chemical industry.

Its main area of application is in the production of nitrogenous fertilizers (e.g., urea or ammonium nitrate), which account for the majority of global consumption. In addition, ammonia serves as a precursor for organic syntheses, particularly in the production of polymers and synthetic fibers.

The substance is classified as toxic. In high concentrations, ammonia vapors have a strong irritant effect on the mucous membranes of the eyes and the respiratory system, which can lead to severe lung damage and even death. However, such extreme events are rare in everyday use.

Weight: 20.00
 Price: 50
 Rarity: Common
 Concealment: 0

HERBAL BLEND

A delicious blend of herbs to flavour food.

Weight: 0.10
 Price: 5
 Rarity: Common
 Concealment: 0
 Charges: 10

MARSHMALLOW (ALTHAEA OFFICINALIS)

The root of this medicinal plant is used. This is prepared cold and must infuse for about two hours. Only after infusion, the liquid is strained and then heated. The substances provide protection for the mucous membranes and have an anti-irritant effect. A helpful medicinal plant for gastrointestinal problems and a cough.

Weight: 0.10
 Price: 3
 Rarity: Common
 Concealment: 0

SALVIA (SALVIA OFFICINALIS)

The leaves of salvia have an anti-inflammatory, antiperspirant and astringent effect. A tea or rinses are recommended for sore throats or even sweating.

Weight: 0.10
 Price: 5
 Rarity: Common
 Concealment: 0

COMFREY (SYMPHYTUM OFFICINALE)

Comfrey stimulates blood circulation, bruises, hematomas and sprains disappear faster. Comfrey accelerates the regeneration of cells.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

NETTLE (URTICA DIOICA)

Nettles have a draining and anti-inflammatory effect. A tea made from the leaves of nettle provides relief from rheumatism and gout.

Weight: 0.10
Price: 2
Rarity: Common
Concealment: 0

INULA (INULA HELENIUM)

This medicinal plant from the Middle Ages is no longer widely used in modern times. Its application improves digestion, and it is believed to have a preventive effect against colon cancer.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

AMBER

A smooth, oval-shaped amber with a warm golden hue. Its polished surface is slightly transparent and reflects light in a fascinating way. The hand-sized stone looks like a natural talisman due to its curved shape.

Weight: 0.10
Price: 50
Rarity: Uncommon
Concealment: 0

LEMON BALM (MELISSA OFFICINALIS)

Lemon balm has always been used as a medicinal herb in medicine. It is effective against headaches, nervousness, insomnia and gastrointestinal complaints. In addition, an infusion with lemon balm brings relaxation.

Weight: 0.10
Price: 2
Rarity: Common
Concealment: 0

VALERIANA (VALERIANA OFFICINALIS)

Valerian helps with insomnia and restlessness. Hops and lemon balm increase the effect of valerian and improve the taste.

Weight: 0.10
Price: 3
Rarity: Common
Concealment: 0

LAVENDER (LAVANDULA OFFICINALIS)

In the eleventh century, lavender was settled by monks in central Europe. In medicine, lavender was said to be effective for insect bites and burns. A lavender tea helps with colds and headaches.

Weight: 0.10
Price: 4
Rarity: Common
Concealment: 0

THYMUS (THYMUS VULGARIS) ///

Thyme has been used for over 4000 years against whooping cough, cough and bronchitis. Its expectorant effect is particularly appreciated.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

OPIUM POPPY (PAPAVER SOMNIFERUM) ///

The opium poppy (*Papaver somniferum*) belongs to the poppy family and has a long history as one of our oldest medicinal plants.

However, it is not only of interest for medicinal purposes: its seeds are valued in cooking as a food-stuff or pressed to produce high-quality edible oil.

What is special about the opium poppy is that almost all parts of the plant contain alkaloids such as morphine. These active ingredients are concentrated mainly in the white milky sap that runs through the entire plant via a fine channel system – this network is particularly dense in the wall of the capsule fruit. To obtain these substances, the unripe capsules are lightly scored so that the sap can escape. When this milky sap dries in the air, it produces the well-known narcotic opium. Incidentally, the name is derived from Greek and simply means “little sap.”

Weight: 10.00
Price: 100
Rarity: Uncommon
Concealment: 0

WORSE THAN LIFE ///

THE drug of the future. The crystal meth of the future. White, strong and irresistible.

Weight: 0.10
Price: 5
Rarity: Uncommon
Concealment: 0

MUSICAL INSTRUMENTS ///**LUTE ///**

A lute (/lʊ:t/[1] or /lu:t/) is any plucked string instrument with a neck and a deep round back enclosing a hollow cavity, usually with a sound hole or opening in the body. It may be either fretted or unfretted.

Weight: 1.50
Price: 25
Rarity: Common
Concealment: 3

BAGPIPES ///

Dwarf bagpipe. There is enough air in the container to sing while dwarf plays.

Weight: 5.00
Price: 250
Rarity: Common
Concealment: 0

F



Quirks

MADNESS AND VISIONS

SCHIZOPHRENIA

The character experiences the world differently to how other people do. They may experience hallucinations, causing them to see, hear or feel things that are not there. They may also experience delusions that influence their behaviour and thought processes.

The character is exceptionally creative and can find unique solutions to problems that others would never think of. Their different perspective on the world can lead to innovative ideas and artistic forms of expression. They have a strong ability to think **logically** and **perform**.

The symptoms of schizophrenia make it difficult for the character to socialise or maintain stable relationships. Their **Communication** skills and **Charm** are limited.

Logic	+1
Charm	-1
Performance	+2
Communication	-2

DELUSION

The character clings to beliefs that do not correspond to reality and are not shared by anyone else. These delusions may relate to various topics, such as persecution, grandeur or relationships.

The delusion gives the character a strong sense of purpose and direction. Their unwavering belief in their cause gives them strong inner motivation and determination in certain situations. Their **Courage** and **Willpower** are increased.

Delusions can cause a character to become alienated from reality, impairing their ability to act rationally or interact effectively with others. The game master may demand a logic check at any time. If the character fails this check, it means they are experiencing an active delusion at that moment.

Willpower	+1
Logic	+1

DARK VISIONS

The character is plagued by eerie visions that occasionally offer him glimpses of hidden or future events. These visions are often fragmentary and enigmatic. Sometimes they depict disturbing or threatening scenes. They occur unpredictably, sometimes making the character seem as if he is trapped in another reality.

The visions can provide the character with valuable clues or warnings that help him avoid danger and uncover hidden truths.

The visions are often disturbing and can take an emotional toll on the character. After each vision, they must take a stress test. If they fail, they receive two **stress**.

POSSESSION

The character is influenced by an otherworldly entity that gives him extra powers, but which also occasionally takes control of his body and mind. This possession occurs at unpredictable times and can be both helpful and harmful. The entity has its own goals and intentions, which do not always align with the character's own.

The character receives a permanent +2 bonus to an attribute of their choice that corresponds to the entity.

Occasionally, the entity can take control of the character and force them to perform unpredictable or dangerous actions. When this happens, the character rolls a D6. The higher the result, the more positive the outcome for the character. Results above 3 are usually positive.

DOUBTING MIND

The character is naturally suspicious and constantly questions the intentions and actions of oth-

ers. While this scepticism protects them from deception, it also makes it difficult for them to find true allies and build trust. He tends to see a hidden agenda or trap in everything.

The character is immune to manipulation and deception involving a deception roll.

The character has difficulty trusting others due to his constant mistrust. This results in a -2 penalty to his **Communication** skill.

Communication -2

IMPULSIVE BEHAVIOR

DEPRESSION

The character suffers from persistent feelings of hopelessness. They may have lost interest in activities they used to enjoy, and often feel tired or lacking in energy.

Having experienced depression themselves, the character can develop a deep understanding of and compassion for others' suffering.

Depression can prevent the character from performing everyday tasks or participating in social activities. They may withdraw and isolate themselves.

Conscientiousness -1
Endurance -1
Empathy +2

THOUGHTLESS

The character often acts impulsively, without thinking things through. This spontaneity leads them to make quick decisions and rely on their instincts. However, this trait can also cause them to overlook important details or take ill-considered risks.

The character is able to act quickly in dangerous or stressful situations. With the **Quick Reaction** rule, they can repeat a failed roll once.

Because of his impulsive nature, the character tends to overlook important details and take ill-considered risks. This results in a reduction in **Logic**.

Logic -1

RESTLESSNESS

The character is driven by an inner restlessness that keeps them constantly on the move. Settling down or staying in one place for any length of time is difficult for them.

Thanks to their restlessness, the character can remain active for longer without needing to take a break. Their endurance is increased.

The character finds it difficult to concentrate on tasks that require calmness or patience. Their **Deftness** and **Conscientiousness** are reduced.

Conscientiousness -1
Deftness -1
Endurance +2

DAREDEVIL

The character becomes increasingly reckless and careless. Where others would hesitate, he takes risks and often acts on instinct.

The character's **Courage** has increased.

The character's **Logic** is reduced.

Logic -2
Courage +2

PERSONAL CHARACTERISTICS

NERVOUSNESS

The character is fundamentally nervous. This means that he is easily distracted in battle, but it also enables him to carry out surprise attacks.

The character receives 10 dice for each battle, which they can use as they wish for attacks and defences.

The character cannot score critical hits when attacking.

CLUMSY

This character tends to drop things, trip over and be clumsy in general. This can lead to accidental mishaps in everyday life. However, it also adds an element of unpredictability and creativity.

The character is distinguished by his unique ability to solve problems in unconventional ways. His clumsy nature often leads them to solutions that others would not think of, making them unexpected. He receives a bonus of two dice on checks that require unconventional thinking for this reason.

The character has a reduced **Deftness**.

Deftness -2

WEAK WILL TO LIVE

The character lacks resilience in the face of life's challenges. When faced with difficulties, they tend to give up more quickly or become discouraged by setbacks.

Because of their indifference, the character has, in a sense, surrendered to their fate. He is given a destiny die.

The character has reduced **Resistance**.

destiny dice +1

Resistance -2

PERFECTIONISM

The character strives for perfection in all that they do. Never satisfied with anything less than his best, they work tirelessly to complete their tasks to the highest standard.

The character receives two bonus dice and two rerolls due to his perfectionism.

More complex actions taken by this character usually take twice as long as they would for other characters. If speed is important, the game master may require a logic roll. If this roll fails, the specified time is doubled.

rerolls +2

bonus dice +2

FEARS AND AVERSIONS

AGORAPHOBIA

evasion +1

Conscientiousness -1

Perception +1

SOCIAL ANXIETY DISORDER

rerolls -1

Conscientiousness +1

Communication -1

ACROPHOBIA

Perception +1

Courage -2

HYDROPHOBIA

Courage -2

Orientation +1

MYSOPHOBIA

Conscientiousness +1

Resistance -1

ZOOPHOBIA

evasion	+1
Courage	-1
Nature	-1

DELUSIONAL PARASITOSIS

max stress	+1
Conscientiousness	-2

COULROPHOBIA

Apprehension	+1
Performance	-1
Courage	-1

TERATOPHOBIA

rerolls	+1
Resistance	-1
Orientation	-1

FEAR OF ANTIQUITIES

The character has an irrational fear of anything old. He believes that every old object contains a power or secret that endangers him.

Because of his fear, the character naturally spends more time studying antiquities. He achieves a grade of 4 in this knowledge.

When near ancient artefacts, such as old walls, ruins or statues, as well as documents or books, the character becomes clumsier due to fear. All **physical** attributes are reduced by one.

Ancient Relics +4

FAITHLESS

The character has lost all faith in higher beings or religion. They seek rational explanations for ev-

erything and are often suspicious of things that cannot be explained logically.

Because they don't believe, the character always strives to find a rational explanation. He is given three **rerolls**.

All rolls involving supernatural phenomena require a minimum roll that is two points higher. The character's religion skill is reduced.

Religion -3

HYPOCHONDRIA

The character is overly concerned about his health, interpreting even the slightest physical symptom as a sign of a serious illness.

The character is very knowledgeable about medical topics and healthcare due to his constant concern for their health. They receive a bonus on **First Aid** and **Medicine** knowledge.

An exaggerated fear of illness can place a heavy strain on the character, impairing their ability to act. Their **Logic** and **Conscientiousness** are reduced.

Logic	-1
Conscientiousness	-1
First Aid	+2
Medical science	+1

MOOD SWINGS**NIGHT OWL**

The character is plagued by insomnia at night, leaving him feeling exhausted during the day.

The character is particularly alert and attentive at night. He receives a +2 bonus to **Perception** and a +1 bonus to **Orientation** at night.

The overtired character receives a -2 penalty to **Logic** and a -1 penalty to **Mechanics** during the day.

CAPRICIOUS

The character is known for his rapid and unpredictable mood swings. This moodiness can make them seem charming and persuasive one moment, and irritable or melancholic the next.

The character can be very charming and persuasive in social situations. This gives them a bonus to their **Charm**. The ability to quickly switch between different moods enables them to adapt flexibly to different social dynamics.

During any lengthy or in-depth conversation, the character must make a **Communication** roll. If they fail, their mood will swing and they will receive a penalty of -2 for the next D6 hours (instead of the bonus).

Charm +2

Communication +1

DIURNAL

The character is at their most productive during the day and feels most comfortable in daylight. However, at night they are plagued by constant discomfort and subtle anxiety.

During the day, the minimum roll for all skill rolls is reduced by one.

At night, the minimum roll for all skill rolls is increased by one.

UNRESTING

The character's restless spirit keeps them constantly alert and attentive. This inner turmoil means they can never find peace or relax completely.

The character is always alert and vigilant. This gives them a bonus to **Perception**.

Because they are unable to fully relax, the character only regenerates half of the normal amount of stress reduction (rounded up) with each instance

of stress reduction. Even when resting, stress is halved instead of being completely eliminated.

Perception +2

SENSORY ALTERATIONS

HYPERSENSITIVITY

The character experiences his surroundings more intensely than others do. He hears, sees and smells things more clearly and notices even subtle changes in his environment. This heightened sensitivity can be both enriching and burdensome.

The character gains a +2 bonus to their **Perception** skill.

The character quickly becomes overwhelmed in noisy environments. In these situations, he must pass a stress test. If he fails, he receives one **stress**.

Perception +2

TINNITUS

The character suffers from a constant ringing or buzzing in his ears. This noise can be particularly disturbing in quiet moments and impair concentration.

The character is immune to acoustic illusions or manipulation due to the constant noise in their ears. Noises from their surroundings cannot distract him.

The minimum roll for all **Perception** checks involving hearing is increased by 3.

MYSTICAL TICKS

ANCIENT BLOODLINE

The character believes that he is descended from an ancient, mystical bloodline. This bloodline is

supposedly responsible for his special abilities and deep understanding of forgotten languages and symbols.

The character can understand and interpret ancient languages and symbols. They receive a bonus of 2 dice on checks related to education, history, and antiquities, provided these are related to ancient writings. The character receives the Antiquities 1 knowledge.

The character feels elitist and becomes increasingly eccentric. He gets a penalty on communication and charm.

Charm	-1
Communication	-1
Ancient Relics	+1

INSATIABLE THIRST FOR KNOWLEDGE

The character is driven by an insatiable thirst for knowledge. They are constantly searching for new information, whether through books, conversations, or exploration.

The character receives bonuses to **Logic** and **Education**.

The insatiable thirst for knowledge leads to a negative perception of the character.

Education	+1
Logic	+1
Perception	-1

ASCETIC

The character increasingly sees no value in material possessions and becomes increasingly withdrawn. While this lifestyle provides them with inner strength and independence, it also causes them to distance themselves from social norms and relationships.

The character experiences hungry and thirsty later than others, and has increased **Resistance**.

The character's abstemious lifestyle makes it difficult for them to fit into social groups or form relationships. This results in a penalty in **Communication**.

Resistance	+2
Communication	-2

PHYSICAL CHARACTERISTICS

FRAIL

The character grows weaker and weaker as their fears cause their strength to wane. While this physical weakness makes them more susceptible to physical strain, it also gives them a certain lightness and agility.

Thanks to their less robust stature, the character can move more quietly and inconspicuously. They receive a bonus to **Stealth**.

The character experiences reduced **Strength** and a constant sense of physical weakness and insecurity.

Strength	-1
Stealth	+2

ADDICTION

The character relies on a particular substance, activity or behaviour to function normally. This dependency can affect various areas of life, influencing decisions and actions significantly.

If the character has access to the things they depend on, they become extremely focused and motivated. During this time, they have two destiny dice.

If the character does not have access to what he depends on, they suffer withdrawal symptoms that impair their physical and mental performance. Their minimum roll increases by one.

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Body Modifications

GENERATORS

SOLAR SKIN

This specialised skin graft is interwoven with countless micro-receptors that give the flesh a faint, almost metallic shimmer. When exposed to sufficient light, it generates a continuous, low-level current. This trickle of energy is ideal for powering minor augmentations or supplementing a primary power source.

Activation: passive
Price: 600
Rarity: Common
Biostrain: 0
Energy consumption: -2 mAh

Sockets
 Head (1)

KINETIC GENERATOR

This implant houses an internal system of oscillating weights and conductors that respond to the user's movements. It efficiently converts kinetic energy from any physical activity, from walking to combat, into a significant electrical charge.

Activation: passive
Price: 1000
Rarity: Common
Biostrain: 2
Energy consumption: -8 mAh

Sockets
 Left Arm (1)
 Right Arm (1)

THERMAL CONVERTER

This implant functions as an internal heat exchanger, drawing thermal energy directly from the body's core temperature. It silently converts the

body's waste heat into a constant and reliable current.

Activation: passive
Price: 900
Rarity: Uncommon
Biostrain: 1
Energy consumption: -6 mAh

Sockets
 Torso (3)

BREATH TURBINE

A series of delicate, fin-like turbines is integrated into the respiratory tract of the user, spinning with every inhalation and exhalation. This constant motion drives the mechanism, generating a steady electrical current from the air passing through the lungs.

Activation: passive
Price: 600
Rarity: Uncommon
Biostrain: 2
Energy consumption: -4 mAh

Sockets
 Torso (1)

ELECTROSTATIC COLLECTOR

Woven throughout the user's hair and epidermis is a web of nearly invisible, conductive filaments. These collectors passively gather ambient static charge from the surrounding environment. The captured energy is then channeled into an internal capacitor, providing a slow but consistent trickle of power.

Activation: passive
Price: 600
Rarity: Uncommon
Biostrain: 1
Energy consumption: -3 mAh

Sockets

Left Leg (1)

Right Leg (1)

PIEZOELECTRIC WALK GENERATOR

A series of pressure-sensitive components are layered along the bones of the feet and shins or integrated directly into the soles. Each footfall causes these elements to discharge a pulse of electrical energy. This energy is captured with every step and is generated solely through walking or running.

Activation: passive
Price: 400
Rarity: Common
Biostrain: 2
Energy consumption: -2 mAh

Sockets

Left Leg (1)

Right Leg (1)

MAGNETIC FIELD HARVESTER

A delicate lattice of inductive filaments is implanted beneath the skin, often arranged in intricate, spiraling patterns. This network remains dormant until it passes through a significant magnetic field, be it natural or artificial. The interaction induces an electrical current, its strength directly proportional to the intensity of the surrounding field.

Activation: passive
Price: 700
Rarity: Rare
Biostrain: 3
Energy consumption: -6 mAh

Sockets

Torso (1)

BLOOD FLOW DYNAMO

Anchored within a major artery, a miniaturized turbine spins perpetually in the current of the user's blood flow. The relentless pressure of the circulatory system drives this tiny dynamo, converting hemodynamic force into electrical energy. A continuous and substantial current is produced, drawn from the very pulse of life.

Activation: passive
Price: 900
Rarity: Rare
Biostrain: 4
Energy consumption: -9 mAh

Sockets

Torso (1)

SOUND WAVE CONVERTER

A sensitive diaphragm, often placed just beneath the skin behind the ear, resonates with the vibrations of ambient sound. The constant flux of acoustic pressure, from whispers to explosions, causes the membrane to oscillate and generate a charge. Its energy output is therefore inconsistent, rising and falling with the volume of the immediate surroundings.

Activation: passive
Price: 600
Rarity: Uncommon
Biostrain: 2
Energy consumption: -4 mAh

Sockets

Head (1)

PHOTOSYNTHETIC SKIN

The subject's natural epidermis is replaced by a symbiotic, bio-engineered tissue, often giving the skin a subtle verdant tint. Within this living layer, millions of custom organelles perform a type of

photosynthesis, converting direct light into biochemical energy. A significant current is generated under sufficient illumination, which can cause faint, vein-like patterns on the skin to luminesce.

Activation: passive
Price: 800
Rarity: Rare
Biostrain: 3
Energy consumption: -7 mAh

Sockets

Left Arm (1)
 Right Arm (1)

MUSCLE CONTRACTION GENERATOR

A network of responsive fibers is woven directly through the user's major muscle groups, lying parallel to the natural tissue. Each time the host muscle tenses or relaxes, these integrated filaments generate a myoelectric charge.

Activation: passive
Price: 700
Rarity: Common
Biostrain: 2
Energy consumption: -5 mAh

Sockets

Left Arm (1)
 Right Arm (1)
 Left Leg (1)
 Right Leg (1)

MOISTURE CONDENSER

A small, internal hygroscopic membrane constantly draws moisture from the surrounding atmosphere. This condensed water is then funneled through a micro-galvanic cell, creating a low-level electrical charge.

Activation: passive
Price: 600
Rarity: Uncommon
Biostrain: 1
Energy consumption: -3 mAh

Sockets

Head (1)

RADIO FREQUENCY RECEIVER

A sensitive antenna array, sometimes an external, decorative piece or a subdermal fractal pattern, is designed to capture ambient broadcast energy. The constant flood of radio waves - from public broadcasts to private communications - is absorbed and converted into a direct current.

Activation: passive
Price: 400
Rarity: Rare
Biostrain: 3
Energy consumption: -3 mAh

Sockets

Head (1)

CHEMICAL ENERGY EXTRACTOR

A catalytic core, integrated with the user's digestive or circulatory system, functions as a miniaturized biochemical reactor. It intercepts and rapidly metabolizes organic compounds from the user's nutrient supply, directly extracting chemical bond energy. The process provides a substantial and steady current, but places a noticeable, continuous drain on the body's metabolic resources.

Activation: passive
Price: 400
Rarity: Rare
Biostrain: 4
Energy consumption: -8 mAh

Sockets

Torso (2)

max health -1

MICROWAVE ABSORBER

Embedded within the user's dermal layers is a fine mesh of circuits, specifically tuned to resonate with high-frequency microwave emissions. The array passively absorbs this specific type of ambient radiation, converting the energy into a usable, low-level current.

Activation: passive
Price: 400
Rarity: Common
Biostrain: 1
Energy consumption: -2 mAh

Sockets
 Torso (1)

ULTRASOUND GENERATOR

A set of crystalline resonators, implanted near the bone to enhance conduction, is calibrated to vibrate at frequencies beyond the threshold of hearing. It converts these inaudible, high-frequency waves into a low but steady electrical charge.

Activation: passive
Price: 600
Rarity: Uncommon
Biostrain: 1
Energy consumption: -3 mAh

Sockets
 Head (1)

ION COLLECTOR

A series of finely charged filaments, often arrayed as an external crown or integrated into the respiratory tract, is designed to attract charged particles

from the air. As the user moves or breathes, free-floating ions adhere to these collectors, where their electrical potential is neutralized and harvested.

Activation: passive
Price: 400
Rarity: Uncommon
Biostrain: 2
Energy consumption: -2 mAh

Sockets
 Torso (1)

ELECTROMAGNETIC INDUCTOR

A dense coil of conductive wire, often wrapped around a sensitive ferrite core, is implanted subdermally. It is specifically calibrated to generate a current when passing through the fluctuating electromagnetic fields produced by active power grids, motors, and transformers.

Activation: passive
Price: 700
Rarity: Common
Biostrain: 1
Energy consumption: -4 mAh

Sockets
 Left Leg (1)
 Right Leg (1)

INFRARED ABSORBER

Plates of a matte, thermo-absorbent material are grafted onto the user's skin, remaining cool to the touch until activated. These surfaces are designed to capture high-intensity radiation specifically within the infrared spectrum. When exposed to a significant source of radiant heat - a forge, a running engine, a desert sun - the plates absorb the energy and convert it into a powerful current.

Activation: passive
Price: 800
Rarity: Uncommon
Biostrain: 2
Energy consumption: -6 mAh

Sockets
 Head (1)

PIEZOELECTRIC SKIN SENSOR

Laminated just beneath the epidermis is a flexible mesh of pressure-sensitive micro-crystals. This subdermal lattice converts any direct kinetic impact on the skin - from a light touch to a heavy blow - into a brief spark of electrical energy.

Activation: passive
Price: 400
Rarity: Common
Biostrain: 1
Energy consumption: -1 mAh

Sockets
 Left Arm (1)
 Right Arm (1)
 Left Leg (1)
 Right Leg (1)

BIO FUEL CELL

A synthetic bioreactor, functioning as a secondary stomach, is spliced into the user's digestive tract. Within this organ, engineered microbes and potent catalysts aggressively decompose any ingested biomass, converting the matter directly into a massive electrical output. While this process generates a tremendous amount of power, it extracts almost no nutritional value, thereby placing an extreme and constant caloric demand upon the host.

Activation: passive
Price: 1100
Rarity: Rare
Biostrain: 3
Energy consumption: -10 mAh

Sockets
 Torso (3)

ACOUSTIC RESONATOR

A series of precisely calibrated resonant crystals is affixed to the user's bone structure. Each crystal is tuned to vibrate sympathetically.

Activation: passive
Price: 600
Rarity: Uncommon
Biostrain: 1
Energy consumption: -3 mAh

Sockets
 Head (1)

THERMOELECTRIC GENERATOR

A set of paired thermoelectric probes, often emerging from the knuckles or forearms, are linked internally. The implant generates a current only when a significant temperature differential exists between these two external contact points. By bridging a hot surface with one probe and a cold surface with the other, a substantial flow of energy is created across the thermal gradient.

Activation: active
Price: 600
Rarity: Rare
Biostrain: 3
Energy consumption: -8 mAh

Sockets
 Head (1)
 Left Arm (1)
 Right Arm (1)
 Left Leg (1)
 Right Leg (1)

ELECTROSTATIC AIR FILTER

Lining the user's upper respiratory tract is a microscopic grid that applies an electrical charge to inhaled air. This causes airborne particulates - soot, dust, allergens - to adhere to charged collector surfaces further down the passage. The process of capturing and neutralizing these particles generates a small, steady current.

Activation: passive
Price: 600
Rarity: Common
Biostrain: 1
Energy consumption: -2 mAh

Sockets
 Head (1)

Resistance +1

NANOBOT ENERGY HARVESTER

A subdermal reservoir contains a teeming colony of microscopic automata, each a self-propelled energy collector. Upon release, this swarm disperses into the immediate area to scavenge for ambient power, absorbing thermal, kinetic, or electrical energy from their surroundings. The automata periodically return to the host to offload their collected charge, delivering it in focused bursts.

Activation: passive
Price: 600
Rarity: Rare
Biostrain: 3
Energy consumption: -5 mAh

Sockets
 Head (1)

OSMOTIC PRESSURE GENERATOR

Integrated deep within the body's tissues is an array of advanced, semipermeable membranes. This system continually exploits the natural osmotic gradient between different bodily fluids, translating the subtle but constant pressure differential into a usable electric current. The generator provides a silent, ceaseless trickle of power, its efficiency tied directly to the host's state of hydration.

Activation: passive
Price: 600
Rarity: Uncommon
Biostrain: 2
Energy consumption: -4 mAh

Sockets
 Torso (1)

PHOTOVOLTAIC SKIN PATCH

Grafted onto an exposed area of skin is a distinct patch composed of a dark, faceted crystalline material. Its surface is a dense array of photoreceptive cells, engineered for the direct and highly efficient conversion of light into electricity.

Activation: passive
Price: 800
Rarity: Rare
Biostrain: 3
Energy consumption: -7 mAh

Sockets
 Left Arm (1)
 Right Arm (1)

ELECTROLYTIC CELL GENERATOR

A series of plates, composed of two carefully chosen dissimilar conductive materials, is implanted deep within the body's tissues. Using the host's own bodily fluids as an electrolyte, a continuous

galvanic reaction between the plates generates a steady electrical current. This process provides a significant and reliable power source, though the more reactive of the two materials slowly corrodes over time, necessitating eventual replacement.

Activation: passive
Price: 700
Rarity: Rare
Biostrain: 3
Energy consumption: -6 mAh

Sockets
 Torso (1)

QUANTUM DOT SOLAR CELL

Suspended within a translucent dermal patch is a dense solution of specially treated, microscopic crystals. These prismatic motes are engineered to absorb light across an exceptionally broad spectrum, giving the user's skin a faint, oily iridescence. This method allows for an incredibly efficient energy conversion, producing a massive current when exposed to any sufficient light source.

Activation: passive
Price: 900
Rarity: Rare
Biostrain: 4
Energy consumption: -9 mAh

Sockets
 Head (1)

HANDCRANK

A simple kinetic generator is integrated into the user's arm or torso, operated by a foldable, external hand crank. Generating power requires several seconds of strenuous, uninterrupted cranking to spin up an internal dynamo and charge a small capacitor. The stored energy is short-lived and depletes rapidly, providing a temporary burst of power that is sufficient for only a few moments of activity.

The energy generated by turning the crank lasts for 2 rounds of combat or 10 minutes out of combat. It takes two actions to turn the crank.

Activation: active
Price: 100
Rarity: Common
Biostrain: 0
Energy consumption: -2 mAh

Sockets
 Head (1)
 Torso (1)
 Left Arm (1)
 Right Arm (1)

WEAPONS

SMARTLINK

A neural interface allows the user to establish a direct data link between their ocular implant and a compatible weapon. Once connected, a stream of targeting information - trajectory arcs, environmental data, and aiming feedback - is projected into the user's vision. This constant feedback loop allows for subconscious micro-corrections, steadying the user's hand and reducing the chance of a completely wild shot.

The minimum roll for attacks with linked weapons is reduced by 1.

Activation: active
Price: 2500
Rarity: Uncommon
Biostrain: 3
Energy consumption: 2 mAh

Sockets
 Left Arm (1)
 Right Arm (1)

POISON CLAWS

Hidden within sheaths beneath the fingernails are sharp, retractable claws of bone, keratin, or metal. A subdermal gland or reservoir continuously secretes a potent neurotoxin, which flows through microscopic channels to coat the tip of each claw. The wounds inflicted are often minor, but serve to deliver the fast-acting poison directly into the target's bloodstream, quickly incapacitating them.

Retractable claws used as a weaponless melee attack. The attack has Damage Potential 2 and causes the Poisoned 2 condition.

Activation: active
Price: 2300
Rarity: Common
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Left Arm (1)
 Right Arm (1)

Hand to Hand Combat +2

PLASMA CANNON

The user's forearm is replaced with a powerful directed-energy weapon, its barrel reinforced with containment coils and focusing emitters. It draws a massive charge from the user's internal power supply to fire a single, searing bolt of incandescent matter. The projectile impacts with devastating thermal force, designed to melt through hardened armor plate and superheat the target behind it.

An integrated ranged weapon. Attack uses the Shooting skill. Range: 40m, Damage Potential: 5, Piercing: 2, Attack Modes: Single Shot.

Activation: active
Price: 3700
Rarity: Rare
Biostrain: 4
Energy consumption: 9 mAh

Sockets

Left Arm (1)
 Right Arm (1)

ELECTRO-WHIP

A segmented, conductive whip lashes out from a concealed housing in the user's forearm with a sharp crack. Upon impact, a powerful capacitor unleashes a high-voltage discharge that arcs down the weapon's length into the target. While the whip itself causes minimal physical harm, the massive electrical shock is designed to violently disrupt the nervous system and incapacitate a foe.

A retractable whip weapon. Attack uses Hand To Hand Combat skill. Range: 3m, Damage Potential 2, causes the Shocked 2 condition.

Activation: active
Price: 1800
Rarity: Uncommon
Biostrain: 3
Energy consumption: 2 mAh

Sockets

Right Arm (1)
 Left Arm (1)

CYBER CLAW

The user's hand is retrofitted with a set of heavy, retractable talons forged from hardened alloys. Each claw is driven by powerful micro-actuators, enabling them to strike with enough focused force to puncture sheet metal and shred lesser armor. These are not subtle tools, but brutal weapons designed to rip, tear, and gouge with devastating effect.

A powerful weaponless melee attack with Damage Potential 4 and Piercing 1.

Activation: active
Price: 1700
Rarity: Rare
Biostrain: 4
Energy consumption: 3 mAh

Sockets

Right Arm (1)
 Left Arm (1)

SONIC LAUNCHER

A wide, bell-shaped acoustic projector is integrated into the user's arm. Upon firing, it emits a directed cone of powerful, low-frequency sonic vibrations. This concussive wave of sound is designed not to tear flesh, but to violently disorient any target in its path, overwhelming their equilibrium and leaving them reeling and unable to coordinate a response.

Fires a 5m cone of sonic energy. Targets must make a Resistance check (minimum roll +2) or lose their next action and gain Shocked 2.

Activation: active
Price: 1700
Rarity: Common
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Right Arm (1)
 Left Arm (1)

EMP GENERATOR

A powerful capacitor array integrated into the user's body can be triggered to release its entire charge in a single, massive burst. This unleashes a non-lethal, omnidirectional wave of disruptive electromagnetic energy from the user's position. While harmless to organic beings, this pulse is designed to instantly overload the delicate inner workings of any unshielded electronic or clockwork systems caught within its radius, rendering them temporarily inert.

When activated (1 action), all unshielded electronic devices within 10 meters are disabled for 1d6 rounds.

Activation: active
Price: 2600
Rarity: Uncommon
Biostrain: 3
Energy consumption: 2 mAh

Sockets

Right Arm (1)
 Left Arm (1)

NANOBOT SWARM

From a containment unit on the user, a shimmering cloud of microscopic, aggressive automata is unleashed. The swarm immediately descends upon a single designated target, enveloping them in a barely visible, crawling haze. Each automaton is a tiny engine of destruction, designed to relentlessly seek out vulnerabilities and deconstruct its target on a granular level, boring through armor and shredding tissue until its short-lived power supply is exhausted.

Can be released as an attack (1 action). The swarm attacks a target within 10m for 1d3 rounds, causing 3 hits with Piercing 3 each round.

Activation: passive
Price: 3000
Rarity: Rare
Biostrain: 4
Energy consumption: 3 mAh

Sockets

Torso (1)

PLASMA BLADE

From an emitter in the user's forearm erupts a blade of pure, magnetically contained thermal energy, humming with a low thrum. The incandescent edge is not a solid object, but a focused field of intense heat that leaves a shimmering wake of

distorted air. This allows the blade to slice through dense armor as if it were parchment, instantly cauterizing the devastating wounds it inflicts.

A retractable melee weapon. It has Damage Potential 3 and Piercing 3.

Activation: active
Price: 3500
Rarity: Uncommon
Biostrain: 3
Energy consumption: 2 mAh

Sockets

Right Arm (1)
 Left Arm (1)

PHOTON CANNON

This integrated weapon system replaces the forearm with a device designed to project a highly focused beam of coherent light. A series of amplifying lenses and a powerful lasing medium generate an instantaneous, perfectly straight line of destructive energy. The weapon is valued for its extreme range and pinpoint accuracy, striking distant targets with a lance of brilliant light.

An integrated ranged weapon. Attack uses the Shooting skill. Range: 100m, Damage Potential: 4, Piercing: 1, Attack Modes: Single Shot.

Activation: active
Price: 3600
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

Sockets

Left Arm (1)
 Right Arm (1)

ELECTROMAGNETIC BLADE

A blade of conductive alloy springs from a concealed emitter on the user's arm, audibly humming with stored energy. The blade is often set

to vibrate at ultrasonic frequencies to enhance its ability to slice through resilient materials. Upon a sufficiently deep or well-aimed strike, an integrated capacitor can unleash a powerful electrical discharge through the blade, shocking the target.

A retractable melee weapon with Damage Potential 3 and Piercing 1. On a critical hit, the target receives the Shocked 1 condition.

Activation: active
Price: 1800
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Left Arm (1)
 Right Arm (1)

BUM BUM ARM

This bulky cybernetic arm is purpose-built for delivering a single, devastating blow, terminating in a piston-driven ram instead of a hand. When triggered, the entire forearm assembly launches its weighted head forward with explosive force, striking targets just outside of standard melee range. The sheer kinetic impact is designed to buckle armor and pulverize the structure underneath with a brutal, concussive slam.

Allows a weaponless melee attack with Damage Potential 6, Piercing 1, Actions 2, and a range of 2m.

Activation: passive
Price: 900
Rarity: Uncommon
Biostrain: 4
Energy consumption: 0 mAh

Sockets

Left Arm (2)
 Right Arm (2)

SENSES

CYBEREYES I

This foundational ocular prosthesis replaces a natural eye with a visibly artificial sensory apparatus. Its intricate, mechanical iris audibly adjusts to light, while internal lenses shift to grant a sharper focus than organic sight allows. The user can perceive fine details at a greater distance, discerning things that would otherwise be a blur.

Activation: passive
Price: 2000
Rarity: Common
Biostrain: 2
Energy consumption: 1 mAh

Sockets
 Head (1)

Perception +1

AUDIO ENHANCER

The user's auditory canals are fitted with a system of powerful acoustic amplifiers, able to discern the faintest of sonic details. Whispers from across a hall, the subtle shift of a floorboard, or the tumblers of a distant lock are all rendered with stark clarity.

Grants a +2 dice bonus to Perception checks involving hearing.

Activation: passive
Price: 800
Rarity: Common
Biostrain: 1
Energy consumption: 1 mAh

Sockets
 Head (1)

INFRARED VISION

A specialized sensor suite is integrated into the user's ocular implant, allowing them to shift their perception into the infrared spectrum. When this mode is active, the world is repainted in a ghostly palette of thermal signatures, where living creatures and active machinery burn brightly against the cold backdrop of inert objects. This allows the user to see through darkness and smoke as if they weren't there, tracking targets by the heat they radiate.

Activation: active
Price: 1500
Rarity: Common
Biostrain: 2
Energy consumption: 1 mAh

Sockets
 Head (1)

CYBEREYES II

This advanced ocular prosthesis is a marked improvement over earlier models, featuring a silent, fluid iris and superior optical processors for crystal-clear sight. An integrated multi-spectrum sensor allows the user to seamlessly toggle between the visible, thermal, and amplified-light spectrums as a free-flowing extension of their will. Furthermore, a built-in targeting computer analyzes the visual field to highlight critical details and project firing solutions, vastly improving both situational awareness and marksmanship.

Includes Night Vision and Infrared Vision modes, which can be toggled as a free action. Provides a +2 bonus to Perception and Shooting.

Activation: passive
Price: 3600
Rarity: Rare
Biostrain: 4
Energy consumption: 3 mAh

Sockets
 Head (1)

Shooting +2
Perception +2

SONAR IMPLANT

An implant grants the user a form of active echolocation, emitting a constant stream of high-frequency sonic pulses. The user's brain learns to interpret the returning echoes, building a precise, three-dimensional acoustic image of the surrounding area. Since this sense is based on sound and not light, it allows the user to navigate perfectly in total darkness and to perceive the true location of targets concealed by visual trickery.

Allows perception through sound waves, ignoring invisibility and penalties from total darkness within a 20-meter radius.

Activation: active
Price: 1000
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

Sockets
Head (1)

EMOTION SENSOR

A suite of passive bio-sensors allows the user to perceive the invisible tells of human emotion. The implant analyzes a target's subtle physiological signals in real-time: micro-expressions, fluctuations in heart rate, vocal stress, and changes in skin temperature. This stream of data provides the user with a profound and accurate insight into the true emotional state of those around them, cutting through deception and social masks.

Activation: active
Price: 1200
Rarity: Common
Biostrain: 1
Energy consumption: 1 mAh

Sockets
Head (1)

Empathy +2

CHEMICAL ANALYZER

A chemical analysis suite is integrated into the user's fingertip or olfactory system. The implant can draw in a microscopic sample of any liquid, solid, or airborne substance and instantly break it down to its core chemical components. This allows the user to identify unknown materials, from complex poisons to rare minerals, with incredible speed and precision.

Grants a 3 dice bonus to Investigation or Nature checks related to identifying substances.

Activation: active
Price: 1000
Rarity: Common
Biostrain: 1
Energy consumption: 1 mAh

Sockets
Head (1)

ULTRASONIC LOCATOR

This implant allows the user to emit focused pulses of ultrasonic waves, actively scanning the surrounding area. A sophisticated processor analyzes the returning echoes, flagging minute inconsistencies in material density and acoustic resonance. This effectively allows the user to 'see' through solid surfaces to a degree, revealing hidden compartments, concealed objects, or the subtle outline of a camouflaged creature.

Grants a 2 dice bonus to Perception checks to locate hidden objects or creatures within 30 meters.

Activation: active
Price: 2100
Rarity: Common
Biostrain: 1
Energy consumption: 1 mAh

Sockets
 Head (1)

ARTIFICIAL LIMBS

CYBERARM

This full arm replacement is built upon a dense, reinforced chassis, its movements driven by powerful, high-torque actuators. The limb's raw strength is immense, capable of delivering crushing blows that can buckle steel. Furthermore, its integrated gyroscopic stabilizers and rapid-response servos enhance unarmed combat performance, guiding strikes and parries with brutal efficiency.

Other body modifications that use slots in the arm can be incorporated into the cyberarm so that they do not require any slots themselves.

Activation: passive
Price: 3000
Rarity: Rare
Biostrain: 4
Energy consumption: 3 mAh

Sockets
 Left Arm (3)
 Right Arm (3)

Strength +2
Hand to Hand Combat +1

CYBERLEG

The replacement of a single leg with this powerful prosthetic creates a distinct imbalance in the user's gait and physique. Over time, the user learns to weaponize this asymmetry, capable of explosive, off-balance dodges and powerful single-leg leaps.

At a full run, the user adopts a unique, loping stride, with the tireless prosthetic setting a punishing pace for the remaining organic limb.

Other body modifications that use slots in the leg can be incorporated into the cyberleg so that they do not require any slots themselves.

Activation: passive
Price: 3500
Rarity: Rare
Biostrain: 4
Energy consumption: 3 mAh

Sockets
 Left Leg (1)
 Right Leg (1)

Quickness +2

CYBERNETIC TAIL

Grafted to the base of the user's spine is a fully articulated, prehensile tail controlled by an integrated gyroscopic balancer. The appendage constantly shifts and adjusts to the user's movements, acting as a dynamic counterbalance that provides a super-human sense of equilibrium and agility. While its main purpose is for balance, the tail can also be used to deliver a swift, distracting blow in melee.

Provides a +2 bonus to Acrobatics checks for balancing. Can make a weaponless melee attack with Damage Potential 1.

Activation: active
Price: 3200
Rarity: Uncommon
Biostrain: 3
Energy consumption: 2 mAh

Sockets
 Torso (1)

Acrobatics +2

PROTECTION



DERMAL ARMOR



A resilient, ablative lattice is woven directly beneath the user's epidermis, giving the skin a slightly rigid, often patterned texture. When struck, a localized section of this layer shatters or hardens to absorb the brunt of the kinetic force, effectively acting as a single-use shield. Almost instantly, this compromised section regenerates or is replaced from within, restoring the armor's integrity for the next impact.

Activation: passive
Price: 2200
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets
 Torso (1)

protection +1

TOXIN FILTER



This dual-system implant integrates a powerful filter into the respiratory tract and a cleansing unit into the circulatory system. The respiratory component scrubs inhaled air, using a catalytic process to neutralize airborne toxins and gases completely. Meanwhile, the circulatory filter constantly cycles the user's blood, identifying and breaking down foreign chemical compounds, rendering most poisons far less effective.

Grants 2 bonus dice to Resistance checks against poisons and toxins, and provides immunity to inhaled gases.

Activation: active
Price: 1500
Rarity: Uncommon
Biostrain: 3
Energy consumption: 2 mAh

Sockets
 Head (1)

ENERGY SHIELD



A series of emitters housed on the user's forearm can be activated to project a defensive energy screen. This creates a shimmering, semi-visible barrier of distorted energy a short distance in front of the user. The field is specifically calibrated to disperse or deflect high-energy projectiles like focused light or plasma, but offers no resistance to solid, kinetic objects.

Can be activated (1 action). When active, it provides a 4+ Cover roll against ranged attacks. Consumes energy only when active.

Activation: active
Price: 3100
Rarity: Uncommon
Biostrain: 3
Energy consumption: 2 mAh

Sockets
 Torso (1)

NANOBOT HEALER



Housed within a specialized internal reservoir is a dormant swarm of bio-repair automata. When activated, these microscopic agents are released into the bloodstream to converge on wounded areas of the body. They initiate a rapid, systematic process of tissue reconstruction, knitting muscle and sealing wounds for a short, intense period before becoming inert to replenish their resources.

Once per day, the user can activate the nanobots to heal 1d6 wounds. This process takes one minute.

Activation: passive
Price: 2100
Rarity: Rare
Biostrain: 4
Energy consumption: 3 mAh

Sockets

Torso (1)

ELECTROSTATIC BARRIER

A fine mesh of conductive filaments runs just beneath the user's skin, creating a personal Faraday cage. This subdermal grid is designed to intercept incoming electrical attacks, instantly channeling the lethal voltage across its surface and harmlessly into the ground. After absorbing a powerful discharge, the entire system must briefly repolarize, readying itself to neutralize the next shock.

It provides three units of shock protection, which are refreshed at the start of the character's combat round. This shock protection only avoids the 'Shocked' condition, not wounds.

Activation: active
Price: 2200
Rarity: Rare
Biostrain: 3
Energy consumption: 5 mAh

Sockets

Torso (1)

THERMOREGULATOR

A heat-exchange system is integrated with the user's circulatory and respiratory tracts. This network functions as a powerful internal thermoregulator, capable of either rapidly shedding excess body heat or generating its own warmth. It allows the user to maintain a perfectly stable core temperature, rendering them completely indifferent to the ravages of freezing blizzards or scorching desert suns.

The character is immune to the negative effects of extreme cold or heat.

Activation: active
Price: 400
Rarity: Common
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Torso (1)

CHAMELEON SKIN

The user's skin is permanently imbued with a subtle, non-repeating pattern of mottled, low-reflectivity colors. This is not an active camouflage system, but a passive one that constantly breaks up the user's silhouette against any background. This disruptive coloration makes the user inherently harder to notice, causing the eye of an observer to slide past them without registering their presence.

Activation: passive
Price: 2100
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Torso (1)

Stealth +2

PHOTON SHIELD

A forearm projector, when activated, deploys a shimmering, aerosolized cloud of reflective micro-particles. This suspension forms a temporary, dazzling screen in the air that is specifically designed to scatter and diffuse focused beams of light. While it provides exceptional protection against laser-based weaponry, the intangible mist offers no defense against kinetic or thermal attacks.

When activated (1 action), provides a 5+ Cover roll against light and laser-based attacks.

Activation: active
Price: 2400
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

Sockets
 Torso (1)

BIO-FEEDBACK SENSOR

A network of microscopic diagnostic sensors constantly patrols the user's bloodstream, acting as an internal early-warning system. These bio-monitors are programmed to detect the subtle chemical signatures of foreign toxins and pathogens. The moment an invasive agent is identified, the implant sends a distinct alert to the user's consciousness, granting their natural immune system precious time to mount a defense before symptoms can take hold.

Activation: passive
Price: 1000
Rarity: Common
Biostrain: 1
Energy consumption: 1 mAh

Sockets
 Head (1)

Resistance +1

ELECTROMAGNETIC CLOAKING

The user's skin is infused with a layer of sensor-absorbent material or an active signal-cancelling web. This system is designed to trap or spoof incoming electromagnetic detection waves, such as radar or lidar pings. While it has no effect on visual observation, it effectively nullifies the user's electronic signature, allowing them to pass through automated sensor grids completely undetected.

Makes the wearer invisible to electromagnetic sensors like radar.

Activation: passive
Price: 1300
Rarity: Common
Biostrain: 1
Energy consumption: 1 mAh

Sockets
 Head (1)

INFRARED CLOAKING

A thermal dampening system is woven throughout the user's skin, functioning as an active heat shroud. The network rapidly draws radiant body heat away from the surface, either storing it in an internal sink or venting it as a dispersed, cooled mist. This allows the user's thermal signature to perfectly match the ambient temperature of their surroundings, rendering them invisible to any form of heat-based detection.

Activation: passive
Price: 1200
Rarity: Common
Biostrain: 1
Energy consumption: 1 mAh

Sockets
 Torso (1)

PLASMA SHIELD

Upon activation, a forearm projector spews forth a swirling vortex of incandescent matter, which is then shaped into a protective shield by a powerful containment field. This shimmering barrier of superheated particles is both incredibly dense and intensely hot. Its unique properties allow it to physically block or vaporize incoming projectiles while also absorbing and dispersing the energy of directed-beam attacks, creating a formidable all-purpose defense.

When activated (1 action), provides 3 units of Normal Protection that can be used against physical

and energy attacks. The shield lasts for one combat encounter.

Activation: active
Price: 3200
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

Sockets

Left Arm (1)
 Right Arm (1)

ENHANCEMENTS

NEURAL ENHANCER

A fine web of conductive filaments is laced throughout the user's cerebral cortex, functioning as a neural co-processor. The device accelerates synaptic response, allowing the brain to process sensory input and formulate logical conclusions at a dramatically increased speed. Complex situations are apprehended more swiftly, and solutions to intricate problems present themselves with newfound clarity.

Activation: passive
Price: 2000
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

Sockets

Head (1)

Logic +1
 Apprehension +1

REFLEX BOOSTER

Integrated directly with the spinal cord, this neural accelerator floods the user's nervous system with powerful synaptic stimulants at the onset of combat. This induced hyper-reactivity drastically alters the user's perception of time, causing the world

around them to appear sluggish and slow. In this accelerated state, the user can process information and execute physical actions with immense speed.

Activation: passive
Price: 3500
Rarity: Uncommon
Biostrain: 3
Energy consumption: 2 mAh

Sockets

Head (1)

actions +1

DATA JACK

A universal interface port, typically set flush with the skin at the temple or nape of the neck, allows for a direct, physical connection to compatible machinery. Jacking in establishes a full neural link, flooding the user's consciousness with a raw stream of the machine's operational data. This intuitive, high-bandwidth connection makes navigating systems and diagnosing mechanical problems feel like a natural extension of the user's own senses.

Activation: active
Price: 250
Rarity: Common
Biostrain: 1
Energy consumption: 1 mAh

Sockets

Head (1)

BONE LACING

The user's entire skeleton is laced with a molecularly-bonded metallic composite, vastly increasing its density and tensile strength. This reinforced frame is incredibly resilient, capable of absorbing shocks and trauma that would pulp ordinary bone and tissue.

Activation: passive
Price: 2400
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Torso (2)

max health +2

Resistance +1

MUSCLE AUGMENTATION

The user's natural musculature is threaded with bundles of high-performance myomer or electro-active fibers. These synthetic tissues contract with explosive force, granting a profound increase in raw strength for lifting, grappling, and striking. Engineered for incredible efficiency, the augmentation also resists the buildup of fatigue toxins, enabling the user to maintain peak physical output for far longer than is naturally possible.

Activation: passive
Price: 3000
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

Sockets

Left Arm (2)

Right Arm (2)

Left Leg (2)

Left Leg (2)

Strength +2

Endurance +1

CYBERHEART

The body's natural heart is replaced by a powerful mechanical pump, its steady, metronomic beat a constant reminder of its artificial nature. This device circulates blood with a relentless efficiency that organic tissue cannot match, drastically enhancing

the user's stamina and resistance to fatigue. The robust and forceful circulation also reinforces the entire system, making the user tougher and more resilient to physical trauma.

Activation: passive
Price: 3300
Rarity: Rare
Biostrain: 4
Energy consumption: 3 mAh

Sockets

Torso (1)

max health +1

Endurance +2

SOUND DAMPENER

A system of internal gyroscopic stabilizers and motion dampeners is integrated with the user's musculoskeletal system. This implant actively smooths the user's movements, eliminating the small, involuntary jerks that produce sound. Footfalls are softened to near-silence, and the rustle of gear is significantly muted, allowing the user to pass through an area with an almost unnatural quiet.

Activation: passive
Price: 2500
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Left Leg (1)

Right Leg (1)

Stealth +2

CYBERLUNG

This prosthetic respiratory system replaces organic lungs with a far more efficient gas-exchange mechanism. It extracts and processes oxygen with such effectiveness that the user's blood becomes super-saturated, granting them a tremendous reserve of

stamina for any physical exertion. The implant also features an internal oxygen storage cell, enabling the user to hold their breath for incredibly long durations.

Activation: passive
Price: 2600
Rarity: Rare
Biostrain: 4
Energy consumption: 2 mAh

Sockets
 Torso (1)

Endurance +2

MEMORY ENHANCER

A mnemonic co-processor, wired into the brain's hippocampus, records all sensory input with perfect fidelity. This system archives memories as flawless, searchable data, allowing the user to recall any past event, conversation, or page of text with absolute clarity. With this perfect repository of knowledge, the user can cross-reference vast amounts of information instantly, drawing logical conclusions and identifying patterns with inhuman speed and accuracy.

Activation: passive
Price: 2000
Rarity: Common
Biostrain: 1
Energy consumption: 1 mAh

Sockets
 Head (1)

Education +1
Logic +1

CYBERBRAIN

The user's neural architecture is fundamentally altered, with organic brain tissue augmented or replaced by a sophisticated computational core. This cybernetic mind processes information not

through intuition, but through pure, high-speed calculation, allowing for the rapid assimilation and perfect recall of enormous volumes of data. Complex logical problems are solved with startling speed, and vast fields of knowledge can be mastered in a fraction of the normal time.

Activation: passive
Price: 5000
Rarity: Rare
Biostrain: 5
Energy consumption: 3 mAh

Sockets
 Head (1)

Logic +2
Education +1
Apprehension +2

CHAMELEON SKIN

The user's skin is layered with a network of programmable chromatophores or light-bending crystals. When activated, this system scans the immediate environment and replicates its colors and textures, causing the user to visually blend into their surroundings like a living ghost. The camouflage effect is nearly perfect while stationary or moving slowly, but it distorts and fails if the user moves too quickly for the system to process the changing background.

When activated (1 action), grants a +4 dice bonus to Stealth checks when stationary or moving slowly. Consumes energy only when active.

Activation: active
Price: 1700
Rarity: Common
Biostrain: 2
Energy consumption: 1 mAh

Sockets
 Torso (1)

ADRENAL PUMP

A high-pressure pump is linked to a reservoir of potent combat stimulants and integrated with the user's circulatory system. Activating the device injects a full dose of this hyper-adrenal cocktail directly into the bloodstream, shocking the body into a state of extreme temporal acceleration. For a few heartbeats, the user moves like a blur, their thoughts and actions compressed into a frantic burst of speed that allows them to accomplish several tasks in the blink of an eye.

Can be activated once per combat (costs 1 action). The user gains +2 Actions for the current combat round. The pump has 3 charges, which are refreshed during a rest.

Activation:	active
Price:	2400
Rarity:	Uncommon
Biostrain:	3
Energy consumption:	2 mAh
Charges:	3

Sockets
Torso (1)

STEALTH FIELD GENERATOR

A sophisticated array of field projectors allows the user to actively bend light waves around their body. When engaged, this creates a powerful optical distortion that renders the user almost completely invisible, leaving only a subtle, watery shimmer where they stand. This profound visual displacement makes the user an exceptionally difficult target, though the field's delicate matrix is instantly shattered by any hostile action the user performs.

When activated (1 action), the user becomes almost invisible. The minimum roll for attacks against the user increases by 3, and the field deactivates when the user attacks.

Activation:	active
Price:	2500
Rarity:	Common
Biostrain:	2
Energy consumption:	1 mAh

Sockets
Torso (1)

NEURAL INTERFACE

A powerful neural transceiver allows the user to convert thoughts into a silent, transmittable signal. This enables instantaneous, conceptual communication with other similarly equipped individuals and provides a direct, wireless link to compatible machine systems. Interfacing with a digital environment through this link feels effortless and innate, granting the user a masterful ability to comprehend and manipulate complex code and security protocols.

Allows silent, wireless communication with other devices or individuals with a similar interface. Provides a 3 bonus dice to checks against digital systems.

Activation:	passive
Price:	1200
Rarity:	Rare
Biostrain:	4
Energy consumption:	3 mAh

Sockets
Head (1)

GRAVITY MANIPULATOR

A sophisticated field generator allows the user to project a localized distortion field that alters the effective mass of targets within its range. This beam can be modulated to either drastically increase an object's weight, pinning it with a crushing ponderous force, or to reduce it, making massive objects feel almost weightless. The effect can be used to immobilize foes under their own immense weight.

or to lift burdens far beyond the user's normal physical limits.

Activation: active
Price: 1400
Rarity: Rare
Biostrain: 4
Energy consumption: 3 mAh

Sockets
 Torso (1)

BIO-LUMINESCENT TATTOOS

The user's skin is adorned with intricate tattoos created from a special, bioluminescent ink. On command, these patterns begin to glow with a bright, steady light, illuminating the surrounding area as effectively as a torch. The color of the luminescence is a permanent, stylized choice made when the tattoo is applied, turning the body into a living lantern.

Activation: active
Price: 500
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets
 Torso (1)

HOLOGRAPHIC PROJECTOR

A miniature projector allows the user to cast a three-dimensional image of light and shadow into the air. The device creates a luminous, semi-translucent effigy by projecting patterns onto ambient particles or a self-generated refractive mist. While these apparitions are intangible and visibly flicker, they are realistic enough to create convincing diversions or to display simple visual information.

Can project simple holograms up to 10 meters away. Can be used to create distractions or com-

municate. Deception checks using the holograms gain bonus of 2 dice.

Activation: active
Price: 1000
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets
 Head (1)

NANO REPAIR BOTS

A colony of microscopic repair automata constantly circulates through the user's body, performing routine cellular maintenance and slowly mending minor damage over time. This provides a steady, passive regeneration that keeps the body in a state of constant repair. Once per day, the entire swarm can be given a priority command, causing them to converge on a major injury for a single, rapid burst of accelerated healing at the cost of depleting their immediate resources.

It automatically heals one wound every three hours. It can be activated once per day to instantly heal 1d3 wounds.

Activation: active
Price: 3500
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

Sockets
 Torso (1)

MAGNETIC GRAPPLES

Powerful electromagnets are embedded within the user's hands and feet, linked to their internal power source. On command, these devices generate a focused and incredibly strong magnetic field. This allows the user to cling to any ferrous surface with immense force, walking up sheer metal walls or across ceilings as if on level ground.

Activation: active
Price: 800
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Left Arm (1)
 Right Arm (2)

NEURO STIMULATOR

A neural pacemaker integrated at the base of the skull sends a continuous cascade of micro-stimulations throughout the user's central nervous system. This constant priming of the neural pathways shortens the gap between sensory input and physical response. As a result, the user thinks with greater speed and clarity, while their body reacts with a sharp, heightened alacrity.

Activation: active
Price: 3600
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

Sockets

Head (1)

Logic +1
Quickness +1

ELECTRO-MUSCLE STIMULATOR

A subdermal lattice of conductive filaments is laid over the user's core muscle groups. This system synchronizes with the body's natural nerve impulses, delivering a supplementary electrical jolt to the muscles at the precise moment of contraction. This forced over-contraction enhances the user's raw strength and optimizes muscular efficiency, allowing for greater power and stamina.

Activation: passive
Price: 2700
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Left Arm (1)
 Right Arm (1)
 Left Leg (1)
 Right Leg (1)

Strength +1
Endurance +1

QUANTUM ENTANGLEMENT

This implant contains one half of a perfectly matched pair of sympathetic resonators, their twins housed in a single other device. These two objects are intrinsically linked on a fundamental level, mirroring each other's state instantly and without any discernible signal passing between them. This phenomenon allows for a silent, untraceable, and instantaneous channel of communication, utterly independent of distance or physical barriers.

Activation: passive
Price: 1800
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Head (1)

NANO CONSTRUCTION BOTS

A specialized pod on the user's body houses a swarm of microscopic construction automata. When released upon a supply of raw materials, these agents work in unison to assemble or repair objects according to the user's direction. The swarm can reconfigure matter to fashion simple

tools from scrap or meticulously mend the mechanisms of a broken device, limited only by the user's technical knowledge and the quality of the materials provided.

Can be used to construct simple tools or repair items. Requires a Mechanics check and raw materials.

Activation: active
Price: 900
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

Sockets
 Head (1)

SONIC WAVE MANIPULATOR

The user's larynx is augmented with a sonic modulation system, allowing them to manipulate their vocal output with incredible precision. This device can analyze and store the acoustic properties of sounds, from a specific voice to ambient noises. The user can then perfectly replicate these stored sounds, enabling flawless vocal mimicry or the creation of highly convincing, localized sound effects for distraction.

Allows the user to mimic voices or create specific sounds for distraction. Grants a 2 dice bonus to Deception or Performance checks using sound.

Activation: active
Price: 2100
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets
 Head (1)

PLASMA CUTTER

This forearm-mounted industrial tool is designed to project a short, contained jet of superheated mat-

ter. The focused thermal beam can methodically slice through thick plates of hardened steel, making it an excellent tool for breaching and salvage. While its cutting power is immense, the device is heavy and ill-balanced for combat, making any attempt to use it as a melee weapon a clumsy and unpredictable affair.

A tool that can cut through up to 10cm of standard steel per minute. Can be used as a melee weapon with Damage Potential 4, but it is unwieldy (minimum roll +2).

Activation: active
Price: 2900
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

Sockets
 Right Arm (1)
 Left Arm (1)

GRAVITY STABILIZER

A powerful gyroscopic stabilizer is integrated into the user's core, constantly working to maintain a perfect center of gravity. This system uses predictive motion sensors and micro-adjustments to instantly counteract any lurch or imbalance caused by unstable surfaces. As a result, the user moves with an uncanny sense of stability, able to traverse rubble fields or environments with fluctuating gravity as if walking on a perfectly flat and stable plain.

The character ignores difficult terrain penalties caused by unstable surfaces or varying gravity.

Activation: passive
Price: 3200
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets
 Torso (1)

NEURO-LINK COMMUNICATOR ///

This neural implant is designed to translate the user's thoughts into a silent, transmittable data stream. It allows for direct, mind-to-mind conversation with anyone possessing a compatible link, bypassing the need for spoken words. The same system can be used to mentally interface with and operate compatible machinery, offering a basic but direct form of remote control.

Activation: passive
Price: 800
Rarity: Rare
Biostrain: 3
Energy consumption: 2 mAh

Sockets
 Head (1)

ble. The head is fitted with a powerful electromagnet that can be activated to create a secure anchor on any metallic surface it hits. A high-torque internal winch can then be engaged to haul the user upwards or across gaps, providing a swift method of vertical and horizontal traversal.

Fires a grappling hook up to 50 meters that can attach to metallic surfaces.

Activation: active
Price: 1000
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets
 Left Arm (1)
 Right Arm (1)

ELECTROMAGNETIC GRIPPERS ///

Powerful electromagnetic generators are embedded in the user's palms, allowing them to project a strong, localized magnetic field. This field allows the user to grip and lift heavy ferrous objects with a force that far surpasses their physical strength. With this power, a heavy steel beam can be held as easily as a wooden staff, though the grip is useless on any non-metallic material.

Activation: passive
Price: 700
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets
 Left Arm (1)
 Right Arm (1)

HOLOGRAPHIC COMMUNICATOR ///

This device combines a sophisticated scanner with a miniature projector to enable three-dimensional, real-time communication. When a link is established with a compatible unit, the projector casts a luminous, semi-translucent effigy of the caller into the air. This projected apparition mirrors the caller's every word and gesture, allowing for face-to-face conversation regardless of physical distance.

Activation: active
Price: 1200
Rarity: Common
Biostrain: 1
Energy consumption: 1 mAh

Sockets
 Head (1)

ELECTROMAGNETIC GRAPPLING HOOK ///

A forearm-mounted launcher fires a weighted projectile head attached to a durable, high-tensile ca-

GRAVITY MANIPULATOR ///

An inertial regulator integrated into the user's body allows them to actively manipulate their own mass and connection to the ground. In one mode,

the device can render the user almost weightless, allowing them to float gently or leap great distances. Conversely, it can be set to drastically increase the user's effective weight, anchoring them to their spot with immense force and making them nearly impossible to move.

Allows the user to reduce their own weight to float or increase it to become immovable. Requires an action to change state.

Activation: active
Price: 3200
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Left Leg (1)
 Right Leg (1)

SONIC WAVE MANIPULATOR

A series of acoustic emitters in the user's palm can be triggered to unleash a focused, invisible bolt of sonic force. This directed pulse of high-intensity sound is not designed to cause lasting harm, but to strike a single target with a powerful concussive impact. The shock to the inner ear and nervous system is enough to briefly incapacitate a foe, leaving them stunned and disoriented.

Can emit a focused sonic burst (1 action). A single target within 10m must make a Resistance check or be stunned for one round.

Activation: active
Price: 2600
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh

Sockets

Left Arm (1)
 Right Arm (1)

SUBDERMAL THERAPEUTIC IMPLANT.

A cluster of subdermal sacs, each filled with a potent regenerative cocktail, is implanted in the user's torso. On a direct command, one of these sacs ruptures, flooding the user's system with a powerful dose of coagulants and fast-acting growth stimulants. This provides a near-instantaneous burst of healing to seal wounds in the heat of battle, but the implant only carries a limited number of charges before it is depleted.

When activated (1 action), it heals the wearer for 3d3 wounds. It has three charges, which must be refilled manually at a body modification vendor.

Activation: active
Price: 1800
Rarity: Uncommon
Biostrain: 2
Energy consumption: 1 mAh
Charges: 3

Sockets

Torso (2)

BIONIC SPRINT

The user's legs are augmented with a web of high-performance myomer that provides a minor but constant boost to their agility. The system features an overdrive mode that can be activated to flood these fibers with a massive energy surge, forcing them to contract at an incredible rate. This results in a short, explosive burst of speed, allowing the user to run at a blinding pace for a few moments before the system must cool down.

When activated (1 action), doubles the character's movement distance for 1d3 combat rounds. Increases Quickness by 1.

Activation: active
Price: 900
Rarity: Uncommon
Biostrain: 3
Energy consumption: 2 mAh
Charges: 2

Sockets
Left Leg (2)
Right Leg (2)

Quickness +1

H



Foes

ALIEN



HELLISH BERSERKER



The Hellish Berserker is a remotely humanoid alien creature of unknown origin. Bullish in stature, the creature walks upright, and is able to quickly cover a great distance.

WOUNDS	MOVEMENT	STRESS
8	10	1/3
STRENGTH	DEXTERITY	MIND
4	3	2

Charge [8] The berserk rushes towards a victim and rams it. On impact it causes piercing 1 and rams the victim back 1D6 metres.

Bite [6] Piercing 1, Blutend 1

BRAIN



The Brain is a flying, spherical creature about one metre in diameter. Its skin appears to be made of a dark metal. At the front of the head is an opening that glows like hot lava and gives a hint of the Brain's contents.

WOUNDS	MOVEMENT	STRESS
10	7	1/2
STRENGTH	DEXTERITY	MIND
2	1	4

Aura [6] Creates an aura of successes*D6 metres in which all aliens have 4 extra dice for all rolls.

Self destruction [8] The brain explodes in a cloud of fire, spraying molten slag in all directions. For each success, a large portion of slag hits a character within a ten-metre radius. This inflicts two hits on impact and the Burning 1 status. At the end of each combat round, it hits again if it has not been removed.

NOK



The Nok is a flying alien, similar to the Brain. It also floats in the air. Its skin, like the Brain's, is a metallic but living surface. At the front, it has a narrow, raised-edge opening that reveals red-hot magma.

WOUNDS	MOVEMENT	STRESS
4	6	1/3
STRENGTH	DEXTERITY	MIND
2	3	2

Resistances Fire

Fire Ball [6] Causes 3 hits within a radius of D6 meters on each participant in the fight, each with two wounds and puncture 1.

MEDUSA



These large, floating creatures are appearing in increasing numbers around the Dante Station built above Jupiter's surface. They are at least 2 metres in diameter and float, both in space and in the atmosphere of a space station.

WOUNDS	MOVEMENT	STRESS
15	8	2/4
STRENGTH	DEXTERITY	MIND
2	4	4

Resistances Fire, Steal Actions

Fire Beam [8] A jet of fire pours out of what might be called the Medusa's mouth. The hits cause piercing 1 and can be divided among victims in a straight line. Any victim who has taken at least one wound receives Burning 1.

Charging [6] The Medusa rolls D6 according to this skill. For each success it receives a charge, which can be used as additional dice for the next fire beam. From the moment it charges, the Medusa has 6+ cover until the start of its next combat round.

HARBINGER



The Harbinger is a flying alien being from beyond, whose appearance is unlike anything that has been seen before. It hovers in the air with wings that resemble those of a bird, but made of an unusual material. Its skin is a smooth and reflective golden surface that glows in the sunlight.

WOUNDS	MOVEMENT	STRESS
25	6	3/5
STRENGTH	DEXTERITY	MIND
3	4	5

Resistances Fire, Shock, Steal Actions

Energy Beam [9] A beam of energy from the eyes of the Harbinger causes piercing 2. Hits can be split in a straight line across victims and can cause critical hits.

Energy Shield [5] The Harbinger can build up an energy shield as a reaction, which provides 5+ cover.

Shock [8] The Harbinger causes a shockwave with a radius of 1D6 metres around him. The shockwave has piercing 1. It causes any victim who has taken a wound to be Shocked 1. It cannot cause Critical Hits.

UNDEAD

VAMPIRE SPAWN

The vampire spawn is a lower vampire. Without much influence, this is a figure which has limited powers, and may be left to its own devices.

WOUNDS	MOVEMENT	STRESS
10	4	—
STRENGTH	DEXTERITY	MIND
2	2	2

Resistances Cold, Water

Bite [8] Bleeding 1

Black Magic [6] The Vampire Spawn casts a spell of black magic. The successes of this roll represent the **power** of the spell.

ZOMBIE

The zombie is a tragic figure that appears in many stories. A human being who is kept alive in a special and unnatural way after his death. Zombies have a brain the size of a pea, they know little more than the desire for blood. And brains. So, if pop culture is to be believed.

WOUNDS	MOVEMENT	STRESS
6	3	0/1
STRENGTH	DEXTERITY	MIND
3	1	1

Resistances Fire, Poison

Undead Grip [4] Poison 1

Bite [5] Poison 1

MUMMY

The living mummy is undead. It has been magically brought to life. Nothing of her spirit remains, all she seeks is to take the life of her victims. She is usually unarmed, but her curse poisons her victims.

WOUNDS	MOVEMENT	STRESS
8	3	0/2
STRENGTH	DEXTERITY	MIND
3	1	2

Resistances Fire, Poison

Grip [6] Piercing 0

Curse [4] Piercing 3, Poison 2

FORMER OFFICER

This officer of Division S or V has suffered a fate worse than death. An unnatural, alien power has saved him from dying of his wounds. Instead, he ekes out an uncertain, eternal existence as a living corpse.

WOUNDS	MOVEMENT	STRESS
8	6	1/2
STRENGTH	DEXTERITY	MIND
3	2	2

Pistol [6] Durchschlag 1

MINAOS TORQ, THE FIRST GUARDIAN

Once a shining figure and guardian of the first lock, Minaos Torq is now only a skeletal shadow of his former self. Banished by the magic of his crown, he sits on his throne and waits for a lucky coincidence that will bring him back to life.

WOUNDS	MOVEMENT	STRESS
30	4	2/4
STRENGTH	DEXTERITY	MIND
4	2	4

Resistances Fire, Shock, Steal Actions

Cold Grip [6] Pierce 0

Lightning Strike [10] Minaos rolls the attack roll and spreads the hits over any number of enemies in his view. Anyone hit may roll for resistance. If this roll shows a success, one wound is prevented. Pierce 1, Shock 1.

Shock [6] Pierce 1, Shock 1

Awaken servant [8] In sight, 1D3 Minoan statues are brought to life by Minaos.

SCARECROW

At harvest time, when death revisits the twilight world and summer's blossoms bow their withered heads, eerie scarecrows loom in silent vigil over empty fields. With immortal patience, these stoic sentinels hold their posts through wind, storm, and flood, bound to their master's command, eager to terrify prey with its sackcloth visage and rend victims with its razor-sharp claws.

WOUNDS	MOVEMENT	STRESS
8	0	1/3
STRENGTH	DEXTERITY	MIND
2	0	4

Resistances Fire

Claw [6] Bleeding 1

SKELETT

Ein wandelndes Skelett, von dunkler Magie belebt.

WOUNDS	MOVEMENT	STRESS
4	3	1/2
STRENGTH	DEXTERITY	MIND
2	2	2

Knochengriff [8] Vergiftet 1

Kalter Atem [6] Geschockt 2, 5 Meter Reichweite

ANIMAL

VULTURE

On rising thermals, the vulture circles patiently, watching for signs of weakness below. It does not hunt in the traditional sense—waiting instead for the inevitable, drawn to death, decay, and the promise of easy sustenance. Its presence is a silent omen, often arriving before the end has fully come. On the ground, it moves with awkward persistence, tearing and feeding with grim efficiency. In darker interpretations, it feels like a herald of fate, appearing wherever life falters, as if summoned by the dying.

WOUNDS	MOVEMENT	STRESS
2	6	—
STRENGTH	DEXTERITY	MIND
1	3	2

Beak [7] Piercing 1

SEAL

Along cold shores and drifting ice, the seal moves with effortless grace between water and land. In the sea it is swift and elusive, diving and turning with fluid precision; on land it appears slower, yet remains alert and wary. Seals are not natural aggressors, but when cornered or defending their young, they react with sudden ferocity—biting and thrashing with surprising strength. Their presence often signals rich hunting grounds, but also hidden dangers beneath the surface. In darker interpretations, they feel watchful and knowing, eyes lingering just above the waterline before slipping silently out of sight.

WOUNDS	MOVEMENT	STRESS
5	5	—
STRENGTH	DEXTERITY	MIND
1	2	2

Bite [5] Piercing 0

RHINOCEROS

A heavily built and short-tempered giant, the rhinoceros embodies raw impact, stubborn resilience, and explosive aggression. Its poor eyesight is offset by acute hearing and scent, reacting instantly to perceived threats. Once it commits, it charges with unstoppable force, goring and crushing anything in its path. A rhinoceros does not maneuver or hesitate—it breaks through. In darker inter-

pretations, it feels like a living battering ram, driven by blind momentum and unyielding instinct.

WOUNDS	MOVEMENT	STRESS
10	4	—
STRENGTH	DEXTERITY	MIND
3	3	1

Charge **10** Piercing 2

SCHLANGE

A silent and elusive predator, the venomous snake embodies patience, precision, and hidden lethality. It relies on camouflage and stillness, striking with lightning speed when prey comes within reach. Its venom does the true killing—weakening, paralyzing, or slowly breaking the victim from within. Snakes avoid open confrontation, preferring ambush and retreat, but a single mistake near them can prove fatal. In darker interpretations, they feel cold and calculating, as if every movement is deliberate and every strike inevitable.

WOUNDS	MOVEMENT	STRESS
2	5	—
STRENGTH	DEXTERITY	MIND
1	3	1

Bite **8** Poison 1

RAT

In the dark and hidden places, the rat thrives where others falter. It slips through cracks, nests in walls, and gathers in numbers that turn nuisance into threat. Alone it is timid and easily driven off, but in groups it becomes bold—gnawing, biting, and overwhelming through sheer persistence. Rats spread filth, consume supplies, and carry unseen dangers with them. In darker interpretations, they feel like a creeping infestation, a living sign of decay that grows stronger the longer it is ignored.

WOUNDS	MOVEMENT	STRESS
2	5	—
STRENGTH	DEXTERITY	MIND
1	3	1

Bite **5** Bleeding 1

SCORPION

Hidden beneath sand, stone, or shadow, the scorpion waits with unnerving stillness. It reacts in an instant when disturbed, its stinger striking with precise, practiced speed. The venom does not need brute force—it weakens, paralyzes, or ends the fight outright. It does not chase; it punishes intrusion. In harsher interpretations, it feels ancient and indifferent, perfectly suited to a world where hesitation means death.

WOUNDS	MOVEMENT	STRESS
3	5	—
STRENGTH	DEXTERITY	MIND
1	3	1

Bite **6** Poison 1

Sting **8** Poison 2

FROG

Bright colors in the undergrowth signal danger long before the frog itself moves. Small and easily overlooked, it relies on potent toxins rather than strength, turning even a careless touch into a threat. It does not hunt through pursuit but through proximity—its presence alone can be enough to harm. In dense jungles or humid environments, it becomes part of the landscape, a hidden hazard among leaves and water. In darker interpretations, it feels almost unnatural, its vivid appearance a deliberate warning that something beneath the surface is deeply wrong.

WOUNDS	MOVEMENT	STRESS
2	4	—
STRENGTH	DEXTERITY	MIND
1	1	1

Tong **3** Poison 1

TIGER

A solitary and elusive apex predator, the tiger embodies stealth, patience, and explosive violence. Unlike pack hunters, it relies on perfect timing—stalking unseen, closing distance in silence, and ending the hunt in a single decisive strike. Tigers are territorial and unpredictable, vanishing into their surroundings as easily as they emerge. In darker interpretations, they feel almost spectral—silent, inevitable, and terrifyingly precise.

ELEPHANT



A towering giant of the natural world, the elephant embodies immense strength, resilience, and unstoppable momentum. Usually calm and deliberate, it becomes a devastating force when threatened or provoked—charging with crushing weight and sweeping aside anything in its path. Its size alone reshapes the battlefield, turning terrain into an advantage. Elephants are not inherently aggressive, but once angered or panicked, they are nearly impossible to stop. In darker interpretations, they feel like living engines of destruction—slow to rouse, but catastrophic when unleashed.

WOUNDS	MOVEMENT	STRESS
6	4	—
STRENGTH	DEXTERITY	MIND
2	3	2

Bite 10 Piercing 1, Bleeding 1

Claws 10 Piercing 1

JELLYFISH



Drifting through the water with quiet grace, the jellyfish appears almost harmless—until contact is made. Its translucent body conceals trailing tentacles armed with potent venom, reacting instantly to touch. It does not pursue or hunt in the traditional sense; instead, it turns its surroundings into a passive hazard, where movement itself becomes dangerous. In numbers, they form near-invisible barriers that are difficult to detect until it is too late. In darker interpretations, they feel like living traps of the sea—silent, indifferent, and unavoidable.

WOUNDS	MOVEMENT	STRESS
2	4	—
STRENGTH	DEXTERITY	MIND
1	2	1

Sting 4 Poison 1

OX



A powerful and stubborn beast, the bull embodies raw force, endurance, and territorial fury. Whether wild or driven to rage, it reacts with sudden, violent charges, using its horns to gore and toss aside anything in its path. Unlike predators, it does not hunt—it confronts, driving intruders away through sheer momentum and intimidation. Oxen, while more controlled, still possess immense strength and can become dangerous when stressed or overburdened. In darker interpretations, the bull becomes a symbol of blind wrath and unstoppable momentum, a living force that cannot be reasoned with once unleashed.

WOUNDS	MOVEMENT	STRESS
8	4	—
STRENGTH	DEXTERITY	MIND
2	3	2

Ram 10 Piercing 1

WOUNDS	MOVEMENT	STRESS
10	4	—
STRENGTH	DEXTERITY	MIND
4	2	2

Choke 8 The elephant chokes the victim with its trunk.

Stomp 16 The elephant's full weight bears down on the victim. The attack has Piercing 2, but can only be used if the elephant has already been adjacent to the target for one round.

EAGLE



High above the land, the eagle circles with commanding vision, observing every movement below. It does not waste effort—waiting for the precise moment before diving in a swift, lethal descent. Its talons strike with accuracy and force, seizing prey before it can react. Even when not attacking, its presence dominates the sky, a constant watcher that cannot be easily approached or escaped. In darker interpretations, it feels like an unblinking eye of the heavens, distant, patient, and utterly decisive when it acts.

WOUNDS	MOVEMENT	STRESS
2	10	—
STRENGTH	DEXTERITY	MIND
1	4	2

Claws 7 Bleeding 1

Beak 7 Piercing 1

BAT



From the rafters and cave ceilings, bats descend in restless motion, guided more by sound than sight. They move

in erratic swarms, disorienting and unnerving, their sudden proximity enough to startle even seasoned travelers. Alone they are fragile, but in numbers they overwhelm—clawing, biting, and filling the air with chaotic movement. Their presence often marks decay, darkness, or forgotten places. In darker interpretations, they feel like living shadows, erupting from the black and vanishing just as quickly.

WOUNDS	MOVEMENT	STRESS
2	5	—
STRENGTH	DEXTERITY	MIND
1	4	1

Bite [2] Piercing 2

BOAR

A brutal and fearless force of the wild, the boar embodies aggression, resilience, and territorial dominance. When threatened or cornered, it charges with explosive speed, using its tusks to gore and trample anything in its path. Boars do not retreat easily—they commit fully, fighting through injury and pain with relentless fury. In darker interpretations, they appear almost unstoppable, driven by blind rage and an unyielding instinct to destroy intruders.

WOUNDS	MOVEMENT	STRESS
8	4	—
STRENGTH	DEXTERITY	MIND
3	1	2

Ram [10] Piercing 1

CAMEL

A hardy beast of harsh lands turned volatile and dangerous, the camel embodies endurance twisted into aggression. Normally resilient and deliberate, it can become fiercely territorial or unpredictable under stress, lashing out with powerful bites, trampling kicks, and sudden charges. Its endurance allows it to outlast opponents, pressing the attack longer than expected. Camels are difficult to intimidate once enraged, their stubborn nature turning into relentless hostility. In darker interpretations, they feel uncanny—enduring, spiteful, and disturbingly persistent, as if the desert itself refuses to yield.

WOUNDS	MOVEMENT	STRESS
8	4	—
STRENGTH	DEXTERITY	MIND
2	2	2

Bite [6] Piercing 1

GORILLA

A massively built and intelligent primate, the gorilla embodies controlled strength, social dominance, and explosive violence. Normally calm within its group, it reacts with terrifying force when threatened, defending territory or kin with overwhelming physical power. Displays of dominance—beating its chest, roaring, charging—are often warnings, but once it commits, the attack is swift and brutal. A gorilla does not hunt like a predator; it confronts and crushes threats directly. In darker interpretations, it feels almost sentient in its fury—calculated, protective, and unstoppable when roused.

WOUNDS	MOVEMENT	STRESS
6	4	—
STRENGTH	DEXTERITY	MIND
2	3	3

Grip [8] The victim is held fast and can only break free with a Strength test.

OWL

In the quiet hours, the owl moves where sound itself seems to fade. Its flight is nearly silent, wings cutting through the dark without warning. Guided by exceptional bearing, it locates movement others would miss, striking with sudden precision from above. It does not linger—appearing only long enough to seize what it seeks before vanishing again into shadow. In darker interpretations, it feels like a watcher of the night, unseen yet ever-present, a whisper of motion just beyond perception.

WOUNDS	MOVEMENT	STRESS
2	8	—
STRENGTH	DEXTERITY	MIND
1	3	4

Beak [6] Piercing 0

GOOSE

By still water and open fields, the goose holds its ground with unexpected defiance. What seems like a harmless creature quickly turns confrontational when approached, hissing, spreading its wings, and advancing without hesitation. It defends territory and kin with startling bold-

ness, striking with its beak and battering with powerful wings. Retreat is not its first instinct—challenge is. In darker interpretations, it feels oddly relentless, a small but furious guardian that refuses to yield, no matter the odds.

WOUNDS	MOVEMENT	STRESS
2	6	—
STRENGTH	DEXTERITY	MIND
1	2	3

Bite [8] Bleeding 1

WILD DOG

A relentless pack hunter driven by coordination, endurance, and instinct. Wild dogs do not rely on strength alone—they win through teamwork, communication, and exhaustion of their prey. They harry targets over long distances, forcing mistakes and isolating the weak before closing in together. Individually manageable, but in numbers they become a fast-moving, disciplined threat. In darker interpretations, they feel eerily synchronized—like a single will spread across many bodies.

WOUNDS	MOVEMENT	STRESS
6	4	—
STRENGTH	DEXTERITY	MIND
2	2	2

Bite [6] Bleeding 1

Call to the pack [6] The wild dog calls to its pack. After 1d3 combat rounds, additional wild dogs arrive equal to the number of successes on this roll.

GIANT CRAB

Across tidal flats and along rocky shores, the giant crab advances with unsettling purpose. Its heavy shell turns aside lesser blows, while massive claws snap with crushing force, capable of breaking bone or armor alike. It does not rush blindly—each movement is measured, closing distance while guarding itself with raised pincers. In its domain, footing is treacherous, and escape is hindered by terrain it knows well. In darker interpretations, it feels like a living bastion of the coast—unyielding, alien, and perfectly adapted to drag the unwary into a slow, inevitable end.

WOUNDS	MOVEMENT	STRESS
6	6	—
STRENGTH	DEXTERITY	MIND
2	2	1

Claws [10] *Dad-a-chum? Dum-a-chum?*
Ded-a-chek? Did-a-chick?

WOLF

A predatory hunter of the wild, the wolf embodies patience, instinct, and coordination. Rarely alone, it stalks its prey in packs, testing for weakness before committing to the kill. Wolves avoid unnecessary risk, circling, harassing, and striking when advantage is certain. In harsher interpretations, they may appear unnaturally intelligent, relentless, or disturbingly fearless.

WOUNDS	MOVEMENT	STRESS
4	5	—
STRENGTH	DEXTERITY	MIND
2	3	2

Bite [7] Bleeding 1

SPIDER

A patient and methodical predator, the venomous spider embodies stillness, precision, and entrapment. It waits unseen, concealed in webs or hidden corners, striking only when prey is caught or vulnerable. Its venom weakens or paralyzes, ensuring the victim cannot escape once seized. Unlike hunters that pursue, the spider controls its domain—turning space itself into a trap. In darker interpretations, it feels calculating and alien, a silent architect of death whose presence is often noticed too late.

WOUNDS	MOVEMENT	STRESS
2	2	—
STRENGTH	DEXTERITY	MIND
1	3	1

Bite [4] Poison 1, Piercing 1

GIANT OCTOPUS

From the depths, something vast and patient unfolds. The giant octopus is a master of concealment, blending seamlessly with rock and reef until it chooses to act. Its intelligence is unsettling—testing, probing, learning. When

it strikes, it does so with sudden reach, ensnaring prey in powerful limbs and pulling it into a crushing, inescapable grip. The water becomes its weapon, obscuring vision and direction alike. In darker interpretations, it feels ancient and watchful, a mind lurking below, waiting for the right moment to claim what drifts too close.

WOUNDS	MOVEMENT	STRESS
10	4	—
STRENGTH	DEXTERITY	MIND
3	3	2

Grip 10 The victim is grappled and suffers 2 Wounds each combat round. It can break free on its turn with a Strength test.

BEAR

A massive and resilient force of nature, the bear embodies raw strength, endurance, and territorial fury. Unlike swift predators, it does not rely on speed or subtlety—once roused, it overwhelms through sheer power and persistence. Bears are often indifferent until provoked, but when threatened or defending their domain, they become relentless and devastating. In darker interpretations, they feel almost unstoppable—an embodiment of primal wrath given form.

WOUNDS	MOVEMENT	STRESS
8	3	—
STRENGTH	DEXTERITY	MIND
3	2	2

Bite 8 Bleeding 2

Claws 8 Bleeding 1

CROCODILE

A patient and ancient ambush predator, the crocodile embodies stillness, precision, and sudden, overwhelming violence. It waits half-submerged, barely visible, striking in an instant when prey comes too close to the water's edge. Its grip is relentless—once seized, escape is unlikely. Crocodiles do not pursue far; they control the boundary between land and water, turning safe ground into a deadly trap. In darker interpretations, they feel primordial and calculating, as if the water itself has teeth.

WOUNDS	MOVEMENT	STRESS
6	4	—
STRENGTH	DEXTERITY	MIND
2	2	2

Bite 10 The victim can only break free from the bite with a Strength test. The crocodile will try to drag its victim underwater whenever possible.

SHARK

Beneath the surface, the shark moves with silent certainty, sensing what cannot be seen. It does not rush blindly—it circles, tests, and closes in with deliberate intent. A sudden strike ends the encounter in a burst of motion and blood, vanishing again into the depths just as quickly. In its domain, escape is uncertain and footing is lost. In darker interpretations, it feels like an unseen force of the deep, drawn to weakness and disturbance, as if the water itself has turned against its prey.

WOUNDS	MOVEMENT	STRESS
8	6	—
STRENGTH	DEXTERITY	MIND
2	3	1

Bite 10 Piercing 1

HYENA

A cunning scavenger and opportunistic hunter, the hyena thrives where others falter. It survives through adaptability, endurance, and ruthless pragmatism, often circling conflict rather than initiating it. Hyenas test weakness relentlessly, harassing, outlasting, and exploiting any sign of vulnerability. Their eerie vocalizations and unsettling demeanor give them a reputation that borders on the unnatural. In darker interpretations, they feel mocking and cruel—creatures that revel in decay and the downfall of others.

WOUNDS	MOVEMENT	STRESS
4	4	—
STRENGTH	DEXTERITY	MIND
1	3	2

Bite 8 Bleeding 1

LION

A dominant apex predator, the lion embodies strength, authority, and lethal precision. Unlike relentless pack hunters, it relies on bursts of overwhelming force, often striking from concealment or claiming territory through

sheer presence. A lion does not chase endlessly—it decides when the hunt begins and ends. In harsher interpretations, it appears regal and terrifying, a symbol of power that tolerates no challenge.

WOUNDS	MOVEMENT	STRESS
6	4	—
STRENGTH	DEXTERITY	MIND
3	2	2

Bite [8] Piercing 1, Bleeding 1

Claws [6] Piercing 1, Bleeding 2

HUMAN

CULTIST

A cultist, a member of some dark cult. They worship a dark deity, a powerful alien, or simply a lamb. They are not particularly clever, but they are many. And they can handle an Uzi. They probably eat children too!

WOUNDS	MOVEMENT	STRESS
10	4	—
STRENGTH	DEXTERITY	MIND
2	2	2

Ritual Dagger [8] Bleeding 1

Pistol [6] Piercing 0

MECHANICAL

ALIEN SPIDER

The spider is a mechanical being in the form of a spider, created by an unknown power. The spiders usually appear in groups and are mostly harmless, although they can bite with mechanical teeth.

WOUNDS	MOVEMENT	STRESS
3	7	—
STRENGTH	DEXTERITY	MIND
1	3	2

Resistances Fire, Shock

Bite [3] Shocked 1

MINOAN STATUE

The statue of a minotaur guardian, finely crafted and life-size. It can be brought to life by Minaos Torq.

WOUNDS	MOVEMENT	STRESS
8	2	0/1
STRENGTH	DEXTERITY	MIND
3	1	2

Resistances Magic, Fire, Poison, Shock

Sword blow [6] Pierce 1

ULTRA BOT 5000

The Ultra Bot 5000 was researched by the NEXUS as a combat robot in Victorian times. However, the project was later dropped. Not only was the robot very ponderous and slow, its electronic drive was far ahead of its time and the battery did not last long enough to be fit for combat use.

WOUNDS	MOVEMENT	STRESS
12	3	—
STRENGTH	DEXTERITY	MIND
5	1	2

Resistances Fire, Shock

Bayonet [8] Piercing 1

12mm cannon [8] Piercing 1

MAGICAL

WEREWOLF

The werewolf is a creature that is half wolf, half human. At full moon, the normal human transforms into a wolf, which can grow up to two steps tall and is extremely aggressive. Anyone can become a werewolf as soon as they are bitten by an already infected werewolf.

WOUNDS	MOVEMENT	STRESS
12	8	—
STRENGTH	DEXTERITY	MIND
5	3	3

Bite [8] Piercing 1, Bleeding 1

Claws [8] Bleeding 1

COMPOST FAIRY

The Compost Fairy is a strange, magical creature. She once lived in the compost of the witch Mare, in the Middle Ages on earth, not far from the town of Aquisgrani. Mare and she share a special bond, which is also magical.

WOUNDS	MOVEMENT	STRESS
2	8	—
STRENGTH	DEXTERITY	MIND
2	5	3

Resistances Magic

Energy Orb 2 Piercing 2, Shocked 1

PARANORMAL**SPECTRE**

The Spectre is a ghost-like apparition that can move freely in space. The creature can glide through walls. Its grip and breath are ice-cold, and can cause serious harm to a victim.

WOUNDS	MOVEMENT	STRESS
4	8	1/2
STRENGTH	DEXTERITY	MIND
2	3	2

Resistances Magic, Physical Damage

Cold Breath 3 Penetration 4, Shock 2, Disoriented 1

Submerge 4 The Spector may submerge from the real world and appear at an arbitrary place at the start of the next round. Submerging and Appearing uses one action each.

Cold Grip 7 Shock 2

STALKER

The stalker is a strange, paranormal being. He almost blurs into the background, and moves slowly without taking any steps. When he reaches a victim he strangles them, this seems to be his only interaction with the world.

WOUNDS	MOVEMENT	STRESS
8	6	1/3
STRENGTH	DEXTERITY	MIND
3	1	2

Resistances Magic, Physical Damage

Choke 7 Shock 1

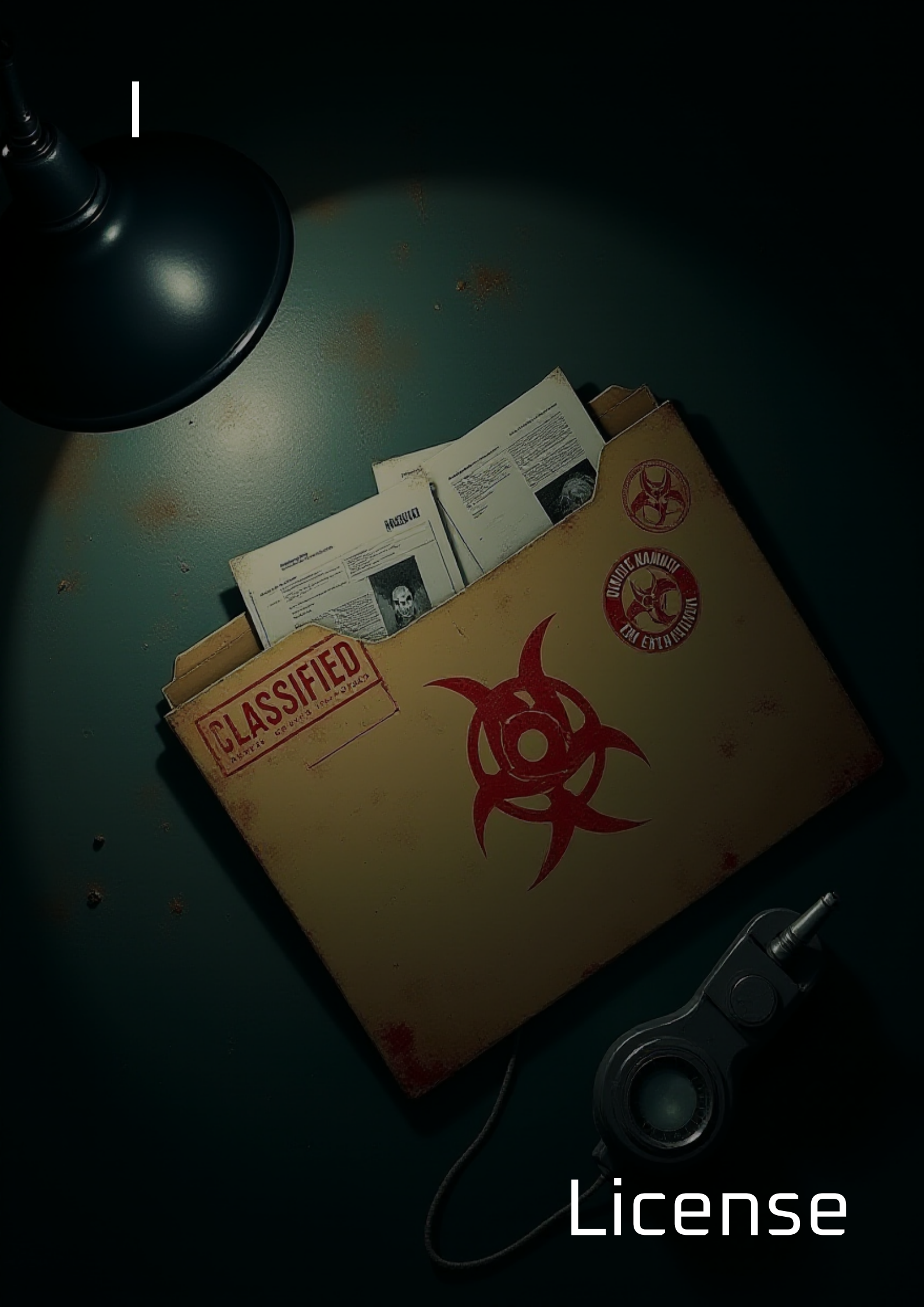
PHANTOMWARRIOR

A phantom warrior is the undead spirit of a soldier or other skilled person-at-arms (i.e. a professional killer) who has died in violent conflict or before completing an assigned task. Although incorporeal, a phantom warrior carries ghostly armour, shield and weapon. A phantom warrior's memory of the days before his death is hazy at best.

WOUNDS	MOVEMENT	STRESS
10	4	1/3
STRENGTH	DEXTERITY	MIND
3	3	2

Resistances Magic, Physical Damage

Sword Attack 10 Piercing 1



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