

# SILENT WORLD



Tabletop Roleplaying System  
Created by Maddison E

Based on *Stand Still, Stay Silent* by Minna Sundberg

# Silent World

Survival and Exploration RPG

Based on *Stand Still, Stay Silent* by Minna Sundberg

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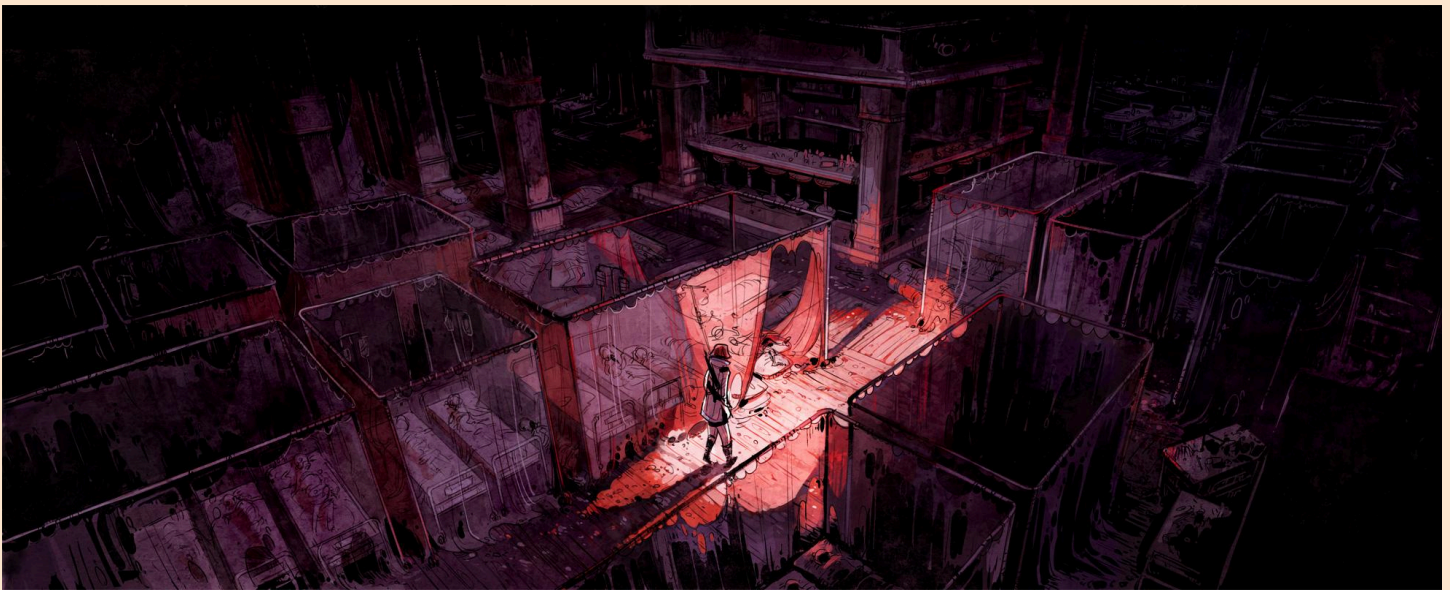
## HISTORY

*The Silent World is an inhospitable place for life. Prior to Year 0, in the time of your great-grandparents and their parents, the world was a very different place. People thrived all across the world; technology boomed, prosperity and safety - while not necessarily universal - were an expected aspect of life for almost all people. That world was unprepared for the plague that we know today as "The Rash."*

*The disease appeared suddenly and ravaged all life on earth, nearly destroying everything. First appearing as a raspy cough and highly transmissible, the virus would quickly spread through most mammals, through fluid or skin contact. Shortly after infection, the host would experience disorientation, mental instability, and skin lesions before ultimately they would begin to violently mutate. Animals which contracted The Rash would transform into the fleshy monstrosities we now know as Beasts, Trolls, and Giants, all of which are extremely dangerous and hostile to all uninfected life. The impact of this plague shapes all aspects of our lives today, and the changes were so great that we now measure our years from its origin. The world has never been the same.*

*In this post-Rash Silent World, humanity has concentrated into small, tightly packed settlements. Technology has been set back decades, leaving information to be transmitted mostly by radio or telegraph, and the general population finding itself fortunate to even have electrical power and crude diesel-fueled equipment. Screening for signs of the Rash within settlements is common; when Troll and Beast attacks are not the pressing fear on everyone's mind, sudden outbreaks are a close second. Only some humans are immune to the Rash, as well as rare species such as the trusty felines.*

*While most settlements are built for subsistence, supplies from the outside world are still in demand, as well as information or a potential cure for the Rash - although many consider this to be a myth. For those daring, equipped, and brave (or stupid or insane) enough to venture into the Silent World, there may be great riches to discover, or earn if one can find a patron who is sufficiently interested and wealthy. Expedition Agencies offer such recovery and exploration services, and might offer excellent pay for their members, or at the very least their soon-to-be widows and orphans.*



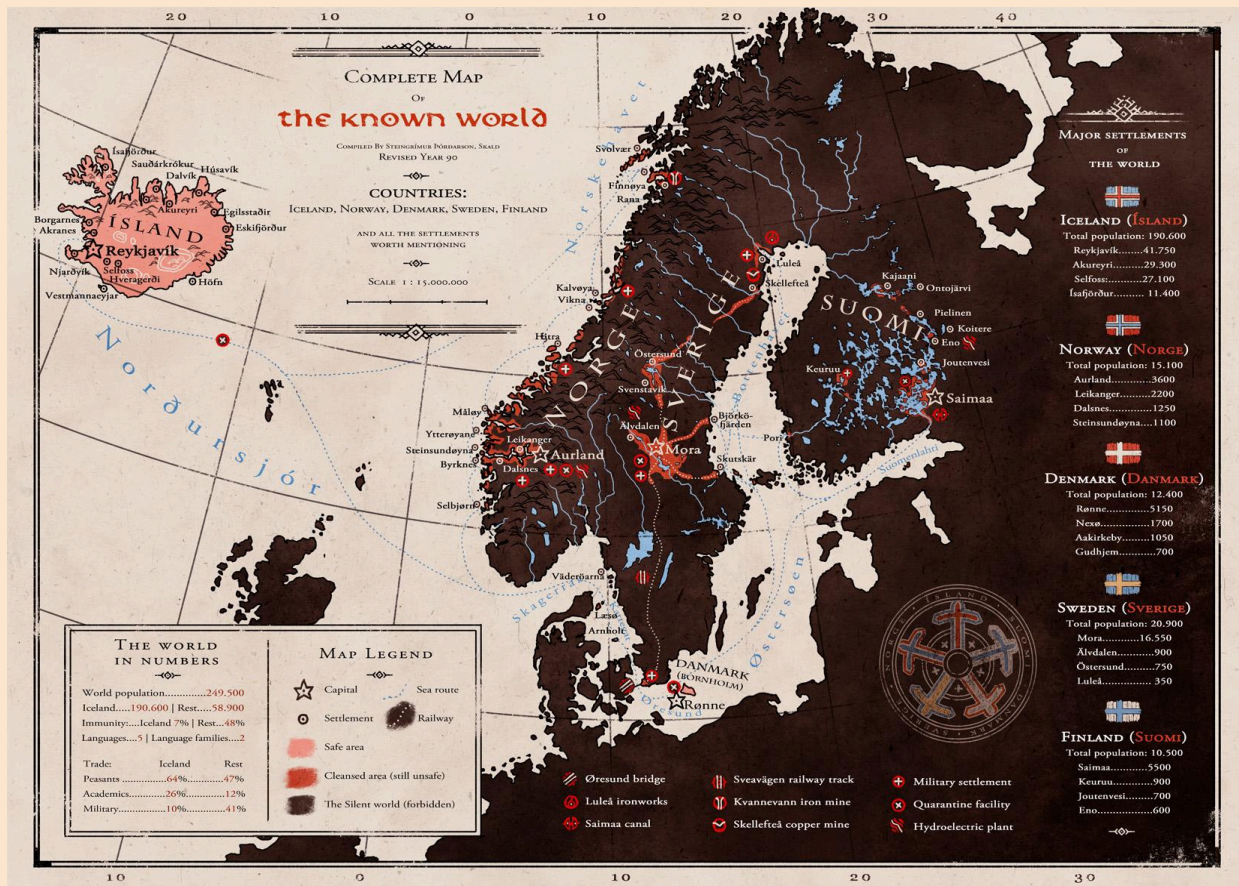
# OVERVIEW

**Silent World** is a survival and exploration tabletop RPG system. Players control Explorers who seek knowledge or profit, or at least survive against the horrors in the Post-Rash Silent World. Explorers typically belong to Expedition Agencies, but may have any number of reasons to find themselves in the dangers of the Silent World. A diverse crew with a variety of skills and backgrounds will be essential to survival, and open combat is ill-advised, although not always avoidable. Tactics, skill, a bit of luck, and a pinch of foolishness will all be key to survival in the Silent World.

The setting of **Silent World** is primarily the Nordic region of Europe - Norway, Denmark, Sweden, Finland, and Iceland. Survivors who have settled here have found themselves able to do so by virtue of the climate, as Beasts and Trolls seem to have some difficulty in the brutal cold the region often experiences. Each of these Nations has their own culture and language, the latter forming potential barriers among Explorers.

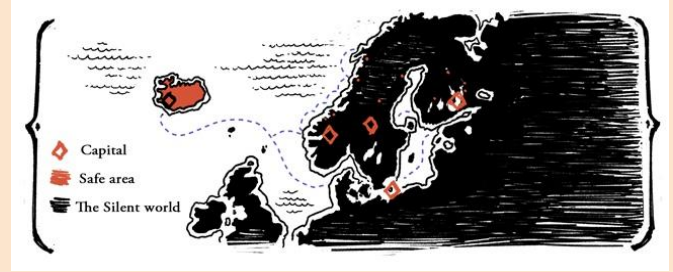
Human populations are concentrated most heavily in fortified settlements, although there are occasional smaller settlements found in the remote countryside, and some have even managed to avoid succumbing to the Beasts or Rash outbreaks. Explorers may come from any of these Nations seeking the opportunity to earn their riches, with a variety of skills and profession backgrounds to improve their odds of survival

All of the Nations count skilled Mechanics, Scholars, Captains, Cleansers, Medics, Scouts, and Hunters among their stock, but mechanical and martial strength aren't the only means of fighting and surviving the Rash - the Old Ways of the peoples of Iceland and Finland have returned to prominence, and knowledge and practice in these ways has produced actual Mages among these cultures. Travelers, especially Explorers, must often register with local and international authorities, including records of their Nationality, Profession background, and Immunity status.



## NATIONS OF THE SILENT WORLD

The frigid Nordic regions of the Silent World are still dominated by five great nations: Iceland, Norway, Denmark, Sweden, and Finland. While these regions have their own distinct cultures and sensibilities, their people are all cunning and driven, enough to stand mightily against the plague and Beasts of the post-Rash world.



### ICELAND



The Icelandic people hail from a large island nation off the western coast of the Nordic region. Secluded from the mainland, Iceland is the most populated region in the Silent World, with nearly three times the population of the other four nations combined. It can be considered one of the most powerful nations in the Nordic region in the post-Rash world, although its large population is as dependent on imports from the other regions as on its own domestic production.

Icelandic people are still familiar with the technology of the old world, granting their large population a great deal of advancement, although they reject the history tied to it, and have lost some of the means to its production as a result. Even without proportion relative to its large population, Icelanders have a very low rate of immunity, likely due to their isolation from the widely infected regions of the mainland. Many also credit the Gods of the Icelandic peoples for their protection, a claim possibly supported by the fact that Iceland is one of the two regions known to produce mages. Icelandic *Seiðkona*/*Seiðkarl* are sometimes known as "runemages," and their magical sigils are popular among Icelanders to promote good harvest and ward off Beasts and Trolls.

### NORWAY



Renowned as Giant hunters both on land and at sea, the Norwegian people are hardy and jovial, though they are typically also considered to be poorly educated according to the standards of other cultures. The Norwegian people have a strong sense of honour, and seek glory in battle against the horrors of the Silent World to win the respect of the Gods of the Old Ways, such as wise Odin and mighty Thor. It is said by some that Norway would be the second most populous region in the Silent World if they weren't so driven to risk their lives fighting Beasts and Trolls.

The people of Norway are schooled heavily in the ways of combat, and produce some of the most skilled and eager (suicidal, some might say) Hunters and Captains in all the Silent World, and their drive to hunt and slay Beasts often leads Norwegian Explorers into other regions in search of their quarry - a boon foreign settlements are often glad for, though not without equal wariness of the destruction they might bring.

## DENMARK



*Driven first from the greater area of their homeland to a small island, and then nearly to extinction in their efforts to reclaim their home from the Beasts and Trolls and the outbreak of the Rash upon their island holdout of Bornholm, the Danes are a grim and subdued lot. Their will and demeanor have been greatly diminished by the hardships they have faced, but their longing to reclaim their homeland still burns in the heart of every Dane and drives them ever on.*

*Aside from their tragic state, the Danish people are known for their obsessive hoarding and study of ancient information and their bitter refusal to acknowledge the Gods. Many Danish Explorers are Scholars who follow their burning fixation in the Silent World to recover the hidden knowledge buried among the ruins, and their great stores of knowledge produce well-learned Medics.*

## SWEDEN



*Being the most successful nation outside of Iceland, the Swedish people relish their bountiful lands among the valleys of Sweden. This pride is never more evident than in the eagerness with which they cleanse the Silent World with fire as they expand their lands.*

*Swedes have a reputation for being haughty and self-assured, and would be widely disliked were it not for their prowess and the abundance they offer in trade.. Swedish Cleansers are not always a staple of Expedition Crews, but their effectiveness is always undeniable when they are, and their Explorers are often fairly skilled Mechanics in their own right.*

## FINLAND



*Regarded as mystical and mysterious, the Finns are a deeply cultural and ancient peoples. The lands of the Finns are scattered across the islands of lake Saimaa, and are the least developed in the Silent World. This, coupled with their very foreign language and forest-dwelling lifestyle give them a great air of mystique among the other cultures of the Silent World.*

*The Finnish people are not typically well educated, and their cultural isolation tends to make them self-sufficient and aloof. While they also hold a deep reverence for the Gods of old, they worship an archaic pantheon of forest gods which is foreign to the other cultures. Perhaps the most famous thing about the lake people is their abundance of Mages, a quality which has led some to assume all Finns have at least some magical skill. Finnish Mages have the ability to see and control spirits as well as an innate sense for the presence of Beasts, an ability shared only by the rare Icelandic Mages. This sensitivity, coupled with their self-sufficient nature tends to lead many Finns to the lifestyle of Scouts, if often purely due to necessity.*



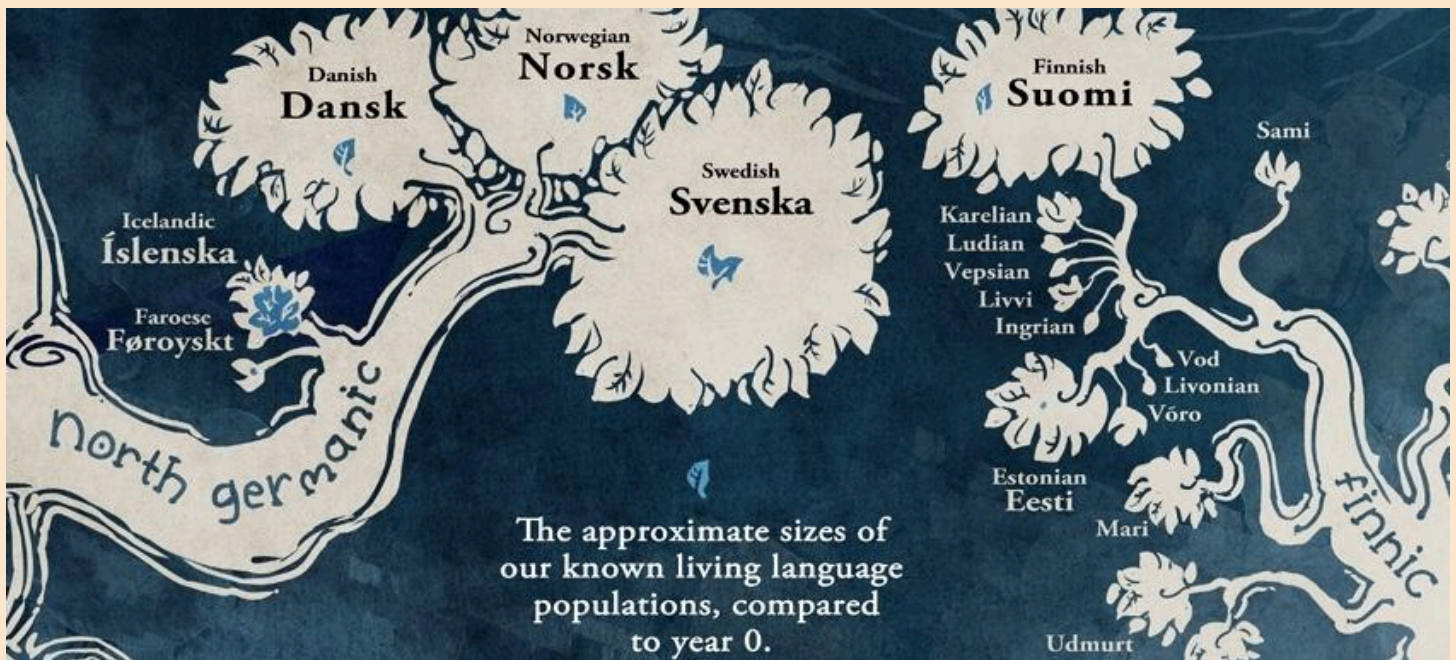
## LANGUAGES OF THE NORDIC REGIONS

More than borders on a map and even their cultural practices, what sets the many peoples of the Nordic region apart most is their native language. The success of an Adventuring group can hinge heavily on the languages understood by its members, as communication is essential in dire situations. All Explorers know the native language of their nation of origin (Explorers with mixed heritage must pick one of their native languages, and must still gain fluency in the other as standard). With the exception of the Scandinavian languages of Swedish, Norwegian, and Danish, Explorers cannot understand a language they do not have Fluency in and suffer an Extreme penalty when attempting to forcibly communicate in spite of a language barrier.

*Icelandic* 🇮🇸 is very commonly spoken in the Silent World owing to the staggering population of Iceland, but it is not mutually intelligible by speakers of the other languages. Due to its prevalence, most non-Icelandic people tend to learn Icelandic, if they are going to learn any other language.

*Finnish* 🇫🇮, like Icelandic, is a linguistically-isolated language. It is uncommon for a member of the other regions to learn Finnish, as their language is of an entirely distinct linguistic family. The poorly educated Finns also rarely learn other languages, but their common status as Mages with the unique ability to sense Beasts tends to grant many Finns with knowledge that is often extremely valuable to share.

*Norwegian* 🇳🇴, *Danish* 🇩🇰, and *Swedish* 🇸🇪 can generally be understood by those who speak at least one of them, with Norwegian speakers having very little difficulty understanding and being understood by their linguistic siblings. Danish and Swedish speakers can typically understand one another, although the peculiarities of their dialects (especially Danish) can make for the occasional failure of communication between them. In situations where an Explorer speaking Danish or Swedish fails to maintain their Composure, they suffer a minor penalty when attempting to communicate with their counterpart in the circumstance one does not have Fluency in the language being spoken. Norwegian speakers never suffer this penalty.



## ATTRIBUTES

Attributes are a measure of one's raw capability. Before the application of specialized skill and utility of tools and equipment, an Explorer's Attributes contribute to their chances for success in their endeavors as well as granting other derived statistics, such as how much health one has or how quickly they learn new skills.

All Attributes range from level 1-10. To increase an Attribute, an Explorer must spend 5x the new level of the Attribute in points (10 points to reach level 2, 15 points for level 3, 20 points for level 4, and so on). When first created, an Explorer will have 115 points to spend in their Attributes. For a simpler option, choose one skill to be set at level 4, two skills to be set at level 3, and two skills to be set at level 2. During creation, an Explorer may not have more than level 5 in any Attribute. An Attribute can never have a permanent level of less than 1. If an Explorer's Attributes are ever reduced to 0 by some manner of temporary effect, that Explorer loses the physical or mental ability to move and falls unconscious until their Attributes rise above 0 once again.

Each Explorer has at least some amount of each of the following Attributes:

### STRENGTH:

The might behind an axe swing or the ability to lift and haul large objects or a great volume of supplies, Strength is primarily combined with Endurance to determine an Explorer's Carrying Capacity and is combined with the power of an Explorer's skill with melee weapons and the weapon's quality to determine how much Damage their attacks cause.



### COMPOSURE:

The ability to keep calm in stressful situations, Composure is added to an Explorer's Endurance to determine their Stamina and added to their Willpower to determine their Sanity. Composure is also very important for communicating most effectively.



### ENDURANCE:

This is both an Explorer's physical health and ability to resist exhaustion. Combine Endurance with Willpower to determine an Explorer's Health, with Composure to determine Stamina, and with Strength to determine Carrying Capacity.



### WILLPOWER:

Having the mental fortitude to drive oneself on despite dire straits is the key to overcoming situations that would consume other folks. Willpower and Endurance determines an Explorer's Health, while Willpower and Composure determines their Sanity. Willpower also often determines the potency of an Icelandic Mage's Runes.



### AGILITY:

Getting around quickly and quietly is essential to survival. Agility is used as a relative measure of how far an Explorer can move in a short period of time as well as being combined with an Explorer's skill with weapons and the weapon's own accuracy to determine if the attack hits its target.



### CUNNING:

A sharp mind can be even more powerful than a sharp blade. Cunning helps to determine how quickly an Explorer can gain new skills, as well as their ability to solve academic tasks and manipulate others through speech. Cunning also typically has some effect on a Finnish Mage's spells.





## SKILLS

Raw ability can help an Explorer make their way in most situations, but specialized skill is sometimes needed to turn an opportunity into success. When an Explorer attempts to do most tasks which require special effort, they must determine what Skill would be relevant to their goal. Once the appropriate skill is decided, that Skill's level will be added to a particular Attribute's score, again based on what the specific thing being attempted is. This final total is the number of dice the Explorer must roll to determine how successful they are at their task. Sometimes, the Explorer might have a tool that can assist in that task. When a tool is used to aid in a task, reduce the durability of the tool and add that tool's Quality total to the dice pool as well.

Typically only one success is necessary to accomplish the intended task, but some tasks have degrees by which they can be succeeded, with each success adding to the final result or sometimes each failure adding a penalty of some kind.



### *Example:*

*Ymir has scouted ahead of their crew and found the generator to extend the draw bridge that is blocking their crew's way. Ymir knows that generators are complex machines, and there is a risk that the fuel used to power the machine might explode if the generator is damaged when turned on, so they take a moment to inspect the generator. Unfortunately, a swarm of Beasts are closing in on their crew, so time is of the essence. Ymir is a fairly clever Scout, with a Cunning of 4, but machines aren't their strong suit, with only a passing awareness of how they work with a 1 in their Mechanics skill. This gives Ymir a pool of 5 dice to roll to inspect the machine. They roll and earn 3 successes, allowing them to determine that the machine is jammed by a small amount of plant life growing into the gearbox, and their number of successes determines that they discovered the problem fairly quickly, the Beasts advancing only a small amount.*

*Their next task is, of course, to fix the problem. Fortunately, they have a fairly decent toolkit with them. As the task itself is fairly straightforward albeit delicate and tedious, Ymir's mechanical skills are combined with their middling Composure of 3, as well as the Quality of their Toolkit which provides a handy 2, granting a dice pool of 6. The task is a tedious one, but with 5 successes, Ymir clears the jam and reassembles the generator very quickly, and just in time! The generator (fortunately still somewhat fueled) whirrs to life and moves the bridge giving a window that only allows a small number of Dusklings to follow the crew across before the bridge is moved once more to block the advancing Beasts!*

Skills range from level 0-5. A Skill may still be used with 0 levels, but doing so removes one success from the final total. Upon creation, an Explorer has 8 points to spend on skills, plus 2 points for each level of Cunning they have. Each Skill level costs 2x the new level in points (level 1 skill costs 2 points, level 3 costs 6 points, and so on). A Skill may not have a level higher than 3 during the creation of an Explorer.

Explorers may gain training in the following Skills:

**MELEE WEAPONS** - Ability to hit and harm with close-quarters combat.

Examples: Effectively swinging a hammer, stabbing with a spear, smashing a wall with a rock

**RANGED WEAPONS** - Ability to effectively land shots on a target at range.

Examples: Accurately firing a gun, shooting an arrow at a target behind cover, tossing a grenade into a small window

**ATHLETICS** - Ability to accomplish feats of physical might.

Examples: Lifting or holding up a fallen obstacle, toppling a damaged wall, swimming upstream

**ACROBATICS** - Ability to accomplish feats of grace and poise

Examples: parkouring across a gap, using an enemy as a springboard, balancing on a ledge

**STEALTH** - Ability to move or act without being detected.

Examples: sneaking around a Troll, pickpocketing a key, camouflaging the camp

**DRIVING** - Ability to maneuver vehicles in difficult situations.

Examples: Driving at high speed through narrow city streets, drifting around a narrow turn, using a ramp to cross a gap

**SCIENCE** - Ability to understand the function and combination of chemicals.

Examples: Brewing alcohol, mixing explosive chemicals safely, determining the nature of unknown chemicals

**MECHANICS** - Ability to repair and operate machinery.

Examples: Fixing an engine, building a trap, determining a device's function

**CRAFTING** - Ability to combine parts to make simple tools and weapons.

Examples: Making a spear, creating a makeshift ladder, building a small shelter



**SCAVENGING** - Ability to locate useful materials among the debris.

Examples: Finding food in an abandoned town, quickly locating files in a ruined office, finding a good hole for shelter

MEDICINE - Ability to comprehend and repair bodies.

Examples: stabilizing a bleeding ally, understanding the effects of an unknown drug, evaluating the vulnerabilities of a creature



NAVIGATION - Ability to find quick routes or circumvent obstacles

Examples: locating the nearest hospital in the city, finding a route around a collapsed bridge, determining your location when lost

PERCEPTION - Ability to detect what's hidden and where.

Examples: Spotting a hidden enemy, finding the source of running water, knowing what that smell is

INSIGHT - Ability to understand what's being said and figuring out what isn't.

Examples: Noticing a lie that is being told, figuring out from the clues in the journal where the stash is hidden, noticing tells during poker

DECEPTION - Ability to say things you don't mean and sound like you do.

Examples: lying convincingly; claiming you completed a job that you didn't, hiding tells during poker

INTIMIDATION - Ability to force your will upon the unwilling.

Examples: Scaring an enemy out of a fight, strongarming an admission, making people fold during poker

NEGOTIATION- Ability to make your will enticing to others.

Examples: Getting a higher price for goods, convincing someone to take your side, getting people to call your raise during poker

PERFORMANCE - Ability to entertain and be famous.

Examples: Cheering up your crew at camp, busking for money, distracting someone so you can cheat during poker

ANIMAL HANDLING - Ability to manipulate, understand, or calm animals.

Examples: determining what scared the birds, knowing what left a track in the mud, getting a cat to do as it's told



## PROFESSIONS

In addition to their basic Attributes and Skills, Explorers are specially trained in a variety of Profession backgrounds. Professions grant Explorers unique abilities immediately at the start as well as their choice from a variety of non-specialized Abilities and starting equipment, as well as improvements or new Abilities as the Explorer gains experience.

Abilities are split into two varieties: Downtime Abilities and Tactical Abilities. Downtime Abilities are typically support or coordinating in nature, take a long time to complete, and thus are primarily done when the crew is in camp, preparing to sleep or before setting out. These can include tending to the injured, creating runes, repairing equipment, and so on. Tactical Abilities are primarily used while on the move, either during combat encounters or outside of combat while exploring.

Additionally, Abilities may be one of two types: Active or Passive. Active abilities must be intentionally used, and typically cannot be used at the same time as other Active abilities, meanwhile Passive abilities automatically provide some effect when certain criteria occur, and any number of applicable Passive abilities may occur simultaneously..

Each Explorer must have 2 different Professions. It is advisable that an Explorer have one Profession with a focus on Downtime abilities, and one Profession focusing on Tactical abilities, but it is not strictly required. (NOTE: While it is possible for an Explorer to be of both Finnish and Icelandic heritage at the same time, it is almost entirely unheard of for a single person to be a Finnish Mage and an Icelandic Mage simultaneously. An Explorer with a Mage Profession may not also take a different Mage Profession unless directly permitted by the GM).



## HUNTER

The soldier type, whose duties include attacking and protecting. Hunters are trained in the most effective ways to employ combat techniques. Most Explorers probably know how to use a gun, but a Hunter turns a gun from a tool into an engine of warfare. Every Explorer should be armed and ready to fight, but it is potentially suicide to venture into the Silent World without a Hunter among the group.



Upon creation, a Hunter chooses any one Skill Focus ability for Ranged Weapons or Melee Weapons. Additionally, they may gain a Quality 1 weapon of their choice.

### *Starting Ability:*

#### OVERWATCH

Tactical/Active

Special: You may only activate this ability if you have not attacked or used another Active ability this turn.

Range: Weapon (Close)

Damage: Weapon

Effect: Select a target Explorer or location within range. If any enemy moves or performs an action within the immediate area of the selected target, you may Exert 3 Stamina to immediately attack using your chosen weapon. This attack hits before the target performs its action or continues moving. You may not use this ability on the same target more than once per turn.

### *Ability Catalogue:*

#### RUN AND GUN

Tactical/Active

Exert 5 Stamina

Effect: You may move up to half of your maximum speed after attacking. You may use this ability even if you have already moved this turn.

#### HOLD THE LINE

Tactical/Passive

Effect: When using Overwatch, any Standard and smaller enemy you hit ends its turn immediately, without performing its action or continuing its movement. Any Larger enemy you hit while using Overwatch loses half its maximum Speed (or may not finish their movement if they have already moved further than their maximum Speed) and may still perform its action with -2 to its Dice Pool.

#### AVENGER

Tactical/Passive

Effect: When an ally you can see falls unconscious, you may immediately activate Overwatch targeting the area around them. For the rest of the scene, your weapon gains +1 Quality.

#### EYES UP

Tactical/Passive

Effect: If you are surprised by an enemy, you may Exert 3 Stamina to no longer be surprised.

#### WE ATTACK, WE PROTECT

Tactical/Passive

Effect: When an ally within Close range would be hit by an attack, you may choose to have that attack hit you instead. You may reduce the severity of damage suffered equal to 1/2 your Stamina.

## DIE HARD

Tactical/Passive

Effect: When you would take damage beyond your maximum health, you may lose 1 Sanity to take the excess damage to your Stamina instead of increasing the severity of damage to your Health.

## CAPTAIN

*Often called "the brains of the operation," Captains are responsible for coordinating the efforts and tactics of their group as well as bolstering their morale when times are hard. Even in the face of death, a good Captain is stoic, unflappable, and maybe even a little jovial. While speaking the same language as their subordinates is extremely helpful, a Captain can transcend even this barrier to inspire their troops!*



Upon creation, a Captain may choose to gain the Greater Empathy ability or the Headstrong ability for free. In addition, a Captain may choose to gain a single Long Range Radio or up to 3 Short Range Radios.

*Starting Ability:*

### PLAN OF ACTION

Downtime/Active

Effect: For the rest of the day, you may give each member of your crew one Skill Focus Ability of your choice.

*Ability Catalogue:*

### COORDINATE

Downtime/Passive

Effect: When using Plan of Action, you may assign members of your crew to work in a group with 1 or 2 other assigned crew members. While working nearby members of their assigned group, each crew member gains the benefit of all Skill Focus Abilities given to the other crew members in their group using Plan of Action. Crew members working without the presence of their assigned group cannot gain the benefit of the Skill Focus given to them. If the crew member has no assigned group, they gain the benefit of the Skill Focus given to them as normal.

### TACTICAL COMMAND

Tactical/Active

Cost: Exert 2 Stamina

Range: Medium

Effect: Choose an ally in range. That ally may immediately perform any non-Ability action or move up to half their Speed.

### ON MY SIGNAL

Tactical/Passive

Range: Visual or Auditory

Effect: During your crew member's turn, they may suspend their action until your signal. You must choose a basic action as the trigger (such as an enemy entering a small area, performing a specific action, or after a specific turn). If the chosen trigger occurs, you may Exert 1 Stamina to allow the signaled crew member to interrupt all other actions to perform an action which would apply to their Skill Focus given using Plan of Action. This signaled action happens immediately at the point when it was signaled, and occurs before the effect of the triggering action if desired. Alternatively, every member of an assigned group using Coordinate may suspend their action in order to act simultaneously when signaled. You must Exert 1 Stamina for each signaled action performed in his way. Signaled actions for an assigned group may use any of the Skill Focuses given to the group.

## TEAM BUILDING EXERCISE

Downtime/Active

Effect: Choose the crew member with the highest current Sanity. All other crew members gain Sanity until they are equal to the chosen part member. An Explorer's Sanity may not exceed their maximum Sanity. Additionally, all crew members heal 1 Exhausted Stamina.

## DOUBLE TIME!

Tactical/Active

Effect: Outside of combat, you and allies traveling with you may Exert up to 3 Stamina to increase their Speed during this scene, gaining +1 Speed per Stamina Exerted.



## CLEANSER

*Beasts and Trolls can be fought or avoided, but the Rash is an ever-present threat to life as we know it. The only way to properly claim victory against the disease is to cleanse its corruption from the land... with fire. If Hunters are the tools to drive back the Beasts, Cleansers are the instruments of reclamation. Armed with the destructive power of fire and trained in the strategic application of explosives, Cleansers are a devastating force against the Rash, although a raging fire tends to draw attention.*



Upon creation, a Cleanser may choose to gain the Structural Awareness ability or the Danger Close ability for free. Additionally, they gain a Quality 1 Flamethrower or a Quality 1 Demolition Kit.

### *Starting Ability:*

#### CLEANSE

Tactical/Active

Exert 4

Range: Medium

Equipment: Must use a Flamethrower or Demolition Kit.

Effect: Choose a Medium Area within range to douse in oil. As an Attack, you may ignite the area while you are within Long Range, causing a Medium Area Incendiary Blast. You may only have 1 area doused in oil at a time, and you may ignite the oil as part of using this Ability.

### *Ability Catalogue:*

#### DRIVE AWAY

Tactical/Passive

Effect: When you target an enemy with an attack using a Flamethrower, you may Exert 3 Stamina to move that enemy 1 space in any unobstructed direction. The enemy may roll Willpower to resist. You may use this effect even if the attack misses. If your attack has multiple targets, you must Exert 3 for each target.

#### FIREWALL

Tactical/Passive

Effect: While your target enemy is between you and a Burning area, you gain a bonus as though you were flanking the enemy with an ally.

#### LAID BARE

Tactical/Passive

Effect: When you hit an enemy with an attack which causes Fire-type damage, all crew members gain +1 to attacks targeting that enemy until the end of your next turn.

#### SWEEP

Tactical/Active

Range: Weapon

Damage: Weapon

Effect: Perform an attack with an equipped Flamethrower. This attack may target additional enemies up to the weapon's Quality, but you must Exert 2 Stamina for each additional target.

#### LOAD BEARING

Tactical/Passive

Effect: You may choose to collapse structures in the area of Cleanse. Enemies in the area of Cleanse roll Endurance to avoid being knocked Prone. Enemies that cannot be knocked Prone are Stunned for 1 turn instead.

## NAPHTHA

Tactical/Passive

Effect: Areas affected by Cleanse continue to Burn for additional turns up to your Cunning.

## TOLERANCE

Tactical/Passive

Effect: Fire and Burn damage you suffer is downgraded in severity - Fire attacks cause Stunning damage and damage caused by Burning is downgraded to Vital. Additionally, you do not have to roll Composure to avoid panicking while Burning - you automatically succeed.

## FIRE IN THE HOLE!

Tactical/Active

Exert 5

Range: Melee

Damage: Weapon

Special: Target must be Large or larger

Effect: Choose an equipped weapon and perform an attack with it. If the attack has 3+ successes, you may plant a grenade you possess on the target. The grenade detonates at the start of your next turn, and automatically succeeds all rolls.

## MEDIC

*Out in the exposed, dangerous wilds of the Silent World, even minor injuries can be serious risks. Broken bones can set wrong, being knocked unconscious can leave one vulnerable and exposed, and even for those immune to the Rash, cuts can get infected. Explorers will inevitably be injured, and survival can hinge on a swift recovery. Doctors, Veterinarians, and Healer - no matter the name, Medics are masters of medicine, and are well trained in field care and treatment. Mending the ailments and injuries accrued during an Expedition, Medics speed recovery and sometimes even improve the performance of crew members in camp. Bedside manner is not included in their training.*



Upon creation, a Medic may choose to gain either the Anatomical Analysis ability or the Rejuvenating Recipe ability for free. Additionally, they gain either a Quality 1 Field Aid Kit or a Quality 1 Med Lab.

*Starting Ability:*

### MEND

Downtime/Active

Effect: You may remove Stunning damage from your Crew Members up to your Cunning. You may distribute this healing among your Crew in any way you wish, but you may not remove more total damage from your Crew than your Cunning. You may use this ability in conjunction with standard use of the Medicine Skill.

*Ability Catalogue:*

### HEAL

Downtime/Passive

Effect: Crew Members who have had damage removed by your Mend ability may also downgrade 1 Mortal damage.

### DOCTOR'S ORDERS

Downtime/Passive

Effect: At the end of each Downtime period, Crew Members which have had damage removed by your Mend ability or Medicine Skill during the previous Downtime period may remove that much damage again. This Ability does not affect any Crew Members who have taken any damage or Exhausted any Stamina during the previous Active period, or have had damage removed during this Downtime period from other effects.