

Revision notes

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Introduction

Overview

This is a collaborative world and city building game set in a dangerously mystical world. If you are into storytelling, creating drama, and survival games this is your game. *Settlers of After* is a game meant to be played for 3 or more sessions with 4-6 *players*. Sessions typically go 2-4 hours - although your group may differ.

This is a low magic system. Although creatures may be imbued with magics *Adventurers* are not magical. With their best efforts they can only hope to harness a fraction of the magic used by creatures. Players on the other hand control everything and have tools to shift narratives, adjust scenes and even customize enemy stat blocks.

The tone is that of cautionary folktales and myths. These are normal, flawed people desperately trying to live a prosperous life against forces beyond their power and of their own making.

After this introduction the book guides you through creating a community of characters. then lay the foundations of the landscape and forces in your local area. Creating your characters and the world is a communal task that allows *Players* to comfortably embody other characters. For more on this jump to the Creation section.

The settlement and characters you create become the crux of the game. This leads us to the In Town section where maintaining relationships, defending your community and expanding it are discussed.

Next we enter Adventuring, the meat of the book. This section details how Obstacles, combat and debates are decided. The creatures you face in this game are challenging and survival is not easy. Conflicts have a knack of brewing in and outside of your community walls. However, even the most dangerous of beasts can be tamed with enough effort, luck and dramatic tension.

Following after is the Monster section which details and lists every monster playbook. Lastly is an advice section to help *Fates* run the game for when you aren't sure.

Setting

Scattered among the trees, water-logged swamps, below the lakes and buried deep underground are the remnants of a long forgotten past. What were once towering skyscrapers and endless subway networks are broken and left to ruin. Their technology calling out to a people who will never know how to answer.

That society had crumbled and in its wake rose creatures that hunger and feud and at times seek praise or worship. Our people are beginning to understand the dance we must perform with these beings. And in so we've begun to reclaim our land. We spread out seeking new homes, fresh beginnings and dare I say. We may one day reclaim our past.

Once again we've discovered copper and means of forging it. We've have begun to travel the seas, although we have not crossed an entire one.

Of our past we know one thing for sure. Our ancestors built a massive device that tore a hole in the fabric of reality. We opened a door that allowed unearthly beings to funnel in and warp the world much like we had. In their vision they re-shaped everything and replaced us as the apex predator. We lost our languages, our knowledge of computers and much more.

Roles

Throughout the book there will be references to *Players*, a *Fate* and *Adventurers*. These are terms for specific groups or individuals at the table.

Players: Everyone at the table.

Adventurers: The in-game characters that the individual players control.

Fate: A player who develops plots and controls forces from monsters to the world at large. They also control NPCs, whether antagonistic or not.

Core mechanics

To determine results Players roll six sided die, referred to as d6. A group of d6's are referred to as a 'Pool'. Pools are shown as #d6 where the number is how many d6 are used for a given skill. Each skill may have varying sized pools. Each character starts with either zero d6's or one d6, depending upon what skills players choose to start with.

Roll your given pool of dice and add them up. Then add your stat for the total. Compare this total to the Challenge Rating or CR. CR's are provided by the Fate or rulebook.

The result tiers are as follows:

5 under the CR: critical failure - *Adventurer* provides a "No, and" narration and Fate gains a *Bane*.

1 - 4 under the CR: failure - and the *Adventurer* provides a "No, but" narration.

0 - 4 above the CR: success - *Fate* provides a "Yes" narration.

5+ above the CR: critical success - *Fate* provides a "Yes, and" narration and the *Adventurer* gains a *Boon*.

A "No, and" narration results in the intended action to fail. Additionally something else is added to the scenario that negatively affects the characters.

"No, but" also results in the intended action to fail. However, that failure can be softened by providing a small opportunity for the characters.

Lastly a "Yes, and" allows the intended action to succeed while also providing an additional benefit to the characters.

Contested rolls, such as when someone is sneaking and another is attempting to find them, are resolved by both players rolling their respective skills - or whatever the Fate calls for.

The player who rolls highest uses the other player's roll as the CR if no other CR was implemented.

Additionally turning a "No, but" into a success is not permitted. For example one cannot state "I didn't make it, but Jim came over and solved all my problems."

Boons and Banes

Both Boons and Banes are a form of experience points gained when Critically succeeding. They must be used when they are given and aren't meant to be stacked. This also helps ensure no one forgets to adjust their character sheet. Boons are used to add die to skill pools or improve a character's competency. A character needs a maximum of six Boons to improve these aspects. Additionally Boons may be used on Monsters.

Fates receive Banes when an adventurer has a crit fail or when an NPC dies. They are used to ramp up the risk through territory of dangerous monsters or treacherous landscapes.

Cycle of play

Knowing what is coming up in the journey advises players on how to prepare. As a Fate you come up with plots that drive the forces of the world. Knowing what resources they need or What drama you can dig up may help setting hooks for your plot. Meanwhile Adventurers express their wants and needs to the Fate who can then weave them into the next cycle.

Catch up with town → Improve/Craft → Plan next objective → Leave town / Explore → Encounter(s) / Setback → Return / Catch up with town

World Creation

Getting started

This phase of the game is part of your Session 0 and intended to be done once at the beginning of your adventure. Save for *Character Building* this phase is created by the group working together. Everyone should pitch in with ideas and suggestions. No one person has the final say.

Aspects of this phase may be repeated during your adventure as new towns are made or the world needs to be expanded. In these cases the Fate may want to run through Origin or Biomes to randomly generate new content. However it is not necessary that Players meticulously run through these steps in order to simply add new aspects of the game. Some groups may want to make up these aspects without the aid of the rules.

Apex - Starting at the top middle is where Players may label the Apex, once you find out what it is.

Biome - Below Apex is where Players may label their Biome. The Biome is revealed later in this section on page [XX].

Points of Interest - Further down the page is Points of Interests, which works in tandem with the Flower hex to the left of this section. Here players give names to the points of interest marked on the map.

Map - The flower hex is a map of the local area. Your settlement or home is always in the center of the map. Each hex may have multiple points of interest as they are expansive areas spanning miles. Through out the set-up of the game Players are asked to populate the map and this is where that happens.

Fate Bane tracker - Just under the map is where the Fate tracks their accrued Baner. When a tracker is filled the Apex territory increases by 1 hex and must be connected to the existing territory. The other option allows Fates to add another anomaly. Both of these are covered near the end of the book in the Monsters section.

Town Improvements - Here is where Players may track all the improvements they make to the settlement. A full list of Improvements start on page [XX]

Town name - Of course a town needs a name and to the right of the Fate Bane Tracker is where Players may label it.

Origin - Together Players choose or discover their character's origin. This goes a long ways in explaining why these characters are together and possibly stick together. Here is where Players label their Origin and on Page [XX] is where the Origin is detailed.

Population vs Community consumption - Next down on the list is Population and Community Consumption. The Population is where you label the amount of surviving characters that call the town home. Community consumption is population plus any Vices. This is important for the Random Encounter table that is discussed later in this phase on page [XX]

Stockpile - The bottom middle of the sheet is dedicated to resources. As Characters collect resources they may deposit them at their settlement. The Stockpile is where Players may keep track of those resources as they are deposited and withdrawn.

Adventurers - The far right side of the Community Sheet is dedicated to the Adventurers. Here their names, personalities and brief notes are jotted down. This is important for swapping characters and keeping plot lines coherent. As the game continues Players are encouraged to keep any notes short and concise. Allow everyone to interpret these notes as they wish and enjoy the ride as characters go in different and unique directions than you expected.

Your shared Origin

Roll a d6 to randomly discover who the community is and why they are venturing away from what they've known.

Use these *prompts* as a jumping off point to discuss who you think these people are and why they are traveling. Discuss where they are hoping to go. What is their overarching goal beyond mere survival? While you discuss the Fate should write down all the *personalities* and *injuries*.

All origins start with a *population* of ten (10) in the form of a list of Personalities. Players add a name to each personality. This *population* has a web of relationships that you'll select using the *Relationship web* on page [XX]. Select 2 plus the amount of players. A table of four has six relationships to select.

The last column is for *injuries*, which is discussed in further detail later.

Die roll	Prompt	Personalities	Injuries
1	<p><i>Crime ring</i></p> <p>Caught, betrayed or looking to expand. One way or another you and your misbegotten band of ne'er-do-wells find themselves traveling beyond the security of whatever kingdom you once called home.</p>	<p>Bold Scared Suspicious Mousy Stern Overbearing Narcissistic Argumentative Motherly/Fatherly Eager</p>	<p>Paralyzed Gash Vice Evil eye</p>
2	<p><i>Outpost</i></p> <p>Overpopulation, Borders needing to be bolstered or a simple need to grow. Expansion is your goal and you will march into the mystical unknown to tame it and strengthen the might of your home land.</p>	<p>Strict Argumentative Stern Bold Scared Caring Squirrely Tough guy/gal Slacker Overbearing</p>	<p>Doomed Burn Madness Wary</p>
3	<p><i>Exiled</i></p> <p>War, Excommunication or perhaps cursed. Whatever the reason you have been forced out of your original community to brave the wilds and find a new home.</p>	<p>Scared Bold Eager Mousy Stern Narcissistic Passive Distrusting Tired Supportive</p>	<p>Evil eye Broken bone Diseased Sapped</p>

4	<p><i>Uprooted settlers</i></p> <p>Attacked in the night, bled dry by a rival community or environmental dangers swept you out of the familiar. In search for a new home and safety you travel for greener pastures.</p>	<p>Supportive Distracted Anxious Shy Stern Distrusting Spacy Outgoing Aggressive Tired</p>	<p>Doomed Transformation Poisoned Gash</p>
5	<p><i>Explorers</i></p> <p>Researching the beasts of the world, delving into long lost ruins or in search for what lies beyond the horizon you have embarked on a journey of discovery.</p>	<p>Stoic Reasonable Irrational Focused Passive Shy Narcissistic Motherly/fatherly Strict Squirrelly</p>	<p>Diseased Madness Fatigued Weary</p>
6	<p><i>God hunt</i></p> <p>Waging holy war, out for revenge or to lift your head in defiance you are on a path of destruction. Either your community crumbles or the target of your ire falls by your hand.</p>	<p>Stoic Cheerful Focused Passive Tough guy/gal Eager Distrusting Overbearing Bold Timid</p>	<p>Gash Protector Poisoned Doomed</p>

Meet your characters

Characters are a mixture of elements starting with Personalities and Narrative skills. Personalities are meant to be a guiding light for role play and dramatic tension. It is broadly how or why a character reacts to a situation.

The Narrative skills listed should be temporarily marked down as they will factor into challenge ratings later in the process. What each Narrative skill does is covered in the Skills section on page [XX].

Relationship webs are suggestions and springboards for how two or more characters interact with each other. Stable relationships are difficult to remove short of death and even then it might break. All other Relationships are easier to shift and disrupt. How much they waver is up to the Players.

Casual relationships aren't listed here as they are usually skin deep. A first impression may color someone in a flattering or less flattering light. However, once they get to know them more that impression may fade rather quickly.

With that said all characters should casually know one another if they don't have a dynamic relationship

Personality and N. Skills table.

Personality	Narrative skill	Personality	Narrative skill	Personality	Narrative skill
Stoic	Imagery Red herring	Arrogant	Imagery Flashback	Caring	Hyperbole Flashback
Shy/timid	Imagery Flashback	Supportive	Hyperbole Flashback	Tough guy/ gal	Hyperbole Imagery
Narcissistic	Hyperbole Flashback	Scared	Imagery Recall	Slacker	Imagery Flashback
Motherly/ Fatherly	Hyperbole Red herring	Suspicious	Imagery Recall	Overbearing	Imagery Flashback
Bold	Imagery Recall	Stern	Hyperbole Imagery	Passive	Hyperbole Recall
Argumentative	Flashback Recall	Eager	Hyperbole Imagery	Distrusting	Red herring Recall
Irritable	Flashback Recall	Strict	Flashback Recall	Spacy	Imagery Flashback
Distracted	Flashback Red herring	Reasonable	Hyperbole Recall	Reluctant	Flashback Recall
Anxious	Imagery Red herring	Focused	Flashback Recall	Sarcastic	Flashback x2
Outgoing	Hyperbole Imagery	Cheerful	Hyperbole Flashback	Thin-skinned	Imagery Recall
Aggressive	Hyperbole Red herring	Tired	Red herring Recall		

Relationship table.

1. Family (Stable)

Siblings, parent and child, found family, etc. What family dynamics do the characters have? This relationship can never be undone. Even when a family member dies they are still your family.

2. Shared experience/trauma (Stable)

Loss of a loved one, survivors of a war or any number of life altering changes outside of the characters control. This shared experience is forever solidified and shapes the person they are now. This is not something that can be lost, aside from loss of memory.

3. Romantic

One or more people in love or in want. Romance can be mutual or one sided and either option provides excellent drama to leverage. Consider also love triangles or simply crushes - a love that is not yet spoken. Considering how invested each character is in the relationship may provide excellent threads for players to follow and play with.

4. Mentor / Student

This relationship is primarily a one sided power dynamic that is tough to flip. Both parties may not even want the role assigned to them. A teacher may also be a student of someone they are teaching. Also consider how many teachers or students an individual has and how those dynamics differ.

5. Professional

Boss and employee, co-workers/team mates or buyer and seller. These are people who rely on one another, yet still hold leverage over the other. Separate the two may have difficulty accomplishing their goal, but together there is space for animosity. However, these relationships do not need to be ripe for disaster. Consider who has the most power in the relationship and how they leverage that power.

6. Ethical / Moral / Ideological

A shared belief held in the core of these individuals. Whether it be a higher being, laws or taboos these individuals draw a line in the sand and do not cross it. Transgressing these held beliefs must result in punishment whether by an individual or something in the beyond. How strongly are their beliefs held and how are transgressors punished? What happens when someone holding a belief comes in contact, or lives with someone who doesn't believe?

7. Ties of obligation

A promise or oath. A duty that must be executed. Such pacts are not broken easily and urge the individual to uphold the pact, perhaps at any cost. Such a consuming matter often grips the lives of those close to these individuals. How well do these characters balance their life and duty? At what lengths will they go to fulfill their obligation?

8. Rivals

Competition is the foundation of this relationship. A marathon of out doing the other to emerge as the victor. More often than not this dynamic is not friendly. Occasionally only one member of this dynamic knows about the rivalry.

What is your Biome

A biome is the tone of where you live. It is the natural obstacles and strain your community must overcome and constantly contend with in order to survive.

Biomes feature *Landmarks* that shape the physical space around the community. They are noted by the players on the *Community Character Sheet map*.

Events are noted by the Fate on their *Random Encounter Table*, which we get to at the end of this section on page [XX]. These are dangerous natural forces like weather that prohibit travel and test the *Adventurers*.

The world gives and takes through *Resources* and *Injuries*. Resources are the literal building blocks of the game. They are used to craft everything from *Equipment* to *Town Improvements*. They are both food for your people and the currency of the land. *Resources* are even used to heal *Injuries*, which are addressed at the end of character creation when we apply them.

Biomes adjust the CRs of resources based on how available they are within the area. When something is abundant the CR is lowered by an amount. The more abundant a Resource is the lower it's CR is. This goes the same in the other direction when something is rare by adjusting the CR higher.

Lastly the world is unforgiving and to represent this all Biomes remove an amount of NPCs. This is removed from the total characters provided by the Origin. It is displayed as -# NPCs. The NPCs that are removed are chosen by the Players as a group. As a suggestion choose characters that are less interesting to you. Ultimately you may choose any of the characters that you'd like to remove.

Roll 1d6 for your biome.

1	Tundra	Pg.11
2	Cliffs	Pg. 12
3	Forest	Pg.12
4	Swamp	Pg.13
5	Coast	Pg. 13
6	Desert	Pg. 14

Tundra

A frozen wasteland cuts through to your bones with frigid winds. Every step you take is a victory over the snow that endlessly builds. Yet, through the biting cold you find warmth among each other.

Landmark

Frozen lake consuming 1 hex. Travel takes twice as long.

3 connected hexes creating a mile high glacier formation.

<i>Resource CR adjustment</i>	<i>Injuries</i>
Mineral // + 3 Stockpile // -3 CR Fur // + 2 Stockpile // -2 CR Ore // + 1 Stockpile // - 1 CR Wood // - 3 Stockpile // +3 CR Plumage // - 1 Stockpile // +1 CR	Frostbite Blind Vice
	-3 NPCS

Random Encounter entries

Freezing winds: Adventurers roll Resilience vs CR: 7. failure results in frostbite.

Heavy snow: The snow has made traversal challenging, costing the adventurers time. Ag vs CR 7. Failure rolls on the table twice. once at sunset and once at dawn.

Apex options

1. Rapacious Slink
 - a. Anomaly: Darkness.
2. ???
3. ??

Common creatures

- Anwangosh
- Basilisk
- Nukaleeve
- El Silbon
- Stryga
-

Cliffs

Sheer rock formations jut upward like millions of fingers. Vertigo sends many to fall to their death if the rushing winds don't push you over first. But above it all you can find clarity in the clouds and peace of mind.

<i>Resource adjustment</i>	<i>Injuries</i>
Plumage // + 3 Stockpile // -3 CR Energy // + 2 Stockpile // -2 CR Bone // + 1 Stockpile // -1 CR Ore // - 2 Stockpile // +2 CR	Gash Broken bone Madness
	-2 NPCS

Landmark

6 hexes with sheer cliffs or spires. Very high CR (20+)

Random Encounter entries

Vertigo: CR: 7 Logic challenge or -2 to Agility for the day.

Wind rash: CR: 7 Resilience challenge or -2 min.

Apex options

4. Mliolthan
 - a. Anomalies: Mind storm
5. ???
6. ??

Common creatures

- Anwangosh
- Basilisk
- Stryga
- Yara-ma-yahoo
- Mapinguari
-

Forest

Thick trees so large they rival the cloud scratchers (sky scrapers) of the old world. Among the dense vegetation floats clouds of poison, trapped by the canopy. Though many creatures lurk in these shadows you find the light that helps you grow.

<i>Resource adjustment</i>	<i>Injuries</i>
Organ // + 3 Stockpile // -3 CR Stem // + 2 Stockpile // -2 CR Seed // + 1 Stockpile // -1 CR Ectoplasm // -3 Stockpile // +3 CR Mineral // - 1 Stockpile // +1 CR	Protector Poison Fearful
	-3 NPCS

Landmark

Spreading fire - Starts in part of 1 hex. Each Community consumption grows the fire. If it grows three times it spreads to another hex and the process restarts.

Fog - makes travel take twice as long and Nerve rolls have -2 to results.

Random Encounter entries

Poison cloud: Resilience roll vs. CR: 7 or add poison condition. (this affects a single hex the adventurers are moving in to.

Obstructed view: An encounter today catches the Adventurers by surprise (skip their first turn in combat)

Apex options

7. Sedelor
 - a. Anomalies: Flesh pit
8. ???
9. ??

Common creatures

- Yara-ma-yahoo
- Mapinguari
-
- Tikbalank
- Leshy
- Unicorn
- Dryad

Swamp

Trudging through this waterlogged environment is a sure way to develop an infection. The infestations of insects make these wetlands inhospitable to so many. Nevertheless you rise above the challenge and expand your influence.

<i>Resource adjustment</i>	<i>Injuries</i>
Energy // + 3 Stockpile // -3 CR Plumage // + 2 Stockpile // -2 CR Bone // + 1 Stockpile // -1 CR Ore // - 3 Stockpile // +3 CR Fur // -2 Stockpile // +2 CR	Disease Madness Poison
	-4 NPCS

Landmark

Mire - Quick sand effect here

Random Encounter entries

Swamp foot: Resilience roll vs CR: 7. Fail results in Illness tag

Bugs: CR: 7 Resilience check. Failure results in disease.

Apex options

10. Sedelor
 - a. Anomalies: Flesh pit
11. ???
12. ??

Common creatures

Tier 1

- Basilisk
- Ningyo
- Yara-ma-yha-who
- Nuckaleeve

Tier 2

- El Silbon
- Tikbalang

Coast

Deadly floods and a strange calling risk pulling you under here at the edge, where raging water consumes the earth. You stand as a harbor standing strong against the beating waves.

<i>Resource adjustment</i>	<i>Injuries</i>
Liquid // + 3 Stockpile // -3 CR Energy // + 2 Stockpile // -2 CR Wood // + 1 Stockpile // -1 CR Ichor // - 3 Stockpile // +3 CR Plumage // - 1 Stockpile // +1 CR	Madness Doomed Evil eye
	-3 NPCS

Landmark

Three connected hexes placed on the map. At least one hex must connect with the edge of the hex map.

Random Encounter entries

Tsunami: Choose where the ocean is on your hex map. 1 edge hex must be all water. The hexes closest to that water hex become flooded.

Call to the depths: CR: 17 group Logic check or spend the day moving closer to the depths of the ocean. You are compelled, but take obvious precautions to keep yourself safe.

Apex options

13. Sedelor
 - a. Anomalies: Flesh pit
14. ???
15. ??

Common creatures

Tier 1

- Basilisk
- Nukaleeve
- Ningyo
-

Desert

Gentle breezes do little more than push sand from one dune to another. The barren landscape is void of shelter and teeming with hidden dangers waiting for the right opportunity. Yet hope springs eternal from your community, poised to wash over the sand.

<i>Resource adjustment</i>	<i>Injuries</i>
Mineral // + 3 Stockpile // -3 CR Ectoplasm // + 2 Stockpile // -2 CR Root // + 1 Stockpile // -1 CR Liquid // - 3 Stockpile // +3 CR Wood // - 1 Stockpile // +1 CR	Burn Unlucky Overheated
	-3 NPCS

Landmark

Oasis - choose 1 hex. Double resources and RET while here.

Sea of sand - Choose 10 hexes. Travel takes twice as long.

Random Encounter entries

Blistering heat: CR 7 Power check. Failure inflicts Burn.

Mirage: CR 7 Logic check . Failure results in -2 reliance.

Apex options

16. Sedelor
 - a. Anomalies: Flesh pit
17. ???
18. ??

Common creatures

Tier 1

- Basilisk
- El Silbon
- Anwangosh
- Mapinguari

The Journey

Your community is about to embark on a journey. Whether planned or not they are leaving their home - or at least what has become the norm. The trek they are about to embark on is akin to attempting the Oregon Trail. You know where you are going, but there is no telling if you'll make it. Whether you reach the promised land or come short is up to you.

You've learned where you originate from and where you end up. The question before us now is how did you get from point A to point B. We answer this through Vignettes. These are windows into their travels. They are presented in the form of prompts and everyone at the table may help to answer them. These are meant to be discussions or a brainstorm of ideas that firmed up after the final Vignette.

A player rolls 1d6 to randomly find the first Vignette. This initial prompt is meant to take place during the first week or so of your journey. Once you feel satisfied with how the group answered the prompt have another player roll 1d6. Add their result to the first roll to find your second Vignette. Again answer the prompt as a group and continue this process until every Player has rolled. The final player's Vignette happens a week or so before the community settles down.

Players are encouraged to involve every character and assign every injury by the end of the final Vignette. Any injury left unassigned or other discrepancy is left to the Fate to decide. This may mean when the game starts your character might have a new injury or tie to a character. Any such changes should be discussed as to not blind side the Adventurer.

Vignette table

1. A tree falls and blocks your caravan's path. It's clear on sight that this was no accident. As you stop you can hear shifting in the wilds as something prepares to engage the caravan. What bond(s) were forged and what inner conflict kept a character from acting?
2. While fording a river the current unexpectedly picks up and topples over one of your caravan carts. A mess of resources and equipment rushes down the river toward a waterfall. Who is willing to rescue the supplies and what's holding back the others? Who in the community lost the trust of others?
3. While crossing a lake it becomes clear there is something lurking deep under the dark surface of the water. Your slow moving makeshift boats make for easy prey and the chase is on. For those that survive what relationships or bonds were lost? Who rallies the group to press on together?
4. In the distance a dull shrieking cuts through the air. It's alarming and otherworldly in such a way that informs you it is of the 'old world'. Why do two characters wish to investigate further and when they go against the community's wishes, what does that cost them?
5. While scouting ahead a character(s) finds themselves in peril. By skill or luck they manage to return - albeit late and far worse for it. What about the scout(s) contributed to the mission going wrong? Who in the community is most concerned and why?

6. The remains of a now dead community have been spotted by some of your people. Together you've decided to explore their remains for provisions, despite the plentiful ghosts that haunt the corpse of the ex-community. What did we learn about someone's past that they weren't ready to reveal? How does this create a new relationship or shake an existing one?
7. A group of ill supplied and weak travelers tried to sneak past us. We discovered them and initially thought they were trying to get the drop on us. Before anything could be clarified one of yours attacks and (possibly) kills one of theirs. Who is scared of the attacker now, or was the action heroic? What does the attacker think of their actions?
8. One of your community members has been a target of Sprites. They used the individual as a puppet and tricked you to travel in circles before the community at large got wise to the trick. What tragedy befell the group that made them question the tricked character? What was the tragedy and who did it affect directly? what relationship(s) are strengthened because of this?
9. A couple of your community members find themselves trapped in an old world structure. It takes nearly a full day to free them. Who were the trapped people and what were they doing? What unresolved dramatic tension arose among those trapped?
10. A fire spreads through camp and risks the safety of your community and your resources. You are forced to pack up camp and march through the night to keep ahead of the fire. Who or what started the fire? What memento was destroyed and who'd it belong to? Why was it important?
11. A ghost manages to catch up to or find your community. The ghost takes the form of a key figure in someone's past and reawakens buried feelings. Despite the ghost being thwarted the tensions still remain high. What buried past is dug up between two characters and how does this divide the community? What is (at least) one of the characters willing to do to keep the past in the past?
12. Two (or more) characters develop feelings for one another. Their love is palpable, but when pressed on it they insist there is nothing there. Who falls in love and why can't the relationship move forward? Why do these characters fall in love?
13. Someone found something that could not be ignored. It unquestionably would benefit the community. Unfortunately it is gone now. Who had the most hope in this? What happened to make the object(s) useless or lost or otherwise inert?
14. Your stockpile of resources has been shrinking more than expected for the past week. Finally the culprit was caught and confronted. For all that was stolen there isn't anything to show for it. Who stole the resources and what selfless reason did they take them? What was their punishment and how have they changed since this point?
15. A pristine piece of technology had been discovered and returned to the Community. Did they use the technology and pay a price or shun it and earn the scorn of those more ambitious who feel it is a wasted opportunity? Who is for and against the technology? Who used it and what did it cost that individual or community? Alternatively if the technology wasn't used how do ambitious individuals plan on evening the score?
16. Someone broke a law/rule of your community. It was a minor transgression, but one that requires harsh punishment, nonetheless. Who committed the crime, what was the crime,

- who was the victim and what was the punishment? How does the transgressor feel now about the law and punishment?
17. Unknown to your community you've entered the territory of a malevolent force. It allows you to pass, but demands something of the community as payment. What do you give up for safe passage? Who pays the price and how does that affect them and what does this reveal about them? Who secretly is enticed by this action/event?
 18. An individual in your community was captured by dangerous people just barely surviving. Although you manage to get them back they aren't the same. Why is the captured person personally important to at least 1 of you - so much so you risked your safety to get them back. How has this changed the individual who was captured?
 19. Your community sets aside time for a festival and/or religious ceremony. What is being celebrated or remembered? How does the community manifest these beliefs or traditions through daily life?
 20. At least two individuals have been arguing for many days or weeks. It feels like they've been arguing since forever. At first amicable enough, but as of late their differences have come to blows. After a particularly dangerous bout one of the individuals is forced out. What ideology was disputed? Is there someone still in the community that disagrees with the victor? How do they deal with these feelings?
 21. Two people from your community fall in love. Their feelings are true and undeniable. Sadly their pairing fosters their inner demons bringing out some negative qualities that harm themselves or those around them. How does their inner demons manifest and affect the community or individuals within? Who are the lovers and why do they work so well together?
 22. Someone was caught and found to have committed a crime. What is the crime and did one of our community members commit it? What is their punishment? Who was the victim(s)? Who defended the criminal and why?
 23. An individual has unfortunately been killed by some horror. Their body cannot be recovered leaving us only with memories. Who is happy and who is sad? what hole does this leave for the community or how is their loss felt?
 24. You found it! The place you've been searching for to settle down and plant your roots. Who was the first to see the area, the first to settle it and what about this area makes it the right spot?

Settlement

Congratulations to those who survived! Now the real work begins with setting up your settlement. Begin this by naming your town. If nothing springs to mind skip ahead, but keep thinking on what you'll call your new home.

A settlement is more than just the people that live there. They also have a *stockpile of resources* which fluctuates over time as Adventurers gather more resources or use what they have. The community may even consume additional *resources* which is covered in the end of this section.

On the Community sheet there is space to list off your community members and give brief notes about them. This helps keep track of the growing plot threads and relationships.

Additionally You'll find a space for Town Improvements which you'll add as you construct them during play. For now the Town Improvement section remains empty.

There is a prominent map which Players populate with *Landmarks* and features that are discovered when *Jobs* are chosen for Adventurers. This is covered in the next section. Next to the map is a space to label the various features.

Allotting Town resources

Discovering what resources you start the game with is resolved by a three step process. First is choosing your default starting resources covered in *Calculating Stockpile*. Followed by the *abundant* and *deficit* reveal which is listed in the Biome. The final step is resolving any negative numbers where a number at 0 or less results in the loss of characters.

Be warned that your characters use *resources* from the *Town Stockpile* to buy their stats. The higher the stat results in a heavier toll. Everyone pulls from the *stockpile* and what is left is what you'll start the game with.

Resources

Ore	Ichor
Wood	Organ
Mineral	Energy
Plumage	Reeds
Fur	Bone
Liquid	Seed
Ectoplasm	Root

Orange color indicates resources only used in crafting Equipment.

Blue are resources only found in Brews.

Purple resources are found in both Equipment and Brews.

All the resources are meant to be abstract to allow for various interpretations. What follows is a guide to help ground the Players and give an idea of the bounds around them. They also can be multiple things at the same time. An example might be siphoning blood from a creature to gain **Liquid** then using the same blood as wine later on. Both blood and wine are **Liquid**.

Ore: All metals but, primarily Copper.

Ichor: An alien sticky substance such as tar or coagulated blood.

Wood: Anything that comes from the trunk of a tree.

Organ: A creature's squishy innards.

Mineral: Rocks, minerals or even concrete.

Energy: A non tangible substance such as fire or electricity.

Plumage: Decoration of living things such as leaves or feathers

Reeds: Fibrous plant material such as grasses or cattails.

Fur: Hair from a living creature.

Bone: A creature's hard innards as well as horns and antlers.

Liquid: a substance that flows freely but is of constant volume.

Seed: Reproductive units of plants and ground up plant matter or cuttings.

Ectoplasm: A slimy substance such as the residue of a slug or snail.

Root: Vegetables found in the ground or the bottoms of plants.

Calculating Stockpile

Settlements start with seventy (70) resource points for a default game. This results in five (5) points per resource. Next to each resource write down how many points are in each resource. This number is going to change often, so don't make it permanent.

If you're looking for an easier or harder difficulty you can use the following suggestions.

Starved: 3 points per Resource.

Lean: 4 points per Resource.

Prosperous: 6 points per Resource.

Players may choose to move resources around at this point. New players are advised to ignore this. Experienced players may have Improvements planned out and want to get a head start.

Next you are going to refer to your Biome's Abundant and Deficients. Add or subtract these numbers from the associated Resources.

The last thing you must do before detailing your characters is to account for negative numbers. If any Resource is brought to a negative number bring it to zero (0). For every zero remove one character from the settlement. If the amount of characters are less than Adventurers playing the game then raise the character count back up to match the Adventurer count.

While buying stats be aware of this rule. If any Resource is at 0 when the game starts a character leaves the settlement, lowering the population. This is the same effect as the *Injury Starved*

Stockpile vs. Inventory

There is a difference between the Community Stockpile and a Character's Inventory. The Stockpile only holds Resources and these resources stay in the settlement. Adventurers are not able to use these Resources outside of the Settlement, unless noted by a *Job's Trait*. Stockpiles have no limit to how much Resources it can hold. Inventories, on the other hand, are limited by a character's *carrying capacity*. They also can hold Equipment or other items, rather than just Resources.

Example play

Example play must have:

- Disputes in Origin/character relations.
- Adding/subtracting resources due to Biome
- Adding terrain to Map
- Two journey entries.
- Address that everyone is making shared characters as opposed to individuals that come together.

“Let’s jump right into it. I’d like to roll for our Origins and Biome to keep things interested. Does anyone disagree?” The Fate asks.

Greg takes no time to snatch up a die and roll it. The rest of the players make no arguments as none of them have strong feelings either way.

Greg’s die lands on a two.

“Looks like our community is an Outpost.” The Fate comments as they jot down the personalities, injuries and Origin name on the Community character sheet. “Why are we an Outpost. What brings us out here to the edge?”

“Oh, what if we are a forward unit for our kingdom. We need to secure the area so the kingdom can expand?” Greg jumps in.

“That’s not a bad idea, I like the idea of our kingdom expanding. But I was thinking we might be a scientific outpost. Like we’re sent out to a remote area to document, observe and learn about the area.” Jenn chimes in.

“Oh yeah! And maybe there is some ancient structure or something in the area that we need to investigate.” Kelsey adds.

“I like the idea of a little B and E on some ancient ruins. Maybe it’s a scientific outpost with a small fighting force for security” Greg offers.

“These are all great ideas. Let’s find out where our Outpost is and maybe that will help spark more ideas or solidify things for us. Kumar, could you roll a d6?”

Kumar rolls and lands on a six.

“Looks like we’re in a Desert. So maybe somethings poking out of the dunes. While we digest that information lets take a moment to name our cast of characters. I’ve written down ten personalities and each needs a name.”

The group takes a moment to randomly toss out names. Each Player names two characters as there happens to be five Players. A few Players throw out names right away while others are more hesitant.

“The strict person can be Shinah” Jenn calls out. The rest of the players nod their approval and the Fate writes down Shinah next to Strict.

“How about the slacker is Hoon” the Fate offers. Again nods and the Fate jots down the name.

“Alright, that’s almost all of them. Kumar, do you have any suggestions?”

“Uh, I don’t know. You guys can name them” He replies.

“How about we move onto the next part and once we’re further along you might have some names ready. How does that sound?”

“Alright, I’ll keep thinking” he says, looking over the remaining personalities.

“We also need to add ten dunes to the map. These will make it more difficult to travel in whatever hex has dunes. And we need to place an oasis which provides water, plant material and is likely to attract creatures.”

“We could make our home the oasis.” Greg suggests

“If that’s the case I would definitely increase the amount of creature attacks on your community.”

“That could be fun!”

“I don’t know about that.” Kumar says, “Maybe we can have it close by, but not where we are.”

“I agree.” adds Jenn.

“Really? I would really like to fortify it and make it a base or something.” Greg says. His hand hovering over the map, eager to make his contribution.

“That feels like we’d be starting on hard mode” Jenn says.

“Maybe I can help. What if the oasis is nearby your home so creatures aren’t constantly invading your space. But we can add something to the oasis hex to be something of importance to the community. That can give you reason to fortify it. It can be a later game goal.”

“Can we make it a second base?” Greg asks.

“I don’t see why not.” the Fate answers.

Greg agrees and places the oasis a few hexes away from the center home space. Each player also adds a few dunes to the map until all ten have been placed. Each player, including the Fate, places some dunes on the map. At points a Player suggests an area for dunes and confers with the group to see how they feel about their suggestion. It doesn’t take long before all the biome features are added to the map.

While the group places dunes the Fate starts to ask questions they are curious about regarding their origin or why they came to this place of all places.

“It seems we’re leaning toward a research outpost that needs an armed escort or security team. So who sent you and what exactly are you hoping to find?”

“What if we’re after an ancient weapon?” Greg throws out.

“I don’t know about that...” Jenn mumbles

“What if the security portion of this team is secretly after a weapon - or tasked with the question ‘how do you weaponize whatever you find’.”

“Ok, that’s sounding more fun.” Jenn admits

“So we’re all part of a research team or security team hired by our kingdom. Maybe we’re hired to explore what’s at the bottom of the cliffs.” Kelsey ventures, thinking aloud.

“Oh yeah, kinda like our kingdom is at the edge of the known and beyond and/or at the bottom of these cliffs are mysteries unknown.”

“Alright, so you’re out to probe the unknown and research it. An information gathering mission with a secret ulterior motive of finding the next weapon.” the Fate clarifies to make sure they are following the morphing ideas.

“Who’s on the security team and who’s not?” Greg asks, looking over the personalities.

“Kline and Yasmin for sure!” Jenn says

“I was thinking ‘Shvin’ for the caring one. She’d be a researcher.” Kumar suggests.

The Fate writes down the name and what ‘faction’ each character is part of. Soon through a few questions about relationships between the community the group has a few ideas about who these people are.

Once the conversation about who these people are calms down the Fate reminds the players of the first bad news.

“Our Desert Biome informs us we lose three characters. Choose three characters that don’t make it to the new settlement.”

“Three dead already?!” Kumar asks.

“That’s up for you to decide. They could have died or maybe they were captured or decided to leave the community. You’ll decide this in the next step. For now choose three characters you don’t feel to compelled to play. Like Lin we don’t know much about. Does anyone mind them being left out of the story?” The Fate says.

“Yeah, I was thinking Lin and Brull. We already have a strict character. Do we need an Overbearing one too?” Jenn asks

“Good point.” Greg agrees

“What about the slacker?” Kelsey asks.

“I don’t know. I was kinda looking forward to seeing that character.” Kumar adds. “What about Shriv? I’m not super excited about a caring character.”

“That could be fun. Two factions that could be at odds, especially if the heart is gone.” The Fate interjects.

The group mulls over their options, but ultimately agree to remove Shriv, Lin and Brull.

“So we’ve discovered where we come from and where we end up. We also know a bit about the cast of characters that make up our community. Now we need to explain what happened between leaving their place of Origin and ending up at their new home. We do this through Vignettes. Everyone roll 1d6. I’ll then ask the group some questions from this Vignette table. You’ll answer these questions with full narrative control over the situation and how it turns out. Just keep in mind that anything you add, such as a spaceship or a spear, it is removed by the time you arrive at your new settlement. Is everyone with me still?”

Everyone rolls and the Fate reads the first question.

“While crossing a lake it becomes clear there is something lurking deep under the dark surface of the water. Your slow moving makeshift boats make for easy prey and the chase is on. For those that survive what relationships or bonds were lost? Who rallies the group to press on together?”

“For this game I’m going to allot four resources per resource in your community stockpile. I chose this because I felt it was a normal difficulty leaning toward easy. This is our first game, so I didn’t want to go too hard. How does that sound to everyone?”

The group gives their blessing and they move onto adjusting the stockpile resources.

Character Building


Details

So far you’ve built characters as a group by naming them and breathing a bit of life into them. At this point Adventurers choose one of the remaining characters to embody. They take over their chosen character for a time and later may choose another character from the population or stick with their initial choice.

Together you've added broad strokes, now you are personally going in and adding a unique touch by detailing what their job is, how capable they are, what they've learned and how an Adventurer may grab the reins of the plot.

At the end of this section the plot, world and non player characters are handed over to the Fate. This is the final step for Adventurers.

Character Sheet

Character name:				Primary	Secondary	Tertiary
Player name:				Attack	Move: 20ft	Narrative skills
Health	Reliance:	Power:	Agility:	Socialize	Defend	Break/Tame
Minor	○○○○○	Logic:	Ch:	character skills	Use item	
Character skills						
	Athletics	__d6	○○○○○	Mining	__d6	○○○○○
Major	Nerves	__d6	○○○○○	Butchering	__d6	○○○○○
	Search	__d6	○○○○○	Extracting	__d6	○○○○○
	Tracking	__d6	○○○○○	Herbalism	__d6	○○○○○
Ruinous	Sleuthing	__d6	○○○○○	Paraology	__d6	○○○○○
	Smithing	__d6	○○○○○	Zoology	__d6	○○○○○
	Handy	__d6	○○○○○	Cryptozoology	__d6	○○○○○
Job:	Brewer	__d6	○○○○○	Seer	__d6	○○○○○
	Healing	__d6	○○○○○		__d6	○○○○○
	Engineer	__d6	○○○○○			
Trait 1:	Narrative skills					
	Cliff Hanger	CR_10 __d6	○○○○○			
Trait 2:	Red Herring	CR_10 __d6	○○○○○			
	Hyperbole	CR_10 __d6	○○○○○			
	Imagery	CR_10 __d6	○○○○○			
Personality:	Flashback	CR_14 __d6	○○○○○	Injuries:		
	Recall	CR_14 __d6	○○○○○			
Tamed Creatures						
			Defiance			
			Defiance			
			Defiance			
Inventory - Capacity: _____						

Character sheets are for individual players as opposed to the Community Sheet which is shared by the table. With that said, one Player may fill out a character sheet and another Player may later play as that character. The second Player doesn't adjust base stats, jobs or the like. Instead they are adjusting variables that change through play such as Injuries, Inventory, Wounds and the Boon Tracking. Once a character's Stats are assigned they are not changed.

At the top of the Character sheet is where the Characters name and the current Player's name goes. Below that is where health is tracked with Minor, Major and Ruinous. Further down is where their Job and traits are listed. Further down still is where the Character's personality is labeled. Near the bottom is where Players can list and detail their Tamed creatures that are

brought along on their journeys. The very bottom is dedicated to their Inventory for all held, carried and worn items or equipment.

Moving to the top middle of the Character sheet is where stats are listed. Reliance is the only stat that may be improved over time by expending Boons in the Boon Tracker indicated by six bubbles.

To the right of the Stats are the various actions one may perform during combat. This is to remind Players what they may do.

Below the stats and Combat actions are the list of skills. Next to the skill name is a blank space followed by d6. This is where Players may note how many dice are in a given skill's dice pool. Following that is Boon trackers. At the bottom of the skills list is Narrative skills which also have a CR attached to them. These CRs may prevent a Player/Character from performing that Narrative skill. Skills are broken down by color for quick reference. Red indicates physical skills, Yellow for logical skills and Green is Narrative skills.

The final aspect of a character is their Injuries list found at the bottom right of the sheet. Here there is also a pie graph indicating the amount of stress a character has.

The rest of this section details and explains how to fill out those aspects of the Character sheet.

Jobs

A blurb starts every Job entry. This is a summary and general idea of what the job's role is in the community.

World-Building ask Adventurers to add something to the world map much like the landmarks from the Biome.

Items are allotted along with two *Traits*. Items are expanded upon in *Crafting* on page [XX].

Traits are unique abilities an Adventurer can do only once per excursion. Once a *Trait* is used it cannot be used again until after the character spends a full day at the Settlement.

Every Job provides a character's base *Reliance stat*, This is how competent others perceive the character. Additionally Jobs provide a selection of *skills*. Be sure to choose three (3) *skills* from the list. Once a job is chosen a player may not change it later, nor may a player add another job.

Job list

<p style="text-align: center;"><i>Hunter</i></p> <p>Stalking and tracking creatures for capture or slaughter. These individuals brave the worst of the wilds in hopes to bag creatures to be tamed or harvested. With their cunning and knowledge they can find any creature.</p>	<p>Reliance: 5</p>
<p>World build: Place Nest/Den/Territory of creature on map. Starting Item: Pick a tier 2 weapon.</p>	<p>Character skills: Athletics Sleuth</p>

<p>Traits:</p> <ol style="list-style-type: none"> <i>Expert butcher:</i> Do not destroy any resources from a carcass you are harvesting. <i>Hunter's Quarry:</i> Random Encounter table consisting only of 1d4 creatures. Player chooses 2-4 Monsters to add to their Quarry. When a Random Encounter is rolled you may change the result by rolling on your Quarry table. 	<p>Butchering Tracking Nerves Search Extracting Zoology</p> <p>Narrative skill: Red herring</p>
<p style="text-align: center;"><i>Alchemist</i></p> <p>Concocts potions, tinctures and other mixed experiments. These individuals apply the learning of Diviners and Researchers to create a mixture of the two. With a bit of resources and time all manner of wonders can be made to support the community through all it's trails.</p>	<p>Reliance: 4</p>
<p>World build: Name one working technology that can be found in the hex flower map. Starting item: Choose two potions or tinctures. Traits:</p> <ol style="list-style-type: none"> <i>Distilled potency:</i> Substitute a resource for another when crafting a brew. <i>1st law:</i> Convert any amount of a resource to another type by expending 2 resources to gain 1. 	<p>Character skills: Brewer Butchering Herbalism Extracting Butchering Paralogy</p> <p>Narrative skill: Hyperbole</p>
<p style="text-align: center;"><i>Nurse</i></p> <p>Heals wounds and cures injuries. These individuals tend to injured human characters to bring them back to their natural fit selves after sustaining wounds. They also cure injuries of all types to keep the community at top shape.</p>	<p>Reliance: 6</p>
<p>World build: Place a water source on the map. Starting item: 3 bandages. Traits</p> <ol style="list-style-type: none"> <i>Second wind:</i> Give a character 3 temporary minor health lasting for 3 days or until depleted. <i>Field dressing:</i> May use Triage as a Secondary action. 	<p>Character skills: Healing Brewing Search Nerves Butchering Zoology Paralogy Cryptozoology Seer Athletics</p> <p>Narrative skill: Flashback</p>

<p style="text-align: center;"><i>Shepard</i></p> <p>Herds and cares for creatures of all types. These individuals take on the responsibility of tending to the needs of creatures living among the community. This often means feeding, taming and healing creatures, however they also take care of slaughter when the time comes.</p>	<p>Reliance: 6</p>
<p>World building: Place a geological hazard on the map. Starting item: Anwangosh with capture device with 6 spaces Traits</p> <ol style="list-style-type: none"> 1. <i>Well traveled:</i> Identify a road allowing you to cross a hex in half a day, rather than a full day. 2. <i>Soothing:</i> Lower a target's <i>Reliance</i> score by double its <i>Break</i> score. 	<p>Character skills: Paraology Zoology Cryptozoology Seer Athletics Tracking Handy Butchering Zoology Cryptozoology</p> <p>Narrative skill: Imagery</p>
<p style="text-align: center;"><i>Diviner</i></p> <p>Sees into the future and communes with fate(the unknown/beyond). Although they never see the full picture these individuals have a knack of predicting future events and swaying luck. Often a spiritual leader or one who interprets the actions and desires of the creatures that lurk beyond the walls.</p>	<p>Reliance: 5</p>
<p>World building: Place the anomaly on the map Starting item: Ritual components (Delays curse injury or ailment trigger.) Traits</p> <ol style="list-style-type: none"> 1. <i>Consulting the bones:</i> Save a die roll for another time. The roll you are saving becomes the opposite for the purpose of resolving what you rolled for. (A success becomes a failure) 2. <i>Accurate reading:</i> Provide the 'But...' or 'and...' in a result. 	<p>Character skills: Nerve Search Healing Seer Cryptozoology Zoology Paralogy</p> <p>Narrative skill: Cliff hanger</p>
<p style="text-align: center;"><i>Researcher</i></p> <p>Strives to understand and harness relics of the past. These individuals reverse engineer lost technology for the betterment of their community. They also seek to understand the origin of the creatures that inhabit the local area.</p>	<p>Reliance: 4</p>
<p>World building: Place one ancient structure on the map Starting item: Pick 3 tier 1 tools or weapons to start with. Traits</p> <ol style="list-style-type: none"> 1. <i>Prototype:</i> Craft an item 1 tier above what you can currently make. 	<p>Character skills: Search Handy Engineer</p>

<p>2. <i>Well read</i>: Add 1d6 to any one Logic skill for the rest of the day.</p>	<p>Sleuthing Engineer Paralogy Zoology Cryptozoology Seer</p> <p>Narrative skill: Recall</p>
<p style="text-align: center;"><i>Gatherer</i></p> <p>Locates and harvests needed resources. These individuals know where to find any resource and how to obtain it. With the right tools they will always find their mark and obtain an abundance of resources to fulfill their communities needs.</p>	<p>Reliance: 4</p>
<p>World building: Pick three resources and put them on the map. 1 resource per hex ring. Starting item: Capture device (6 spaces) with [Basilisk] Traits</p> <ol style="list-style-type: none"> <i>Resourceful</i>: Gain double the resources from any Plant based harvest.. <i>Foreger</i>: Adjust resource cost by rolling a d6 (community consumption, crafting) 	<p>Character skills: Athletics Mining Herbalism Search Tracking Brewer Extracting</p> <p>Narrative skill: Hyperbole</p>
<p style="text-align: center;"><i>Craftsperson</i></p> <p>Creates and maintains tools. These individuals know their way around a forge and have a pretty good how to build just about anything a community needs from tools, weapons, armor, crystals and even buildings.</p>	<p>Reliance: 4</p>
<p>World building: Place 3 resources on the map. None can share the same hex. Starting item: Tier 2 armor Traits</p> <ol style="list-style-type: none"> <i>Master crafts</i>: Repair armor without forge <i>Tinker</i>: Create equipment or tools from a tier above what you're capable of 	<p>Character skills: Smithing Handy Engineering Mining Extracting Brewer Athletics</p> <p>Narrative skill: Recall</p>

<i>Runner</i>	Reliance: 6
A go-for, messenger and scout. These individuals slip between communities with ease. Specializing in avoiding engagements within the wild and passing through difficult terrain with relative ease.	
World building: Express the location of another community and if they are hostile or not. Starting item: Pick 3 tier 1 tools and/or weapons. Traits <ol style="list-style-type: none"> 1. <i>Messenger:</i> You may force a social success against any other character/creature. 2. <i>Lovable:</i> Travel an extra hex today. (Only affects you and other Runners) 	Character skills: Athletics Sleuthing Nerves Search Tracking Paralogy Zoology Seer Cryptozoology Narrative skill: Red herring

Stats

Stats are added to various rolls such as *skill* challenges, debates and competing with creatures. They are the bedrock of your character and determine their *Health*, how much they can carry through *Carrying Capacity* and how quick they *move*. They also determine how quickly a character can learn new *skills*.

Adventurers buy stats with Resources from the Settlement's Stockpile. Discussion about how much each Adventurer wants to spend and why is encouraged. Additionally no one may go below 0 and no higher than 4.

Stat breakdown

Power (Po): Character's carrying capacity and Health.

Po = 0: Carrying capacity of 9. Minor health is 4.

Po = 1: Carrying capacity of 9; Minor health is 5.

Po = 2: Carrying capacity of 13. Minor health is 5

Po = 3: Carrying capacity of 13. Minor health is 6.

Po = 4: Carrying capacity of 15. Minor health is 6.

Agility (Ag): Movement speed and effective distance one can throw objects..

Ag = 0: 20' movement and throwing distance.

Ag = 1: 25' movement and throwing distance.

Ag = 2: 30' movement and throwing distance.

Ag = 3: 35' movement and throwing distance.

Ag =4: 40' movement and throwing distance.

Logic (Lo): Characters ability to learn new skills and apply what they have learned.

Lo = 0: 6 Boon slots for all skills.

Lo = 1: 5 Boon slots for Character skills, 6 for Narrative skills

Lo = 2: 5 Boon slots for Character skills, 5 for Narrative skills

Lo = 3: 4 Boon slots for Character skills, 5 for Narrative skills

Lo = 4: 4 Boon slots for Character skills, 4 for Narrative skills

Charm (Ch): Raise Reliance faster and increase Stress threshold.

Ch = 0: 6 Boon slots for Reliance, 6 Stress pie wedges

Ch = 1: 6 Boon slots for Reliance, 7 Stress pie wedges

Ch = 2: 5 Boon slots for Reliance, 7 Stress pie wedges

Ch = 3: 5 Boon slots for Reliance, 8 Stress pie wedges

Ch = 4: 4 Boon slots for Reliance, 8 Stress pie wedges

Reliance (Re): This is how competent characters perceive your Adventurer. It's used to tame creatures, debate other characters and adjust the narrative of the game. This stat does not alter other aspects of your character sheet like the above stats do. Instead it is a total of their Job's stated *Reliance* plus the amount of stat points purchased for Reliance.

Buying stats

When buying stats all resources are equal in value. Adventurers may choose to pull from any combination of resources from their Stockpile. Be warned that stats get expensive quickly and no stat may go above four (4).

The conversion breaks down as follows.

A stat of 1 = 1 resource point.

Stat of 2 = 2 resource points.

Stat of 3 = 4 resource points.

Stat of 4 = 6 resource points.

Health

There are three (3) health tiers; Minor, Major and Ruinous. Every creature has a unique array of health. Human characters have a more set health. Each character defaults to four (4) Minor health points, two Major health points and one Ruinous. This only changes with a character's Power stat which may increase the Minor health pool.

Minor damage is best viewed as scratches or small cuts and bruises. Major damage is like breaking a bone or sustaining a serious cut. Ruinous is like being utterly crushed or decapitated.

Any given attack states which tier and how much damage it deals. An attack that deals Major damage skips over Minor pools and directly affects the target's Major health pool. When a tier loses all of its points any following attacks at that tier instead deal damage to the next tier up.

Carrying Capacity

This is how much a character can carry in their Inventory. Every equipment or resource is considered one (1) item. A carrying capacity of nine (9) may hold any combination of equipment or resources as long as they only hold nine (9) items on their person.

Stress

Everyone has a 'timer' called stress. Everyday everyone gains 1 stress. You can lower stress by curing an injury or attempting progress toward a personal goal. Being selfish and playing into your character's personality may lower stress. This means working toward *wants* (personal) rather than *needs* (communal).

Movement

This is how far a character can move during a round of combat. It also gives an idea of how physically fast or slow a character is in all aspects of life.

Skills

Skills can be used in traversal, combat, resource gathering and even debate. An Adventurers base skill pool is only 1d6. Adventurers may add a d6 when they allocate enough boons to a given skill. By default skills require six boons, however that may change based on a character's Logic. Any one skill may not have a pool exceeding 4d6.

When using a skill roll the characters pool of d6 + the associated stat.

More than one character may attempt a skill check at a time. When this happens the initial character is the only one to roll their pool of d6 + their associated stat. Everyone helping only adds their stat. How they help may alter what stat is being used.

An attempt to use a skill is assumed to be your attempt on the subject for the day, at least in that manner.

Skills are broken into two categories; Character and Narrative.

Character skills are learned and gained by the character over time. These skills take practice and dedication by the character.

Narrative skills are meta skills. They are used by the Adventure to alter aspects of the game. This is their way of becoming a temporary Fate.

The Narrative skill CRs are determined by the combination of Personality and Jobs. If both personality and job share a narrative skill then the CR for that skill is Low [7].

Narrative skills with only one personality or Job tie has a Moderate CR [10].

Narrative skills that lack any personality or Job tie have a CR that is High [14].

In Fates Hands

At this point Fates should have Adventurers make any final touches to the world. relationship details to the characters, adding any features to the map or otherwise express some detail(s) about the world. This is their final chance to freely adjust the world or plot.

From this point on the world and any non player characters are handed to the Fate.

It's up to the Fate to plan the main plot the rest of the Players are going to contend with. Don't fret over too much details and consider what your Adventurers are likely to chase after first. Once that is formulated the Fate is charged with making Random Encounter tables for both in and out of the Settlement.

Planning Adventures

Community Consumption

Community Consumption is an entry in the Random Encounter table. When this is instantiated, have the adventurers subtract resources equal to the Community Consumption total. Keep in mind Adventurers choose what resources are consumed.

This is totaled by counting up all the NPCs in the settlement plus one for each instance of the Vice trait among the NPCs and Adventurers.

Random Encounter table

~~The Encounter table is a living document that should reflect events that the Adventurers are encountering. When placing encounters on the table keep in mind the difficulty. Entries 1–6 are rolled in the first hex ring around the home hex as only 1d6 is used in this area. Basic monsters or abundant resources should populate this space. When the Adventuring party moves to the second ring of hexes the first entry of the Random Encounter table becomes irrelevant. Because at this point 2d6's are rolled. Now the possible events are between 2–12.~~

The Random Encounter table (RET) is a dynamic document meant to reflect the events encountered by the Adventurers. When populating encounters on the table, consider their difficulty or abundance. In the first hex ring around the home hex, where only 1d6 is used, entries 1 to 6 should include a mix of basic monsters and abundant resources. As the Adventuring party moves to the second ring of hexes, the relevance of the first entry on the Random Encounter table diminishes because 2d6 are rolled, allowing for possible events ranging from 2 to 12.

As more dice are added to this pool a Fate should add more rare and challenging encounters. Feel free to add more Apex encounters as the group travels closer toward it and it's territory. In this sort of situation a Fate might pull out other monster encounters or resource encounters and substitute them with Apex encounters.

Fates should also consider plot occurrences for the table. These plot points can be positive or negative. Only the Fate knows what it will be, leaving the Adventurers to consider if they should allow the event to happen or cut in with their own table.

The Random Encounter table is often populated with broad key words rather than specific names of creatures. These can range from 'Tier 1 creature' to 'A creature at the water's edge'. Vague entries like these help the Fate change aspects of the encounter to keep up with a shifting world dynamic or player intervention. Resources may be specified more to help push abundant natures. However a Fate may be just as vague by stating 'Organic resources' or 'Ghostly substance'.

Making an Encounter Table

On a spare sheet of paper, or using a program of your choosing, make an empty list numbered 1 - 18.

The Community Consumption entry should be slotted into #6, #10 and #13 of the list. For every six entries (or +1d6) add another community consumption onto the list somewhere above the previous Community consumption.

Check the biome for random encounter instructions and mark them down in your list as they instruct.

Add a basic creature entry below and above the 6th entry. Do this again for abundant resources. Add a rare resource on or below the 12th entry. Feel free to double up. For example a basic creature with an abundant resource fits two criteria. You do not need to make separate entries for each.

Random Encounter Table Example

This example uses the Tundra biome and has a Community Consumption total of 7.

1. Primal, Base level
2. Primal Water elemental
3. Freezing winds
4. Fey with Ore resource
5. Apex
6. Community Consumption (7)
7. Heavy snow
8. Apex
9. Bandit with creature with Mineral
10. Community Consumption (7)
11. Underground water (liquid) source
12. Fey creature
13. Community Consumption(7)
14. Town is attacked (Gash + Broken bone to NPCs)
15. Screeching signal (This is a plot event)
16. Apex

- 17. Community Consumption (7)
- 18. Freezing winds

Adventuring

There is a rhythm to Adventuring starting with leaving the characters home. When they leave characters travel into at least one hex. Over time expect Adventurers to travel multiple hexes before returning home. The further they travel the more dangerous it will become and the more resources they may obtain. With their pockets full and their health low Adventurers trek back home. Finally they check up on what developed in their absence, deposit their resources and build up the town and or their gear. New characters may be chosen for the next adventure and new objectives may be stirred into the mix. Before long the Adventurers are back on the road.

Travel and Encounters

Adventuring is the core activity your Characters embark on. Traveling from hex to hex and engaging in encounters can span multiple play sessions.

Overland travel takes place in a hex grid, as seen on the Community Sheet. Each hex is about 1 day of travel across in average conditions. This is assuming you are traveling from sun up to sun down only resting midday for food and a quick rest.

The further away from a town the Adventurers travel the more perilous their trek becomes. Each new day outside of the settlement calls for a Random Encounter roll. Rolling on the Random Encounter table requires more dice the further the Adventurers travel.

1 hex away from home is 1d6. 2 hexes from home is 2d6. 3 hexes from home is 3d6. After this point another Hex map should be added in the direction the Adventurers are traveling. Add a community somewhere on the new map. Don't worry about building up the community at this point. For now we just need it for how many d6 are rolled while traveling.

When four or more hexes away from your home or another community roll 3d6 twice. Use both results individually or merge them together in one encounter.

As they approach their home or another community—whether known or friendly—the number of d6 they roll for encounters should decrease relative to the distance in hex rings from that community. Enemy or hostile communities should not affect these rolls. If an enemy or hostile community is 2 hexes away then Players must still roll 2d6 when entering that hex.

When leaving the settlement roll 1d6 for the Random Encounter table.

Encounters can be a conflict, challenge or plot event. They are used in addition to whatever the Adventurers are setting out to do. The key words or what is written on the Random encounter table is known to all, but may happen at any point in the day.

Fall damage

For every 15' take 1 minor damage.

For heights over 50' incur *Broken bone* or *Gash* in addition to damage.

Challenges

Challenges are events that require skill checks and need to have risk. If a failure doesn't bring a setback then there is no challenge. Walking through the woods with no pressure is not a challenge. Moving through the woods as quickly and silently as possible while attempting to not be spotted by a Monster is a challenge.

Challenges may have various difficulties denoted by a Challenge Rating or CR. When Adventurers attempt to overcome a challenge they roll their skill pool and add the associated stat. Compare this to the CR the Fate layed out.

Fates should make the consequence of failure known to the players so they have something to play off of.

Skill dice pool total + stat vs. Fate's CR.

The following is a general guide to help quickly assess a challenge's difficulty.

Simple task: CR 4.

This is a task that nearly anyone can do and may require only a slight knowledge or proficiency in a skill.

Cursory task: CR 7.

A task that requires some dedication to a skill and will be difficult or a novice.

Learned task: CR 11.

This task requires a solid understanding of the skill and is impossible for anyone who is just starting down the path. Perhaps a group of early Adventures may overcome this task together.

Master task: CR 15.

This task requires a serious dedication to a skill or a group of people with a solid grasp of a skill. It is difficult even for those well established in the skill.

Group challenges

Many times a group may choose to tackle a challenge together. This is done by the initial Adventurer rolling both their Skill dice pool then adding their stat to the total. All the helping Adventurers only add their associated stat.

Skill Breakdown

Athletics - Po or Ag.

This can be broken down into two categories to best fit a given situation. Power is used for lifting, pushing, pulling or otherwise using brute strength to overcome an obstacle. On the other hand, when speed is the determining factor Agility is more appropriate. This includes such actions as running, precision or accuracy.

This is the difference between a character trudging through a river to get to the other side versus hopping along exposed rocks. The first is power and the latter is agility.

Crit success (Narrated by Fate): Adventurer overcomes the obstacle and makes it easier for the next person.

Success (Narrated by Fate): Overcome the obstacle.

Fail (Narrated by Adventurers): Fail at overcoming the obstacle, but other, perhaps more dangerous routes became more obvious.

Crit Fail (Narrated by Adventurers): The obstacle is impossible for the individual, and failure caused and injury such as 'Broken bone'

Nerves - Ag.

This is a character's sense of danger. It may cover such acts as searching or perceiving threats, danger or other out of place aspects. It's knowing if something lurks in the bushes or keeping a secret - a danger sense.

Nerves may be called upon to discover someone hidden or if being told a lie.

Crit success (Narrated by Fate): The Adventurer is aware of the danger and may increase a stat for the next round or action..

Success (Narrated by Fate): The Adventurer is aware of at least an aspect of the danger or is aware of the thing that is out of place.

Fail (Narrated by Adventurers): The Adventurer is not aware of any danger or anything out of the norm, but may be made aware of other vaguely related elements of the scene.

Crit Fail (Narrated by Adventurers): The Adventurer is oblivious to the danger, and cannot act on the first round of conflict as they are taken by surprise.

Search - Lo/Ag

Seek out specific stationary items or things. This is to find something that is lost, hidden or otherwise less than obvious.

Crit success (Narrated by Fate): Adventurers find the object or clue and a secondary useful or desired item.

Success (Narrated by Fate): Adventurer finds a clue leading directly and unquestionably to the object they are looking for.

Fail (Narrated by Adventurers): Adventurer doesn't find anything, but are reassured they are on the right path or find a clue to a tangential mystery, such as a trap they will come across.

Crit Fail (Narrated by Adventurers): Adventurer doesn't find the object, and alerts nearby foes that will burst into the room in a matter of minutes.

Tracking - Lo

Searching for something that is currently moving or has traveled from one location to another.

Crit success (Narrated by Fate): Adventurers find their target, and also manage to gain an advantage such as their target is trapped, injured or unaware of the Adventurers.

Success (Narrated by Fate): Express how the Adventurers manage to find their target.

Fail (Narrated by Adventurers): Address how they do not find what they are looking for, but find its empty nest.

Crit Fail (Narrated by Adventurers): Adventurers do not find their target, and end up in a trap of a rival community.

Sleuthing - Ag

Sneak, steal, hide or attempt to be unnoticed. Attempting to find someone sleuthing requires a Nerve check that meets or exceeds the Sleuthing roll.

Crit success (Narrated by Fate): Adventurer is hidden and may skip a foe's initial conflict round or perform an action without raising suspicion.

Success (Narrated by Fate): Adventurers are hidden, although they may not be sure. This remains in effect until they choose to not be hidden or perform an action that would logically break their cover.

Fail (Narrated by Adventurers): Adventurers are not hidden, although they may not know this, but they may provide a distraction for the rest of the party.

Crit Fail (Narrated by Adventurers): Adventurer is not hidden, and didn't notice they were discovered until the enemy was right on top of them.

Armorer - Lo, Handy - Lo, Brewer - Lo

When crafting items a CR is provided by the item in question. Occasionally the Fate may provide or adjust the CR. The higher the roll the more impactful the item will become. Additionally if you don't critically succeed your attempts end up destroying some, if not all, of the remaining resources.

Crit success (Narrated by Fate): Express what makes this item unique. Give it a narrow trait or feature.

Success (Narrated by Fate): Create a standard version of the item.

Fail (Narrated by Adventurers): Create a sub-standard version of the item. Save a resource

Crit Fail (Narrated by Adventurers): Create nothing, save nothing.

Mining - Po, Butchering - Lo, Herbalism - Lo, Extracting - Ag

When harvesting resources a CR is provided by the creature or thing. Occasionally the Fate may provide or adjust the CR. The higher the roll the more resources you'll obtain and the more varied the resources become. Additionally if you don't critically succeed your attempts end up destroying some, if not all, of the remaining resources.

Crit success (Narrated by Fate): Gain all the resources at the number you rolled, plus all the resources in the Success and Fail columns.

Success (Narrated by Fate): Gain all the resources in the Success and Fail columns. Then destroy 2 resources in the Crit success column.

Fail (Narrated by Adventurers): Gain resources in the fail column and destroy resources equal to the amount you miss the Success CR. (i.e. if the CR is 10 and you roll a 7 you must destroy 3 resources in the success or Crit success columns)

Crit Fail (Narrated by Adventurers): Destroy all the resources.

Crit fail	Fail	Success	Crit success		
N/A	2 Organ	4 Organ, 3 Bone	2 Bone	1 Bone 1 Ichor	2 Ichor
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Healing - (Lo)

To heal Players choose a health pool to target. This informs the CR and resources required.

Minor CR:

Major CR:

Runous CR:

Crit success (Narrated by Fate): Heal one point of the chosen pool and another point of any health pool.

Success (Narrated by Fate): Heal one point of the chosen pool.

Fail (Narrated by Adventurers): Do not heal any health points, but lower the CR for next time.

Crit Fail (Narrated by Adventurers): Do not heal any health points and inflict further injury.

Alternatively one may choose to heal an Injury. For this Characters are treating a target over time. Each Injury has a table to roll on in order to remove it.

Paranormal, Zoology, Cryptozoology and Seer - Lo.

A player expresses what they are seeking to learn about from a list of categories (shown below).

Crit success (Narrated by Fate): Learn about what you wanted, and one additional element in the same tier or lower.

Success (Narrated by Fate): Learn about what you wanted

Fail (Narrated by Adventurers): Don't learn about what you wanted, but do learn something from another CR category equal or lower than the roll.

Crit Fail (Narrated by Adventurers): Don't learn anything and are provided false information.

CR: Low (~6)

- Stats
- Act 1 actions
- Character skills
- Resources

CR: Medium (~10)

- Act 2 actions
- Health
- Narrative skills
- Atonement/Abyss/Metamorphosis

CR: High (~14)

- Act 3
- Aversion and Reception

Linguist - (Lo)

Decipher ancient text and iconography, such as old books, computer consoles, signs and much more.

Crit success (Narrated by Fate): Understand the ancient script and may identify these symbols in the future.

Success (Narrated by Fate): Understand the ancient script enough to accomplish their goal.

Fail (Narrated by Adventurers): Do not understand the script, but feel they do. Mistakes are made due to false information.

Crit Fail (Narrated by Adventurers): Do not understand the script and waste too much time figuring it out losing a Daily Activity that isn't the RET.

History - (Lo)

Understanding ancient cultures and norms

Engineer -(Lo)

Lock picking, trap disassembling and other means of making a device inert.

Crit success (Narrated by Fate): The targeted device is made inert and can be used again/replaced.

Success (Narrated by Fate): The targeted device is made inert.

Fail (Narrated by Adventurers): The targeted device is not made inert, but now is broken and won't function entirely properly.

Crit Fail (Narrated by Adventurers): The targeted device is not made inert and can no longer be disassembled in the same manner.

Physical Conflict

Act structure

A round of actions is called an Act. A series of Act's is a Scene.

Foreshadowing begins each Act followed by *in medias res*. These are the set up and follow through of all the characters actions. Foreshadowing helps ground the Players so when they must narrate they will be more effective.

The final part of an Act is the Narrative adjustment. This is the stage where Adventurers adjust the encounter based on Narrative Skills. This is another reason why Foreshadowing is so important in setting expectations.

Foreshadowing

Foreshadowing is expressing what two actions a given character is attempting to do and how they'll do it. Fate characters always foreshadow first and do so publicly so all can hear and understand what is to come. Adventurers all go together, choosing whose actions go first, second, third, etc. You may not split actions. Adventurers also state their foreshadowing publicly for everyone to hear and understand.

When foreshadowing characters choose two options from three categories. Characters may only choose one Primary action per round, but may double up on Secondary or Tertiary actions.

Primary	Secondary	Tertiary
Attack Character skill Socialize	Move Use item Defend	Narrative skills Break/Tame

In medias res

After Foreshadowing comes In medias res. This is the phase where all the Foreshadowed actions are resolved. The only exceptions are Narrative adjustments from Red Herring and Cliffhanger. Turns are resolved in the order the Adventurer Players set out. The Fate's actions are the last to be resolved. The only time this changes is if a player uses an interruption Narrative skill.

An interruption narrative skill allows players to adjust an action or the order in which they occur. These are the only Narrative skills resolved in this phase.

Characters have a set movement speed informed by their Ag. Damage dealt, range of an attack and any additional injuries caused by an attack is detailed in the equipment of the weapon. Unarmed attacks deal 1 minor damage to humans and only 1 point of Reliance damage to creatures.

Narrative adjustment

When all Primary, Secondary and interrupting actions have been resolved the act ends with Narrative changes. Each narrative skill allows Players to change the course of events to help even the playing field. When resolving these events the Adventurer Players go first, ending with the Fate.

Anyone can use at most one Narrative skill per combat round. When attempting a Narrative skill Players must roll 1d6+Reliance vs. their chosen Narrative Skill's CR. Successes are narrated by the Fate while failures are narrated by the Adventurer Player.

If two or more Players attempt the same Narrative skill then only the one with the highest roll may proceed with their success or failure.

Narrative skills

These skills are the Players tools to adjust the reality the Characters experience. With these skills Players may change the vary world around them by wrestling control from the Fate.

Narrative skills use Reliance as their base stat. Roll 1d6 plus Reliance then compare that total with the CR on your character sheet.

Cliff hanger

Interrupt turn order and delay an action by 1 round on a success.

Crit success (Narrated by Fate): Delay a chosen action by one round and choose another action to delay.

Success (Narrated by Fate): Delay a chosen action by one round.

Fail (Narrated by Adventurers): Do not delay any actions, but the action targets another Adventurer or creature.

Crit Fail (Narrated by Adventurers): Do not delay any actions and Target may have an extra action next turn.

Red herring

Interrupt the action order to adjust one action by your character. During 'In medias res' attempt a Red herring. If you are successful you may change one of your foreshadowed actions. If you crit fail you lose one of your actions. This cannot be used to adjust an action in a past round or future round. It only affects the round you are currently in.

Crit success (Narrated by Fate): //yes, and// An element of the scene is added/adjusted as described in Foreshadowing and is pushed further or a secondary element is added or adjusted.

Success (Narrated by Fate): //yes// An element of the scene is added/adjusted as described in Foreshadowing.

Fail (Narrated by Adventurers): //no, but// The scene is not adjusted as described in Foreshadowing, but another minor change may instantiate.

Crit Fail (Narrated by Adventurers): //no, and// The scene is not adjusted as described in Foreshadowing, and the Fate may adjust a small element of the scene.

Hyperbole

Aid another with your stats plus 1d6.

Crit success (Narrated by Fate): Add your applicable stat plus your full dice pool to your companion's roll.

Success (Narrated by Fate): Add your applicable stat to your companion's roll.

Fail (Narrated by Adventurers): Do not add you stat to your companion's roll, but prevent any harm to them, instead taking any damage they have may received

Crit Fail (Narrated by Adventurers): Do not add your stat to your companion's roll and give the enemy the extra aid instead. This aid is to be used on their next action that requires a roll.

Imagery

Add aspects or elements to the scene that a Player foreshadows. i.e 'I want to make this river a white rapids river, making it difficult for anyone to cross'. The intended adjustment must be stated clearly in the Foreshadowing phase. Presuming a success the adjustment becomes reality and it is assumed to always have been there, however it was never important until now.

Crit success (Narrated by Fate): The thing you Foreshadowed is reality and is made bigger and bolder. Or add a secondary thing.

Success (Narrated by Fate): The person, object or thing you foreshadowed is reality and perhaps always was there.

Fail (Narrated by Adventurers): The person, object or thing you foreshadowed doesn't manifest, but a minor element may be adjusted such as "The stone floor is wet" where 'Wet' is added to the original 'Stone floor'.

Crit Fail (Narrated by Adventurers): The person, object or thing you foreshadowed doesn't manifest and adjust an element of the scene to your detriment.

Flashback

Introduce an item to an Adventurer or party.

Crit success (Narrated by Fate): The chosen Adventurer now has the desired item, and

Success (Narrated by Fate): The chosen Adventurer now has the desired item.

Fail (Narrated by Adventurers): No item is created, but the chosen item is added to the scene somewhere less than desirable.

Crit Fail (Narrated by Adventurers): No item is created and someone is missing an item.

Recall

Fill in information about Target creature's Appeasement, Abyss, Metamorphosis or Return (or other mad-lib sections).

Crit success (Narrated by Fate): You answer the blank in the chosen statement, and lower the creature's Reliance.

Success (Narrated by Fate): You answer the blank in the chosen statement.

Fail (Narrated by Adventurers): You do not alter a chosen statement, but you may add a truth to the creature's lore.

Crit Fail (Adventurers): You do not alter a chosen statement and instead the Fate alters the statement.

The Meta of Combat

Attacking

When dealing damage to a character you also deal Reliance damage to your target opponent's Reliance by one. If a weapon notes Reliance damage but no wound damage it can not deal physical damage.

Range is expressing how far a weapon or item can be effectively used, assuming nothing blocks the action. For example a wall will stop all weapons from reaching their maximum range.

Dmg is how much damage a weapon deals and may include injuries that are inflicted. A Dmg injury with a number indicates what needs to be rolled to inflict the injury.

Target expresses how many things can be affected by a weapon or item with a given action.

Defending

Attackers must deal more than the dmg listed in armor. The excess damage is dealt to the target character.

Every attack blocked by Armor is marked in the durability counter. When all durability marks have been filled the armor is useless and needs to be repaired. Half the resource cost of the armor is required to repair using the same CR used to build it. Useless armor still consumes inventory space.

Not all armor can deflect projectiles or be effective in Melee. Armor informs what it protects against with M for Melee and P for Projectile. Shields are not effective on mounts, unless noticed in benefits.

Another form of defense is cover and interrupting line of sight. Players should consider how well hidden their character is when behind objects. If the object interrupts an attackers line of sight then the attack should not harm the target. This, of course, is not the case for incorporeal attacks. Physical barriers are not a hindrance to ghosts.

Poor Health Effects

Losing health is not only dangerous because it brings a character closer to death. A bloodied or wounded character becomes a perfect target for creatures looking for an easy meal.

0 health in what tier	Minor tier	Major tier	Ruinous tier
Single Adventurer	1 bleed injury	Po check vs. CR 10. Failure means 1 minor damage from travel that day.	Death
2+ Adventurers	During the Random Encounter roll add a Primal encounter to the town consumption entry within the Random Encounter table.	During the Random Encounter roll add a Primal encounter to the town consumption entry. Also, move at half speed.	

Death

Although this system leans more grim dark it is not interested in Adventurer death per se. It is interested in plot twists, dramatic surprises and bringing stories to a satisfying conclusion.

For some the death of a character is a satisfying conclusion and that character will remain dead - or resurrected, but not played. They could be turned into a NPC.

Others may find death is just one of the hurdles their character had to overcome to achieve their end - whatever that may entail.

To bring back a dead character Adventurers will need to do the following.

- Bring the dead body back to the community.
- Build a Communal ring in the community.
- Build a shrine for every hex between the town and where the character died. This includes the hex the character died in.
- Place the shrines in the hexes.
- Perform a day long ritual at the community

A Player whose character died may choose a new character from the community. If no other characters are available they may make a new character. Work with the Fate on how to bring any character into the story.

Injuries

Mark any injuries your character sustains on their character sheet along with any timers or triggers they state. Make sure to tick down any timers at the beginning of each day before rolling for a Random Encounter.

All injuries can be healed except for one. A doomed character must exit the game and there is nothing anyone can do about it. Don't worry, even a dead character can return.

Below is a list of Injuries detailing all one needs to know about them. Each begins with their names and a short description. Below that is the Timer which informs how long the Injury will last or when something happens. Consumable is the craftable item that may instantly heal the given Injury. If characters don't have the proper consumable, or they simply don't want to use it they may attempt a cure using the listed resources and the fail/success table.

Healing a character requires a *Healing* check which is checked against the fail/success table of the given Injury.

Affliction

A negative modifier that will grow in effect if not treated. Each Affliction inflicts a unique setback for a time that is rolled with a one or more d6. All Afflictions can be cured by expending the Resources listed or by using the listed Consumable.

When a player has [3] Afflictions add the Dire Affliction. 2 Dire afflictions result in the character becoming Doomed.

Dire - Unable to perform a job.

Timer: 2d6 days. **Consumable:** Crit health potion.

Resources: Organ [2], Liquid [2], Bark [4], Energy [2]

Crit fail	Fail	Success	Crit success		
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0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Frostbite - Any major wound sustained incurs a second major wound.

Timer: 1d6 days. **Consumable:** Elemental potion.

Resources: Liquid [1], Wood [3]

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Burn - All minor wounds are doubled.

Timer: 1d6 days. **Consumable:** Elemental potion.

Resources: Liquid [3], Ectoplasm [1]

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Gash - Move actions give 1 min. Wound.

Timer: 1d6 days. **Consumable:** Minor health potion.

Resources: Plumage [3]

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Broken Bone - Cannot perform speed action and move at half speed.

Timer: 2d6 days. **Consumable:** Major health potion.

Resources: Wood or Bone [2], Plumage [4]

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Sapped - Remove [1] Reliance.

Timer: 2d6 days. **Consumable:** Steadfast potion.

Resources: Liquid [3], Energy [2], Bone [1]

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Fearful - Remove [4] Reliance.

Timer: 1d6 days. **Consumable:** Steadfast potion.

Resources: Energy [2], Fur [2], Root [1]

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Blind - Cannot see. Attacks only succeed if you roll a 5 or 6.

Timer: 1d6 days. **Consumable:** Restorative potion.

Resources: Mineral [1], Plumage [3]

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Overheated - Any combat action besides a Move action skips the target's next round.

Timer: 1d6 days. **Consumable:** Elemental potion.
Resources: Liquid [4]

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Exhausted - On rolls of 5 or 6 skip characters turn. This applies only to the character affected by Exhaustion.

Timer: 1d6 days. **Consumable:** Invigorating potion.
Resources: Mineral [2], Wood [1]

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Wary - Must always stay at least 30' away from the source of fear until the timer runs out or the character is cured..

Timer: 2d6 days. **Consumable:** Steadfast potion.
Resources: Liquid [1], Fur [2], Bone [2], Wood [2]

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Deaf - Unable to hear most if not all sounds. (-6 on Nerves rolls for hearing)

Timer: 1d6 days. **Consumable:** Restorative potion.
Resources: Ichor [1]

Crit fail	Fail	Success	Crit success		
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0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Flat-footed - Half movement speed. Don't add Ag to skill rolls.

Timer: 1d6 days. **Consumable:** Restorative potion.

Resources: Plumage [3]

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Sickened - You have fallen ill and are nauseated. -2 to minor health total.

Timer: 3d6 days. **Consumable:** Antidote.

Resources: Liquid [3], Wood [2], Root [1]

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Ailment

A modifier that counts down to an event. These may also be cured by expending the listed Resources or using the listed Consumable. The only exception is Doomed which cannot be cured.

Doomed - Character is removed from the game once the timer expires..

Timer: 1d6 days. **Consumable:** N/A.

Resources: N/A

Diseased - Choose an NPC that isn't sickened and afflict them with sicken.

-2 minor max health.

Timer: 1d6 days. **Consumable:** Complex Antidote.

Resources: Liquid [2], Energy [1], Bone [1], Ichor [1]

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Paralyzed - Unable to move in any manner. After the trigger character receives *Flat-footed*.

-2 minor max health.

Timer: 1d6 days. **Consumable:** Restorative potion.

Resources: Liquid [2], Energy[1], Bone [1]

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Poisoned - Lose 2 minor each day. On last day add *Dire*

Timer: 2d6 days. **Consumable:** Antidote.

Resources: Liquid [3], Energy[2], Bone [1]

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Fade - Each day after the first choose a limb to disappear. Half legs reduces speed to half and no legs prevents walking entirely. Half arms renders to handed weapons useless.

Timer: 2d6 days. **Consumable:** Restorative potion.

Resources:

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Starved - This character leaves the community at the end of the triggered countdown, unless 3 or more resources in all stockpiles.

Timer: 2d6 days. **Consumable:** N/A.

Resources:

Stun - Target cannot move or use physical actions. Narrative skills can still be used.

Timer: 1d6 days. **Consumable:** Restorative potion.

Resources:

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Curses

A modifier that persists until removed. It often is a detriment to the community or fellow Adventurers. When three curses accumulate on a single individual that character receives Evil Eye.

Evil eye - Total NPC amount is lowered by 1. Surplus NPC's gain the *Doomed Injury* and must exit the story unless Evil eye is cured before their departure.

Trigger: 2d6 days. **Consumable:** Warding shrine.

Resources: Ichor [3], Ectoplasm [3], Bone [3]

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Madness - Reliance drops by 1. At 0 character is friendly to all creatures and will not harm them.

Trigger: 2d6 days. **Consumable:** Warding shrine.

Resources: Ectoplasm [3], Organ [1], Fur [1]

Crit fail	Fail	Success	Crit success		
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0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Unlucky - Charm is lowered by 2 points with 0 being the lowest.

Trigger: Rolling a 1 or 2. **Consumable:** Warding shrine.

Resources: Ore [1], Bone [2], Plumage [1]

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Vice - Consume [1] extra resources during *community consumption*.

Trigger: Community consumption. **Consumable:** Warding charm.

Resources: Ore [2], Wood [2], Ichor [1], Energy [1], Seed [2]

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Shapeshifting - Radically shift and contort into a Primal creature. Oftentimes the transformation is only partial leaving the shadows of their past selves. Po vs CR:10

Trigger: Natural and predictable occurrence, such as a full moon or low tide.

Consumable: Warding charm.

Resources: Ore [2], Plumage [1], Seed [3]

Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Degrade - Each day the threat of transforming escalates. Ch vs CR: 2 +1 for each new day.

Lo vs CR:7

Trigger: Daily. **Consumable:** Warding charm.

Resources: Ore [2], Plumage [1], Seed [3]

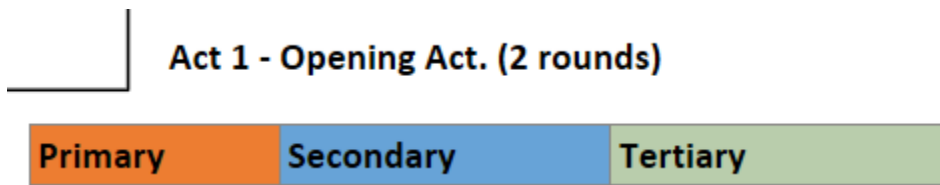
Crit fail	Fail	Success	Crit success		
0 days removed	1 Days removed.	2 Days removed	3 days removed	4	5
CR: 1-2	CR: 3-7	CR: 8-12	CR: 13	CR: 14	CR: 15

Creature Playbook

Creatures are characters in themselves and therefore have playbooks that inform what actions they may take and when. Creatures also choose a Primary action and either a Secondary or Tertiary action - or combinations just as stated above.

To ease Fates into them creatures have a set process they follow when in conflict. These are informed by which Act a scene is in. When first encountering a creature they may perform only actions from the 1st act. The Fate then moves through the acts until arriving at the third act. This act repeats itself until the creature dies, is tamed or triggers a creature's *Metamorphosis*.

Each act consists of a set amount of combat rounds. Every Monster has a unique amount of rounds per act which is stated next to the Act. The exception, of course, is Act 3 which repeats until combat ends.



Act 1.

These are actions or moves the creature can use during this opening act. These will not be available later in this scene. If the target is caught by surprise they skip this act. This move-set is generally composed of instantaneous actions as a general rule.

Act 2.

The Second act is Crossing the threshold. This as a space where the Players are choosing if this is combat or social. The act ends with potential helpers coming in and the first round when 'road of trials' actions are introduced.

Act 3+.

This is the bulk of the scene. Social sparring, literal sparring and challenges all happen here. Players are pulling that defiance down and the Fate is lifting it back up. All the while the creature

is attempting to assert its will upon the characters who in turn scramble to survive all such machinations.

Social Conflict

Finding results

The Adventurer decides on an interaction and a conveyance. This determines the adventurer's approach and nuance.

Adventurers roll against a target character's Reliance score. D6 pool + Stat. If a Tenacity is filled in the positive the character is convinced, turned around or otherwise viewing the interaction in a favorable manner.

If a Tenacity is filled in the negative the NPC is no longer receptive, is turned off or otherwise views this continued course as hostile.

Critical Failure results in two negative marks toward Tenacity.

Failure results in one negative Tenacity.

Success results in one positive Tenacity.

Critical success results in two positive Tenacity.

Reliance

This is the CR for social interaction.

Reliance reflects how interested a character is in discussing a topic. Failing to beat a Reliance doesn't mean the character will ignore you, but they are moving to shutting down the conversation.

A character may have a Reliance that is 10 or more above the highest Reliance of the party. In this case simply conversing with the character will not be enough to be heard. Appeasements, gifts or other acts of respect/fealty is required to begin conversation.

An analogy for this would be a random person off the street trying to talk to the ruler of the land. The ruler has very little interest in hearing out some random person. The person would need to sweeten the pot in some manner.

Alternatively if a character's Reliance is so low a player can't fail then the target is won over.

Tenacity

This is the social 'health pool'. Tenacity varies in size based on the NPC's personality, tastes and/or the Fate's choice. This illustrates how much a character may put up with certain actions.

NPC have one Tenacity tracker that is no larger than 6 nor less than 1 in both a positive and negative direction.

There are two sides of Tenacity, Positive and negative. This creates a tug-of-war where an Adventurer attempts to fill the target's Tenacity in the positive before filling the negative. A target's Tenacity starts at zero (0). That is, unless the Fate deems the character views the players especially positively or negatively. If this is the case then a target's Tenacity may start one or two points in the positive or negative.

Tenacity is only required for NPCs, not Player characters.

Interaction

This is the action performed by the Adventurer. This dictates which stat(s) are being used. In the event of a mixed approach take the highest stat.

A guiding, but not extensive, list of interactions are:

Intimidate/Rough up - Po

Flirt/Flatter - Ch

Bluff/Lie - Ch/Ag

Fast talk/Fool/Psych - Ag

Bribe - Lo

Level with/Straight talk/ Persuasion - Ch/Lo

Conveyance

This is the delivery and nuance on how an adventurer is getting their point across. A target's Receptive and Aversive nature looks to this.

A guiding list of actions are:

Dissuasion = when the Adventurers attempt to convince the NPC to not go through with their action or course. To seek a new action or acceptance.

Distraction = When the Adventurers attempt to pull the NPC's attention into a new direction. To confuse with jargon or overwhelm with words.

Persuasion = When the Adventurers attempt to reason or provide facts for reasons the NPC should or should not continue a course of action. To appeal to their moral nature - the few for the many arguments.

Deception = When the Adventurers attempt to not tell a full truth to an NPC. To confuse or pull the wool over them.

Prop up = When the Adventurers attempt to make a NPC feel good with compliments or praise. To play to their ego.

Personality

Personality is a guiding light for the Fate. It is how a monster or character approaches social conflicts, which may give clues on their Aversions and Receptive nature.

Receptive & Aversive

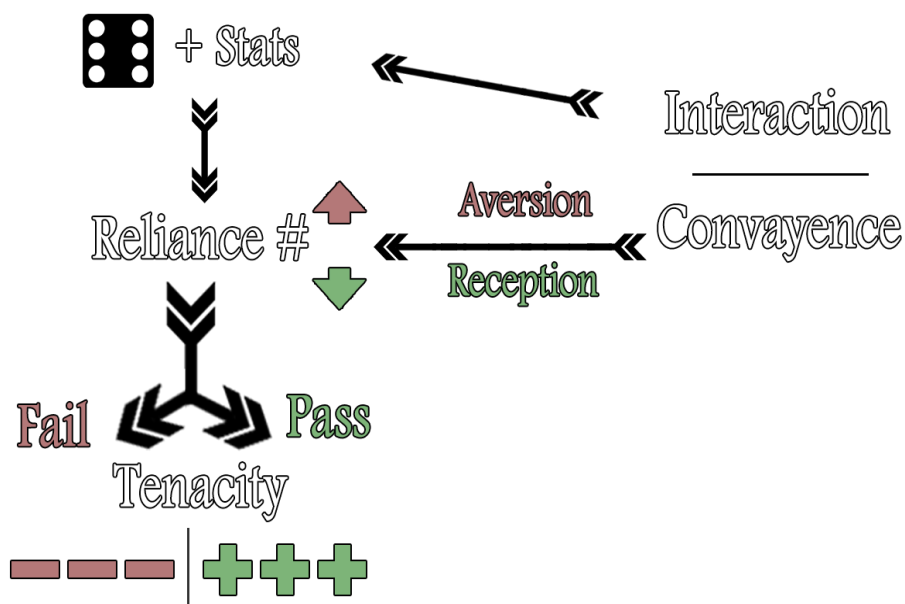
An action falling within an Aversion adds one point to the target character's Reliance for the duration of the scene.

When the interaction falls under receptive subtract one point from the target character's Reliance.

Whether a conveyance falls within these parameters is determined by the Fate's deaccession.

Reception/Aversion examples

1. Ignore
2. Steam roll
3. Threat
4. Force
5. Abrasive
6. Appeals to morals
7. This for that
8. Flirt
9. Equality
10. Mothering
11. Relate
12. Praise
13. Beg
14. Bribe
15. Distract
16. Superiority
17. Sadism
18. charity



When to use rules

When the Adventurers are attempting to change the mind, sway or otherwise alter the course of an NPC who is at odds with the adventurer's goals.

When an NPC is on good terms with the PC's and there is no conflict these rules should be ignored.

Maintaining Creatures

Taming creatures is an excellent strategy for Adventurers and their Characters. A tamed creature can help with challenges or conflicts and are often much more adept at such things.

Taming a monster is not easy as Players often need to prove their worth. Only when a Monsters Reliance is low enough will it obey.

Luckily when a Monster is broken it's Reliance is lowered by a set amount as noted on the Monster's playbook. This becomes relevant the next time a Player attempts to use their tamed Monster. Each time a Monster is called upon their tamer must make another Reliance check as described in Taming and Breaking.

Taming and Breaking

Adventures roll $1d6 + \text{Reliance}$ vs. the Monsters Reliance in order to attempt taming a monster. This same equation is used when calling upon a tamed monster to help with a challenge, combat or social encounter.

Monsters are very self reliant making it exceedingly difficult to beat their Reliance. They often have Reliance scores in the double digits. Adventures are expected to whittle down a Monster's Reliance through social or combat interactions. Once an Adventurer feels they can overcome a Monster's Reliance they may attempt to tame it.

If successful the Monster is tamed and dealt Break damage. Break Damage is expressed on the Monster's playbook. At this point the Fate should provide a copy of the Monster's stat block to the Player.

On a failure the Monster is not tamed and may lash out at the Fate's discretion.

~~Once the Adventurer succeeds at taming a Monster that Monster is dealt Break damage that further lowers it's Reliance. This only happens the first time an Adventurer beats the Reliance check of a target creature.~~

Appeasement

The final means of convincing a creature to befriend you is through Appeasement. Every creature has a unique means of appeasing them from gifts to acts to even agreements. Additionally they all act as mad libs adjusted by the Narrative skill 'Recall'.

When an appeasement is fulfilled inflict double Break damage to the creature's Reliance score.

Reliance triggers

A monster's Reliance may shift higher or lower as Adventurers engage with them. Monster's are always weighing whether they are better off alone or with their Tamer. How well a Character takes care of their Tamed Monster's determines how likely a Monster will stay obedient.

List of triggers

Lower Reliance	Increase Reliance
Defeating enemies	Dmg taken (after broken)
Social reception	Social aversion
appeasement	Narrative taken
Narrative steal	Death of a Character or Tamed monster
	Fail an action outside of the Monster's stat block.

Not in it's Nature

An Adventurer may want to have their creature perform an action that isn't listed in the creature's stat block. If the action is reasonable for the creature to do then the Player may roll a Reliance check.

Success = creature performs the action.

Crit success = creature performs the action + Boon

Disobeying

Failure to match or exceed a creature's defiance causes that monster to disobey. At this point, the monster is narratively handed over to the Fate.

Suggested guidance for Fate.

Critical failure: Lashes out at Adventurer and/or runs away.

Failure: Works in its best, selfish interest.

Leveling

Players may only add Boons to Monsters used in the critical successful challenge. Adding boons works much like Characters in that investing in attributes long enough improves them.

For Monsters boons may be applied to skills only with a maximum dice pool of 5d6 per skill.

In town

Switching characters

The challenges and tasks put in front of the Adventurers require many skills and tool sets. Not to mention the on going drama and plot threads each character contends with. For these reasons Adventurers may want to switch characters.

Switching characters happens at the settlement, when a group is unable to continue or the players as a group choose to start with different characters at the settlement. Groups should refrain from bouncing between two adventuring parties. Instead make the switch part of the plot, such as imprisonment of the current characters.

If Adventurers do wish to switch characters for non plot reasons the Fate may choose what happens to the characters left behind. This may include adding injuries to creating plot hooks to simply a few quick challenge rolls.

When choosing a character that has not been detailed Adventurers should add details before leaving the settlement.

Returning Home

At some point your Adventuring party will need to turn around and make the trek back home. This may even occur mid-journey and before the Adventurers play out the Random Event.

When this happens skip any plans that have not been resolved. All except for the Random Event, which takes place as the group ventures back home. The Random Event can not be skipped. It may only be altered by traits.

For every 2 days out of the town add 1d6 to the Community Development Table. Upon returning to town the Fate rolls the dice set aside and relates the event from the CDT to the Adventurers.

The Adventures express their thoughts on the matter and the Fate interprets their conclusions and ideas to the Town.

These events are meant to be prompts to improvise reactions from the townsfolk. The Fate and Players interpret these often vague prompts into logical actions. This provides a permission structure for the Players to explain away events, create plot hooks and otherwise breathe life into your fellow survivors.

When adding a relationship from the Relationship web you cannot add a 'Stable' relationship.

Community Event Table

Just like the Random Event table the Fate makes a blank list from 1-18. This amount is enough for 3d6. However you'll want to add 6 more entries whenever another d6 is added to the pool.

Community Events tables are made of key words. The first six entries are only single key words. 7-12 are two key words. Another keyword is added for every six after.

Key words are prompts to begin discussion on what had transpired within the Settlement while the Adventurer characters were out. Each keyword has two aspects. The first is an effect and the second is a question. Both need to be resolved for each keyword before the Adventurer characters return.

Everything on the Community Event table happened while the Adventurers were away. The Adventurer characters may only react to what happened. They may not interfere or directly be involved as they were away.

Keyword details

Fire - Flames spreads throughout the settlement.

inflict: 1d3 burns to NPCs

Springboard Q's. What was burned down? Who was burned? How'd it start?

Fight - A fight between 2 characters/creatures. One of which doesn't have to be a resident of the settlement.

Inflict Gash and/or Broken bone to a character.

Q's. What caused the fight? How did it break up? Is anyone split on who is in the right?

Raid - A fight engulfing the community, such as an attacking army or group of monsters. More than one combatant

Inflict 1d6 injuries to your characters in the settlement.

Q's. What injuries are inflicted? Why was there an attack?

Harvest - Gather resources near by the settlement and or harvest from your farms.

gain 1d6 plant resource of your choosing.

Q's. How does the community celebrate their harvest?

New relationship - A new relationship has begun while you were away.

Choose a relationship and at least 2 characters that have entered into this relationship.

Q's. What sparked the relationship and how do other community members feel about it? Is the relationship public or secret?

Develop relationship - Something changed in a relationship dynamic, love was confessed, tempers boiled over, etc.

A relationship changes, breaking the norm that has persisted up until now.

Q's. What was the inciting incident that changed this relationship? Who else does it affect and why?

Theft - Something(s) were taken and can't be found. Either there is a thief among us or something beyond our settlement has ran off with our goods.

Roll 1d6. 1-3 is a loss of resources where the number is the amount of resources. 5-6 results in a loss of an item held by a character. If none are present simply remove 3 resources.

Q's. Was it theft or simply lost? If it is theft, who is the thief and motivation? If it isn't why do we think it is and who is accused?

Disease - Injuries, close quarters or maybe a lack of housing. Sickness spreads among the community.

1d3 characters gain diseases.

Q's. Who has to step up to fill the shoes of someone sick?

Merchant - A stranger interested in trade has come through.

Trade 3 get 1, trade 5 get 2.

Q's. Where did this individual come from? What do we know to be true about them?

Biome danger - The weather takes a turn for the worse and becomes unbearable.

biome gives injuries to characters.

Q's. Did anyone become closer or split further apart while hunkering down during this time?

Hunting party - In search for food or answers a hunting party is formed.

Gain 3 resources and roll a d6. On 6 inflict two characters with one injury each.

Q's. What was the hunt and who went? Was anything discovered or learned during this trip?

Loss of resources - Spoiled, destroyed, or lost. One way or another the stockpile of resources are reduced.

1d6+Harvest resources are destroyed.

Q's. What happened to the resources and is anyone in the community to blame?

Discover ruins - Place a ruin on the map.

place a ruins on the map

Q's. How was this discovered? What do we know to be true about this place and how is that different from what the settlement thinks.

Discover resources - Place a resource on the map.

place a resource on the map

Q's. How was this discovered?

Discover nest - Place a creature nest on the map

place a monster on the map

Q's. What is the creature? Where is it's nest?

Traveler - A stranger stumbles upon your settlement. Be them good or bad they have found you.

a visiting NPC who could be recruited

Q's. Where did they come from?

Runner - News from far away has reached your settlement. A message from another community has been addressed to your people.

an NPC with news, information or demands

Q's. Good or bad news? Where from?

Confession - A character fesses up to something a secret they've been keeping is revealed.

A character makes a confession to someone or someones

Q's. Why now? Who confessed and who heard the confession?

Character lost - A character goes missing or hides away for a time.

Q's. Roll for injury? What happens if people go searching and the missing person returns before you?

Disrepair - The building has no effect on the settlement until repaired.

A building needs 1d6 resources to repair.

Q's. What happened to the building to damage it so much?

Injury - Some unfortunate event befalls a character.

Inflict an injury on a character

Q's. What was this person trying to do when they got hurt? What hurt them?

Secret - A character either develops a secret or their secret is shared or discovered.

A secret is shared or developed.

Q's. Is a new secret made or is an existing secret being revealed? To whom from whom?

Apex sighting - The local Apex makes itself known either by interrupting your community, passing through or otherwise becoming a disturbance.

apex is seen, affects the settlement or attacks.

Q's. To the Fate - what happens? To the Adventurers - How does the community react? Who is involved?

Monster revolt - Your penned up creatures yearn for freedom, are spooked, or feud with one another.

Whatever the case they are unruly and begin to disobey.

a monster in a paddock gains back their break score (+5)

Q's. What causes the monsters to gain some of their Reliance?

Example Table

1. Fire + Disrepair - Who or what started a fire and why?
2. New relationship - Who is involved in this relationship and how did it come about?
3. Theft - What was stolen, why and by and from whom?
4. Biome danger - How did this affect the town beyond injuries?
5. Harvest - How do they celebrate?
6. Merchant - Where do they come from? Is there anything unique about them?
7. Biome danger + Secret - Which biome danger struck the settlement and how did that push the characters to reveal a secret? What secret was revealed and who is it affecting?
8. Fight + Disrepair - Who breaks into a fight and does it involve the disrepair of the community?
9. Harvest + Develop relationship - Emotions and spirits are high as the latest harvest comes in. How does this impact the characters at home?
10. Disease + Confession - Does someone confess something, believing they are on their death bed or is the confession about or spoken by someone else? What is the confession and who does it involve?
11. Harvest + New relationship - Who are involved in the new relationship and how did it come to be?
12. Traveler + Discover nest - What creatures are in the nest and how were they discovered? Additionally, where did the traveler come from?

13. Biome danger + Raid or character lost + Develop relationship - What events transpired to cause the Raid or character loss and what sort of relationship developed from these events?
14. Fight or Theft + Apex sighting + Fire or Disease - How is the Apex involved in the various bad luck?
15. Harvest + Traveler + Discover ruin or Resource - How does the traveler feel about the fresh harvest and what do they do because of it?
16. Merchant or Runner + Discover ruin or Nest + Disrepair - What news does the outsider bring?
17. Apex sighting + Argument + Harvest - What is the argument about and what is the outcome of the argument? Are there any actions being taken?
18. Harvest + Fire + Secret + Apex sighting - What caused the fire and who saw the Apex? Are these connected?
19. Fight + New relationship + Merchant - Who was fighting and how did this spark a new relationship? Was the Merchant caught up in the feud?
20. Harvest + Biome danger + Develop relationship - How did the swing of good (harvest) and bad (biome danger) affect the town? Is this what caused the new relationship?
21. Disease + Apex sighting + Disrepair + Raid - How does the community deal with the onslaught of disasters? What changes because of this string of bad luck?
22. Discover nest + Monster revolt + Character lost + Harvest - What caused the monsters to revolt and what is the aftermath of this? Who is lost and why?
23. Biome danger + Apex sighting + Confession + Traveler - Who confessed, what did they confess and why? What does this have to do with the biome danger and/or Apex and/or Traveler?
24. Merchant + Traveler + Fight + Develop relationship - Who is involved in the fight and what caused it? What are the ramifications of the fight?

Crafting

All the equipment, brews or items your characters use must be made. Everything requires resources to make. Be sure to look over what the item you wish to make needs for resources. The quality of the item is determined by the CR an Adventurer beats. Lower quality items have lower CRs and better quality items have improved stats. Additionally they all have weight represented by Bulk. One bulk is equivalent to one capacity.

All of the craftable items are also broken up into tiers. The lowest tier has no improvement requirements. The higher the tier the more improvements your settlement will have to build. For example, items with metal require higher tiered improvements such as a forge.

Item list

Tools

Equipment for traveling and gathering.

Tier 1: N/A (target CR: 3 - 8)
No improvements needed to build.

Net
Reed[8]
Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	-2 CR	10'x10' net CR: 8 vs Po	+1 CR	+1 CR
CR: 0	CR: 1-4	CR: 5 - 9	CR: 10-11	CR: 12

Rope
Reed [3]
Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	-5'	10' of rope	+5'	+5'
CR: 0	CR: 1-2	CR: 3 - 7	CR: 8	CR: 9

Campfire
Wood [3], Energy [1] or Mineral [2]
Bulk [0]

Crit fail	Fail	Success	Crit success	
N/A	-Light only extends 10'	Warm and light for 20'	Light extends 10'	Light extends 5'
CR: 0	CR: 1-4	CR: 5 - 9	CR: 10	CR: 11

Torch
Wood [1] or Bone [1], Energy [1]
Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	30 minute light	15' light. 1 hour of light	+5' light range	+30 minute light time.
CR: 0	CR: 1-4	CR: 3 - 7	CR: 8 - 9	CR: 10

Splint
Wood [2], Reed[2]
Bulk [1]

Tier 2: Workshop (target CR: 9-16)
No refined metal needed.

Saddle
Fur [1], Organ [1], Bone [1]
Bulk [2]

Crit fail	Fail	Success	Crit success	
N/A	-1 Reliance	-2 Reliance of saddled creature	-3 Reliance	-4
CR: 0	CR: 1-4	CR: 5 - 9	CR: 10-11	CR: 12

Pully
Wood [3], Ichor [1]
Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	Bulk of 20	Lift a bulk of 30 or less.	Bulk of 40	Bulk of 50
CR: 0	CR: 1-4	CR: 5 - 9	CR: 10-11	CR: 12

Buoys
Organ [1], Ichor [2]
Bulk [1]

Floation device.

Crit fail	Fail	Success	Crit success	
N/A	Bulk of 20	Hold a bulk of 30	Bulk of 40	Bulk of 50
CR: 0	CR: 1-4	CR: 5 - 9	CR: 10-11	CR: 12

Cloak
Plumage [3], Fur [2]
Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	+1	+2 sleuthing	+3	+4
CR: 0	CR: 1-4	CR: 5 - 9	CR: 10-11	CR: 12

Basic field meal
Organ [1], Seed [1], Liquid [1]
Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	- Remove 1 day	Remove 3 days from <i>Broken Bone</i> tracker	+Remove 2 days	Remove 2 days
CR: 0	CR: 1-4	CR: 5 - 9	CR: 10-11	CR: 12

Spring trap

Mineral[3], Reed[4]

Bulk [1]

Ensnare and lifts small or tiny creatures into the air. Can't be triggered by flying or incorporeal creatures.

Crit fail	Fail	Success	Crit success	
N/A	CR: 3 vs. Po	CR: 5 vs Po	CR: 7 vs. Po	Lifts medium creatures.
CR: 0	CR: 1-5	CR: 6 - 10	CR: 11-12	CR: 13

Bandages

Wood [3]

Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	2d6 days heal 1 min.	Heal 1 min. Wound in 1d6 days.	1d6-2 days. Minimum of 1.	1d6-3. Minimum of 1
CR: 0	CR: 1-4	CR: 3 - 7	CR: 8 - 9	CR: 10

Salt barrier

Mineral [3]

Bulk [1]

Ghosts can't pass salt.

Crit fail	Fail	Success	Crit success	
N/A	5' of salt	10' of salt	15 of salt	20' of salt
CR: 0	CR: 1-4	CR: 3 - 7	CR: 8 - 9	CR: 10

Add a +1 to one roll. Expires at end of day.

Crit fail	Fail	Success	Crit success	
N/A	+1 to any skill roll.	+1 to any one roll.	+2	+3
CR: 0	CR: 1-4	CR: 5 - 9	CR: 10-11	CR: 12

Grappling hook

Wood [1], Reed [5]

Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	Athletics + 1	Athletics + 2. Bulk of 30 or less	+3 Athletics	Bulk 40
CR: 0	CR: 1-4	CR: 8 - 12	CR: 13	CR: 14

Simple barrier

Wood [5], Ichor [2]

Bulk [3]

5' standing shield one could crouch behind.

Crit fail	Fail	Success	Crit success	
N/A	Durability: 2 minor	Durability: 3 minor	Durability: 4 minor	Durability: 5 minor
CR: 0 - 2	CR: 3 - 7	CR: 8 - 12	CR: 13	CR: 14

Pick ax

Bone [3], Wood [1]

Bulk [3]

For mining Ore and Mineral

Crit fail	Fail	Success	Crit success	
N/A	Mining +1	+2 to Mining.	Mining +3	Mining +4
CR: 0	CR: 1-4	CR: 5 - 9	CR: 10-11	CR: 12

Axe

Fur [1], Mineral [2] Wood [1]

Bulk [1]

For gathering Wood and Stem

Crit fail	Fail	Success	Crit success	
N/A	-2 CR	+2 Gather 1 minor	+1 Gather	+1 Gather
CR: 0	CR: 1-4	CR: 5 - 9	CR: 10-11	CR: 12

Hoe
Ore[2], Wood [1]
Bulk [1]
For gathering Root and Seed

Crit fail	Fail	Success	Crit success	
N/A	+1 Gathering	+2 Gathering	+1 Gathering	+1 Gathering
CR: 0	CR: 1-4	CR: 5 - 9	CR: 10-11	CR: 12

Tier 3: Forge, Weaver (target CR: 10 - 20)

No magic or science

- Climbing gear
 - Resources: Ore [2], Reeds [6]
 - CR: 7
 - Benefit: +4 to climbing
 - Bulk: 1
- Shovel
 - Resources: Wood [1], Mineral [1]
 - CR: 3
 - Benefit: +2 to harvest Seed
 - Bulk: 1
- Hardened Pick ax
 - Resources: Ore [3], Wood [1]
 - CR: 4
 - Benefit: +3 to harvest Ore and Mineral
 - Bulk: 1
- Sheers/snippers
 - Resources: Ore [3]
 - CR: 3
 - Benefit: +2 to harvest Plumage
 - Bulk: 1
- Hardened Axe
 - Resources: Ore [2], Wood [1]
 - CR: 3
 - Benefit: +3 to harvest Wood and Stem
 - Bulk: 1
- Scythe and Sickle

Tier 4: Shaman, Church, ??? (target CR: 3-7)

Magic and science focus

- Telescope
 - Resources: Ore 2, Reeds 6
 - CR: 7
 - Benefit: I want this to help set up a scene or world build a hex further away.
 - Bulk: 1
- Flash
 - Resources: Organ [1], Mineral [2], Ichor [1]
 - CR: 9
 - Benefit: Inflict Blind to targets within 10' of detonation.
 - Bulk: 1

- Resources: Ore [2], Wood [1]
- CR: 3
- Benefit: +2 to harvest Reeds
- Bulk: 1
- Hardened Hoe
 - Resources: Ore [2], Wood [1]
 - CR: 3
 - Benefit: +3 to harvest Root
 - Bulk: 1
- Adze
 - Resources: Ore [1], Wood [1]
 - CR: 4
 - Benefit: +3 to harvest Ichor
 - Bulk: 1
- Lantern
 - Resources: Ore [2] with Energy [1]
 - CR: 5
 - Use: illuminate a 20' radius around the adventurer.
Energy lasts 1 hr.
 - Bulk: 1
- Guillysuit
 - Resources: Reed [8], Wood [2], Plumage [5]
 - CR: 10
 - Benefit: +4 to Slueth outside of a community.
 - Bulk: 1
- Fortified barrier
 - Resources: Wood [5], Ichor [2]
 - CR: 8
 - Benefit: 5' standing shield one could crouch behind.
Has 3 mi and 1 maj.
 - Bulk: 3

Weapons

Tier 1: Forge (target DC: 6-10)
No improvements needed to build.

Simple spear

Wood [2], Mineral [1]

Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	Range: 10' Dmg: 1 Reliance Target: Single	Range: 10' Dmg: 1 min Target: Single	Range: 10' Dmg: 2 min Target: Single	Range: 15' Dmg: 2 min Target: Single
CR: 0	CR: 1-4	CR: 3 - 7	CR: 8 - 9	CR: 10

Wooden club

Wood [1]

Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	Range: 5' Dmg: 1 Reliance Target: Single	Range: 5' Dmg: 1 min Target: Single	Range: 5' Dmg: 1 min + Broken bone (6) Target: Single	Range: 5' Dmg: 2 min + Broken bone (6) Target: Single
CR: 0	CR: 1-4	CR: 3 - 7	CR: 8 - 9	CR: 10

Sling

Wood [1], Plumage [1]

Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	Range: 5' Dmg: 1 Reliance Target: Single	Range: 50' Dmg: 1 min Target: Single	Range: 55' Dmg: 1 min Target: Single	Range: 60' Dmg: 2 min Target: Single
CR: 0	CR: 1-4	CR: 3 - 7	CR: 8 - 9	CR: 10

Bone knife

Bone [1]

Tier 2: (target DC: 8-14)

No metals, basic improvements

Arrow

Wood [1], Mineral [1]

Bulk [0]

Crit fail	Fail	Success	Crit success	
N/A	Dmg: 1 Reliance Target: Single	Dmg: 1 min Target: Single	Dmg: 1 min +1 extra Reliance dmg Target: Single	Dmg: 2 min Target: Single
CR: 0	CR: 1-4	CR: 3 - 7	CR: 8 - 9	CR: 10

Bow

Wood [1], Plumage[3]

Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	Range: 60'	Range: 100'	Range: 120'	Range: 130'
CR: 0	CR: 1-4	CR: 3 - 7	CR: 8 - 9	CR: 10

Improved Arrow

Wood [1], Plumage[3], Ore [1]

Bulk [0]

Crit fail	Fail	Success	Crit success	
N/A	Dmg: 1 Reliance Target: Single	Dmg: 2 min Target: Single	Dmg: 2 min +1 extra Reliance dmg Target: Single	Dmg: 3 min Target: Single
CR: 0	CR: 1-4	CR: 3 - 7	CR: 8 - 9	CR: 10

War hammer

Wood [1], Mineral [3]

Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	Range: 5' Dmg: 1 Reliance Target: Single	Range: 5' Dmg: 2 min Target: Single	Range: 5' Dmg: 3 min + Broken Bone (6)	Range: 5' Dmg: 3 min + Po

Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	Range: 5' Dmg: 1 Reliance Target: Single	Range: 5' Dmg: 1 min Target: Single	Range: 5' Dmg: 1 min + Gash (6) Target: Single	Range: 5' Dmg: 2 min and Ag + Gash (6) Target: Single
CR: 0	CR: 1-4	CR: 3 - 7	CR: 8 - 9	CR: 10

			Target: Single	+ Broken bone (6) Target: Single
CR: 0	CR: 1-4	CR: 3 - 7	CR: 8 - 9	CR: 10

Whip

Fur [3]

Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	Range: 5' Dmg: 1 Reliance Target: Single	Range: 10' Dmg: 1 Reliance Target: Single	Range: 10' Dmg: 2 Reliance Target: Single	Range: 15' Dmg: 2 Reliance Target: Single
CR: 0	CR: 1-4	CR: 3 - 7	CR: 8 - 9	CR: 10

Tier 3: (target CR: 3-7)

No magic or science, metal improvement

- Curved sword
 - Resources: Ore [4], Wood [1]
 - CR:
 - Range: 5'
 - Dmg: 3 min +bleed on 6
 - Target: single
- Metal tip Spear
 - Resources: Wood [2], Ore [2]
 - CR: 9
 - Action order: Melee
 - Dmg: 2 min
 - Effect: 10' range, single target.
- Sword
 - Resources: Ore [2], Wood [1]
 - Action order: Melee
 - Dmg: 2 min
 - Effect: 5' range, single target.
- Lance
 - Resources:
 - Range:
 - Dmg:
 - Target:
- Claymore
 - Resources: Ore [6]

Tier 4: (target CR: 3-7)

Magic and science focus

- Shock rod - Tier 3?
 - Resources: 3 Energy, 1 ore, 1 Ectoplasm
 - CR: 7
 - Range: 5'
 - Dmg: 3 defiance
 - Target: Single
- Burn
- Poison bulb
 - Resources: Plumage [6], Mineral [2]
 - Range: 30'
 - Dmg: Poison
 - Target: Multiple
- Fire bulb
 - Resources: Liquid [4], Ore [1] Mineral [2]
 - Range: 30'
 - Dmg: Burn
 - Target: Multiple
- Freeze
- Decay

- Range: 10
- Dmg: 3 dmg
- Target: 1-3 adjacent targets
- Mace
-

Armor

Tier 1: (target CR: 6-11)
No improvement needed to build.

Padded armor
Wood/Bone [3], Fur [6]

Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	Reduction: Minor wound of 2> reduces to 0. Durability: 0 0 Range: M/P	Reduction: Minor wound of 2> reduces to 0. Durability: 0 0 0 0 Range: M/P	Reduction: Minor wound of 2> reduces to 0. Durability: 0 0 0 0 Range: M/P	Reduction: Minor wound of 3> reduces to 0. Durability: 0 0 0 0 0 Range: M/P
CR: 1-2	CR: 3-7	CR: 8 - 12	CR: 13 - 16	CR: 17

Skull helm
Bone [3], Ichor [2]

Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	Reduction: Major wound of 1 reduces to 0. Durability: 0 0 Range: M	Reduction: Major wound of 1 reduces to 0. Durability: 0 0 0 0 Range: M	Reduction: Major wound of 1 reduces to 0. Durability: 0 0 0 0 Range: M	Reduction: Major wound of 1 and Minor wound of 3> reduced to 0. Durability: 0 0 0 0 0 Range: M
CR: 1-2	CR: 3-7	CR: 8 - 12	CR: 13 - 16	CR: 17

Warm clothes
Fur[3], Plumage[2]

Bulk [1]

Tier 2: Forge (target CR: 8-14)
No metals

Buckler
Wood [3], Fur [6]

Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	Reduction: Minor damage of 2> is reduced to 0. Durability: 0 0 Range: M	Reduction: Minor damage of 2> is reduced to 0. Durability: 0 0 0 0 Range: M	Reduction: Minor damage of 2> is reduced to 0. Ag = 3+ reduce all minor wound to 0. Durability: 0 0 0 0 Range: M	Reduction: Minor damage of 2> is reduced to 0. Ag = 3+ reduce all minor wound to 0. Durability: 0 0 0 0 0 0 Range: M
CR: 1-2	CR: 3-7	CR: 8 - 12	CR: 13 - 16	CR: 17

Leather armor
Fur [6], Plumage[1]

Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	Reduction: minor damage of 2 > is reduced to 0 damage. Durability: 0 0 0 Range: M	Reduction: minor damage of 2 > is reduced to 0 damage. Durability: 0 0 0 0 0 0 Range: M	Reduction: Minor damage of 2> is reduced to 0. Ag = 3+ reduce all minor wound to 0. Durability: 0 0 0 0 0 0 0 Range: M	Reduction: minor damage of 2 > is reduced to 0 damage. Nullify Gash. Durability: 0 0 0 0 0 0 0 0 Range: M
CR: 1-2	CR: 3-7	CR: 8 - 12	CR: 13 - 16	CR: 17

Crit fail	Fail	Success	Crit success	
N/A	Avoid Frostbite from the biome. This can be worn with other armor. Durability: 0 00	Avoid Frostbite from the biome. This can be worn with other armor. Durability: 0000000 0000	Avoid Frostbite from the biome. This can be worn with other armor. Durability: 00 00000000 000	Avoid Frostbite from the biome. This can be worn with other armor. Durability: 00000000 00000000 0
CR: 1-2	CR: 3-7	CR: 8 - 12	CR: 13 - 16	CR: 17

- Warm clothes
 - Resources:
 - CR:
 - Benefit: Avoid Frostbite from the biome. This can be worn with other armor.
 - Durability: N/A
 - Effective range: N/A

Bone armor
Bone [6], Fur[1]

Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	Reduction: Major damage is reduced to 0 Durability: 0 00 Range: M	Reduction: Major damage is reduced to 0 Durability: 0000000 Range: M	Reduction: Major damage is reduced to 0 Durability: 00 000000 Range: M	Reduction: Major damage is reduced to 0 Durability: 00000000 000 Range: M
CR: 1-2	CR: 3-7	CR: 8 - 12	CR: 13 - 16	CR: 17

Pavis (Unsupported)

Wood[6], Ore [1]

Bulk [1]

A stationary shield that is planted into the ground, rather than held. Melee attacks are assumed to wrap around the Pavis.

Crit fail	Fail	Success	Crit success	
N/A	Reduction: Minor is reduced to 0. Durability: 0 000 Range: P	Reduction: Minor is reduced to 0. Durability: 0000000 Range: P	Reduction: Minor is reduced to 0. Durability: 00 000000 Range: P	Reduction: Minor is reduced to 0. Durability: 00000000 0 Range: P
CR: 1-2	CR: 3-7	CR: 8 - 12	CR: 13 - 16	CR: 17

Tier 3: Armor smith (target CR: 8-14)

No magic or science

- Reinforced buckler
 - Resources:
 - CR:
 - Benefit: Minor damage of 3 or less is reduced to 0. If your Ag is 3 or more you may reduce 1 major damage or less to 0.
 - Durability: 0 0 0 0 0 0 0
 - Effective range: Melee
- Heater (adding shield variety)
 - Resources:
 - CR:
 - Benefit: minor damage of 3 or more and major damage of 2 or less is reduced to 0.
 - Durability: 0 0 0 0 0 0 0
 - Effective range: Melee/ Projectile
- Kite shield
 - Resources:
 - CR:
 - Benefit: Mounted shield. Minor damage of 3 or more and major damage of 2 or less is reduced to 0.
 - Durability: 0 0 0 0 0
 - Effective range: Melee/ Projectile
- Sweet helm
 - Resources:
 - CR:
 - Benefit: Nullify sickness
 - Durability: 0 0 0 0 0
 - Effective range: Melee/ Projectile
- Plate Armor
 - Resources: Ore [15], Liquid [3], Fur [5]
 - CR:
 - Benefit: Minor damage of 3 or more, all major damage and all ruinous damage are reduced to 0. Nullify all gashes and broken bones.
 - Durability: 0 0 0 0 0 0 0 0 0
 - Effective range: Melee/ Projectile
- Name
 - Resources:
 - CR:
 - Benefit:
 - Durability:
 - Effective range: Melee/ Projectile

Tier 4: (target CR: 3-7)

Magic and science focus

- Modern tactical helmet (can't build?)
 - Resources: NA
 - CR: NA
 - Benefit: Reduce all major or ruinous damage to 0.
 - Durability: 0 0 0 0 0 0
 - Effective range: Melee/ Projectile
- Name
 - Resources:
 - CR:
 - Benefit:
 - Durability:
 - Effective range: Melee/ Projectile

Vehicle

Large transportation for both humans and creatures.

Tier 1: Workshop (target CR: 6-10)
No metals

Wagon

Wood [10], Reed [6], Ichor [3], Bone [2], Fur [3]

Bulk [15]

Crit fail	Fail	Success	Crit success	
N/A	Bulk of 9	Holds a bulk of 12	Bulk of 17	Bulk of 22
CR: 1-2	CR: 3 - 8	CR: 9 - 13	CR: 14 -17	CR: 18

Canoe

Wood [5], Ichor [3]

Bulk [5]

Crit fail	Fail	Success	Crit success	
N/A	Bulk of 7	Holds a bulk of 10	Bulk of 13	Bulk of 27
CR: 1-2	CR: 3 - 8	CR: 9 - 13	CR: 14 -17	CR: 18

Creature drawn cart

Wood [10], Reed [6], Ichor [3]

Bulk [7]

Crit fail	Fail	Success	Crit success	
N/A	Bulk of 7	Holds a bulk of 10	Bulk of 13	Bulk of 27
CR: 1-2	CR: 3 - 8	CR: 9 - 13	CR: 14 -17	CR: 18

Cart

Wood [16], Reed [9], Ichor [4], Fur [2]

Bulk [5]

Crit fail	Fail	Success	Crit success	
N/A	Bulk of 4	Holds a bulk of 6	Bulk of 10	Bulk of 14
CR: 1-2	CR: 3 - 8	CR: 9 - 13	CR: 14 -17	CR: 18

Tier 2: Forge (target CR: 6-10)
Metals, but no magic

Small ship

Wood [16], Ichor [4], Fur [10], Reeds [10], Ore [5]

Bulk [30]

Crit fail	Fail	Success	Crit success	
N/A	Bulk of 40	Holds a bulk of 60	Bulk of 70	Bulk of 80
CR: 1-2	CR: 3 - 8	CR: 9 - 13	CR: 14 -17	CR: 18

Medium ship

Wood [30], Ichor [7], Fur [15], Reeds [15], Ore [10]

Bulk [60]

Crit fail	Fail	Success	Crit success	
N/A	Bulk of 90	Holds a bulk of 100	Bulk of 120	Bulk of 135
CR: 1-2	CR: 3 - 8	CR: 9 - 13	CR: 14 -17	CR: 18

Tier 2: Forge, Stables,?? (target CR: 6-10)

Chariot

Wood [30], Ichor [7], Ore [10]

Bulk [7]

Crit fail	Fail	Success	Crit success	
N/A	Move 30'	Move: 40'	Move: 50'	1 minor damage within 5'
CR: 1-2	CR: 3 - 8	CR: 9 - 13	CR: 14 -17	CR: 18

Brew - Potions

Potions restore to status quo.

Tier 1: (target CR: 6-12)

No workshop

Health potion

Liquid [6], Root [1], Ectoplasm [1]

Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	Reduce time of an injury by 1 day.	Heal 1 minor wound	Heal 2 minor wounds	Heal 3 minor wounds
CR: 0	CR: 1-4	CR: 5 - 9	CR: 10-11	CR: 12

Cure Gash

Energy [1], Root [2], Liquid [3]

Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	Reduce time of Gash by 1 day.	Reduce Gash time by 2 days	Reduce Gash time by 3 days	Reduce Gash time by 4 days
CR: 0	CR: 1-4	CR: 5 - 9	CR: 10-11	CR: 12

Cure Gash

Energy [1], Root [2], Liquid [3]

Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	Reduce time of Gash by 1 day.	Reduce Gash time by 2 days	Reduce Gash time by 3 days	Reduce Gash time by 4 days
CR: 0	CR: 1-4	CR: 5 - 9	CR: 10-11	CR: 12

Cure Burn

Seed [1], Liquid [4]

Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	Reduce time of Burn by 1 day.	Reduce Burn time by 2 days	Reduce Burn time by 3 days	Reduce Burn time by 4 days
CR: 0	CR: 1-4	CR: 5 - 9	CR: 10-11	CR: 12

Cure Blind

Seed [1], Liquid [1], Mineral [1], Energy [1]

Tier 2: (target CR: 6-10)

Alchemy

- Improved Weak min. health potion
 - Resource: Liquid [3], Root [1]
 - CR: 5
 - Use: Heal [1] minor wound.
- Moderate min. health potion
 - Resource: Liquid [3], Root [1], Bone [1]
 - CR: 8
 - Use: Heal [2] minor wound.
- Full min. health potion
 - Resource: Liquid [3], Root [1]
 - CR: 12
 - Use: Heal [4] minor wound.
- Weak mod. health potion
 - Resource: Ectoplasm [3], Root [1], Bone [2]
 - CR: 15
 - Use: Heal [4] moderate wound.
- Improved Cure Gash
 - Resource: Root [2], Energy [1], Liquid [3]
 - CR: 6
 - Use: Remove the Injury 'Gash'.
- Improved Cure Burn
 - Resource: Liquid [4], Seed [1]
 - CR: 8
 - Use: Remove the Injury 'Burn'.
- Improved Cure Blind
 - Resource: Liquid [1], Seed [1], Mineral [1], Energy [1]
 - CR: 8
 - Use: Remove the Injury 'Blind'.
- Improved Cure Sickened
 - Resource: Ectoplasm [2], Seed [2], Root [2]
 - CR: 8
 - Use: Remove the Injury 'Sickened'.
- Improved Cure Deaf
 - Resource: Liquid [4], Seed [1]
 - CR: 8
 - Use: Remove the Injury 'Burn'.
- Improved Cure Frost bite
 - Resource: Energy [4], Fur [1]
 - CR: 8
 - Use: Remove the Injury 'Burn'.
- Improved Cure Overheated
 - Resource: Energy [4], Fur [1]
 - CR: 6

Bulk [1]

Crit fail	Fail	Success	Crit success	
N/A	Reduce time of Blind by 1 day.	Reduce Blind time by 2 days	Reduce Blind time by 3 days	Reduce Blind time by 4 days
CR: 0	CR: 1-4	CR: 5 - 9	CR: 10-11	CR: 12

- Cure Sickened
 - Resource: Ectoplasm [2], Seed [2], Root [2]
 - CR: 8
 - Use: Remove the Injury 'Sickened'.
- Cure Deaf
 - Resource: Liquid [4], Seed [1]
 - CR: 8
 - Use: Remove the Injury 'Burn'.
- Cure Frost bite
 - Resource: Energy [4], Fur [1]
 - CR: 8
 - Use: Remove the Injury 'Burn'.
- Cure Overheated
 - Resource: Energy [4], Fur [1]
 - CR: 6
 - Use: Remove the Injury 'Overheated'.
- Cure Exhausted
 - Resource: Energy [4], Fur [1]
 - CR: 6
 - Use: Remove the Injury 'Exhausted'.

- Use: Remove the Injury 'Overheated'.
- Improved Cure Exhausted
 - Resource: Energy [4], Fur [1]
 - CR: 6
 - Use: Remove the Injury 'Exhausted'.
- Dire
 - Resource: Organ [4], Bone [2], Root [3]
 - CR: 12
 - Use: Remove the Injury 'Dire'.
- Weary
 - Resource: Ectoplasm [4], Seed [2], Mineral [3]
 - CR: 12
 - Use: Remove the Injury 'Weary'.
- Flat-footed
 - Resource: Fur [4], Liquid [3], Energy [4]
 - CR: 12
 - Use: Remove the Injury 'Flat-footed'.
- Recover Po [1]
- Recover Ag [1]
- Recover Lo [1]
- Recover Ch [1]

Tier 3: (target CR: 8-14)

Shaman

- Improved Weak mod. health potion
 - Resource: Ectoplasm [1], Root [1], Liquid [1]
 - CR: 5
 - Use: Heal [1] moderate wound.
- Moderate mod. health potion
 - Resource: Ectoplasm [1], Root [2], Energy [1], Bone [1]
 - CR: 5
 - Use: Heal [1] moderate wound.
- Full mod. health potion
 - Resource: Ectoplasm [3], Root [2], Energy [2], Bone [1], Liquid [2]
 - CR: 5
 - Use: Heal [1] moderate wound.
- Weak Crit. Health potion
 - Resource: Ectoplasm [5], Root [3], Organ [2], Bone [2]
 - CR: 5
 - Use: Heal [1] critical wound.
- Improved Dire
 - Resource: Organ [2], Bone [1], Root [2]
 - CR: 12
 - Use: Remove the Injury 'Dire'.
- Improved Weary
 - Resource: Ectoplasm [2], Seed [1], Mineral [1]
 - CR: 12
 - Use: Remove the Injury 'Weary'.
- Improved Flat-footed
 - Resource: Fur [2], Liquid [3], Energy [1]
 - CR: 12
 - Use: Remove the Injury 'Flat-footed'.
- Broken bone
- Sapped
- Doomed
- Diseased
- Paralyzed
- Poisoned
- Fade
- Recover Po [2]
- Recover Ag [2]
- Recover Lo [2]
- Recover Ch [2]

Tier 4: (target CR: 8-14)

???

- Improved Weak crit. health potion
 - Resource: Ectoplasm [3], Organ [2], Bone [1]
 - CR: 5
 - Use: Heal [1] moderate wound.
- Weak Crit. Health potion
 - Resource: Ectoplasm [5], Organ [1], Bone [1], Energy [2]
 - CR: 5
 - Use: Heal [1] critical wound.
- Moderate Crit. Health potion
 - Resource: Ectoplasm [7], Organ [3], Bone [1], Energy [2]
 - CR: 5
 - Use: Heal [1] critical wound.
- Full Crit. Health potion
 - Resource: Ectoplasm [8], Organ [3], Bone [1], Energy [1], Seed [1], Liquid [2]
 - CR: 5
 - Use: Heal [1] critical wound.
- Improved Doomed
- Improved Sapped
- Improved Disease
- Evil eye
- Madness
- Unlucky
- Vice
- Protector
- Transformation Lycanthropy
- Transformation Host
- Transformation Degrade
- Recover Po [3]
- Recover Ag [3]
- Recover Lo [3]
- Recover Ch [3]
- Duplicate a trait
- Select a trait from another job

Brew -Tinctures

Tinctures improve upon status quo.

<p>Tier 1: (target CR: 8-14) Opens with Alchemy</p> <ul style="list-style-type: none"> ● Basic Skill improvement <ul style="list-style-type: none"> ○ Resource: Root [2], Seed [1], Energy [1] ○ CR: 12 ○ Use: Add 1d6 to a skill roll. ● Strong Skill improvement <ul style="list-style-type: none"> ○ Resource: Fur [4], Liquid [3], Energy [4] ○ CR: 12 ○ Use: Add 2d6 to a skill roll. ● Severe Skill improvement <ul style="list-style-type: none"> ○ Resource: Fur [4], Liquid [3], Energy [4] ○ CR: 12 ○ Use: Add 3d6 to a skill roll. ● Weak Injury prevention <ul style="list-style-type: none"> ○ Resource: Fur [4], Liquid [3], Energy [4] ○ CR: 12 ○ Use: Roll 5 or 6 to avoid Injury. Lasts 1 day. ● Moderate Injury prevention <ul style="list-style-type: none"> ○ Resource: Fur [4], Liquid [3], Energy [4] ○ CR: 12 ○ Use: Roll 5 or 6 to avoid Injury. Lasts 1d3 days. ● Severe Injury prevention <ul style="list-style-type: none"> ○ Resource: Fur [4], Liquid [3], Energy [4] ○ CR: 12 ○ Use: Roll 5 or 6 to avoid Injury. Lasts 1d6 days. 	<p>Tier 2 (target CR: 10-15)</p> <ul style="list-style-type: none"> ● Improve reliance ● Po Improvement ● Ag Improvement ● Lo Improvement ● Ch Improvement ● Skill improvement ● Resistance to element
<p>Tier 3</p> <ul style="list-style-type: none"> ● Add min. Health ● Add mod. Health ● Add Crit. Health ● Immune to attack type ● Additional trait 	

Charms

Charms are travel protection.

Tier 1: Shaman tent (8-14)

- Communication device
- Creature ward
- Invisibility (12 hr?)
- Death totem (Spirit guide)
- Boon blessing (Gain a boon by building this)

Traps

Traps weaken, hinder or maim its target, turning encounters in the adventurer's favor.

Tier 1: (target CR: 8-14)

- Bear trap
- Net

Tier 2 (target CR: 10-15)

- Salt triangle

Oils

Temporary altar items using spare resources. No improvements are needed for these.

Roll 1d6 for the amount of rounds an upgrade lasts. Adding additional resources does not extend the duration of the effect(s).

The first duration roll is what all additional oils use until the initial effect wears off.

If an item already has a given Injury instead extend the chance of inflicting that injury by 1. For example a Gash (6) turns into Gash (5-6).

Resource	Weapon effect	Armor effects
Ore	Gash	Repair durability by 1
Ichor	Disease	Melee weapons have a chance of sticking to armor (6)
Wood	Extend reach by 5'	Increase durability by 1
Organ	Disease	Chance to intercept curse (6)
Mineral	+1 Minor wound	Increase durability by 1
Energy	Stun target	Chance to deal 1 minor to Melee attacker (6)
Plumage	+1 to Sleuth	+1 to Sleuth
Reeds	+1 inventory capacity	Reduce dmg by 1 minor
Fur	Remove minor damage from tool	+1 to Sleuth
Bone	+1 Minor wound	Reduce dmg by 1 minor

Liquid	Poison	Increase durability by 1
Seed	Blind	Blind to opponent
Ectoplasm	Can touch incorporeal Monsters	Chance to avoid physical damage (6)
Root	Poison	Melee weapons have a chance of getting tangled in armor (6)

Town improvements

Adventurers may want to improve and expand their settlement. Improvements allow for a variety of advantages such as expanding what may be crafted. Without improvements Adventurers may only craft the most basic of items leaving much of the item list is inaccessible. Improvements also help with managing resources by lowering costs or at times granted more resources.

Aside from the initial Improvements (Workshop and Farm) buildings need other buildings to be erected before more complex structures can be made. For example a Smithy needs a Forge which in turn needs a Workshop.

Improvement list

Foundation

Workshop

Prerequisite: N/A

Resources: Mineral [10], Wood [6], Ore[3]

Time:

1. Build basic tools, weapons and Armor
2. Increase Apex or a faction's territory.

Worker: Anyone

Farm

Prerequisite: N/A

Resources: Seed or Root [20], Wood [10]

Time: 2 days

Effects:

1. Harvest 1d6 Reed, Seed or Root
2. +1 Burn when there is a Fire.

Worker: Gatherer adds +2 to Harvest. This person must be burned if there is a Fire

Unlocks: N/A

Prerequisite: Workshop or Farm

Trading post

Prerequisite: Farm or Workshop

Resources: Mineral [8], Wood [10], Plumage [10]

Time:

Effects:

1. Travelers can be merchants, but merchants can't be travelers
2. Give 2 for 1 and 5 for 3 for the exchange rate of merchants.

Worker: Anyone

Unlocks:

Prerequisite: Workshop

Forge

Resources: Ore [16], Wood [5], Energy [6]

Time:

Effects:

1. Build metal tools, weapons and Armor
2. +1 resource from Hunting party, Add and additional monster revolt and injury to Community RET

Worker: Anyone

Unlocks:

Alchemy lab

Resources: Wood [15], Plumage [10], Liquid [6]

Time:

Effects:

1. Brew potions and tinctures.
2. Add a Creature nest to map.

Worker: Anyone

Unlocks:

Home

Prerequisite: Workshop

Resources: Wood or Mineral [10], Plumage [10], Ichor [3]

Time:

Effects:

1. Negate Environmental effect for characters with homes.
2. Consumes one resource during Environmental effect.

Worker: Anyone

Unlocks:

Prerequisite: Forge

Smithy

Resources: Ore [20], Wood [10], Energy [6]

Time:

Effects:

1. Advanced Weapons, armor and equipment.
2. Put a mark on Gatherers hut when environmental effect is rolled. When harvesting players need to remove marks before gathering resources.

Worker: Anyone

Unlocks:

Barracks

Resources: Mineral [10], Ore [10], Ichor [10]

Time:

Effects:

1. Ignore 1d6 Injuries from Raid, Apex attack, fights and Monster revolts.
2. Increase apex territory and add a Ruin or Monster nest.

Worker: Anyone

Unlocks:

Shipyard/Cartwright

Resources: Wood [10], Liquid or Ichor [10], Ore [4]

Time:

Effects:

1. Create vehicles
2. +1 Burn when there is a fire. Add broken bone to a community Ret entry.

Worker: Anyone

Unlocks:

Prerequisite: Alchemy lab

Temple/Church

Alternative Prerequisite: Paddock.

Resources: Mineral [10], Ore [4], Ectoplasm [10]

Time:

Effects:

1. Build shrines and revive the dead
2. Add anomaly in Apex territory,

Worker: Anyone

Unlocks:

Infirmary

Resources: Reed [8], Wood [7], Mineral [8], Plumage [12]

Time:

Effects:

1. Roll a 1d6 upon return. Rolling a 6 may cure an Injury (except for Doomed)
2. Raise community consumption by 2

Worker: Anyone

Unlocks:

Prerequisite: Home

Hunters lodge

Prerequisite: Home

Resources: Mineral [10], Bone [3], Root or Reed [6]

Time:

Effects:

1. Harvest 1d6 Organ, Fur or Bone.
2. Apex sightings inflict injury relevant to Apex.

Worker: Anyone

Unlocks:

Resources: Wood or Mineral [10], Plumage [10], Ichor [3]

Gatherers Hut

Prerequisite: Home

Resources: Mineral [10], Liquid [4], Seed [4]

Time:

Effects:

1. Harvest 1d6 Liquid, Reed or Mineral
2. Put a mark on Gatherers hut when environmental effect is rolled. When harvesting players need to remove marks before gathering resources.

Worker: Anyone

Unlocks:

Prerequisite: Farm

Wall

Prerequisite: Farm

Resources: Wood [15], Ichor [10]

Time:

Effects:

1. Negate a raid or Apex attack
2. Destroy wall after Raid or Apex Attack

Worker: Anyone

Unlocks:

Paddock

Prerequisite: Farm

Resources: Plumage [6], Seed [6], Wood or Mineral [15]

Time:

Effects:

1. Hold X amount of creatures equal to [20] Reliance.
2. Enact creature(s) 'Return' effects.

Worker: Anyone

Unlocks:

Prerequisite: Wall

Watchtower

Prerequisite: Barracks

Resources:

Time:

Effects:

1. RET result can be adjust one up or down if Adventurers are in the first orbit of the Watchtower.
2. Add Another Theft to the Community RET and Another Apex event on the RET table. These are coupled with existing entries.

Worker: Anyone

Unlocks:

Prerequisite: Trading post

Roads/Bridges

Prerequisite: Trading post

Resources: Mineral [28]

Time:

Effects:

1. Travel across a hex in half a day.
2. Add a danger to in the same hex as the this road. Add that danger to the RET when traveling a road.

Worker: Anyone

Unlocks:

Prerequisite: Road/Bridges

Inn

Prerequisite: Road

Resources: Wood [20], Reed [4], Plumage [4], Ichor [12], Fur [6]

Time:

Effects:

1. Traveler may be up to 3 travelers.
2. Add an additional 'Fight' and 'Secret' to the Community RET. These are to be placed alongside an existing entry, but not doubling up.

Worker: Anyone

Unlocks:

Tavern

Prerequisite: Road

Resources: Wood [12], Liquid [6], Mineral [12], Root [6], Seed [3], Energy [4]

Time:

Effects:

1. Choose 1 to add to the map: Community, Nest, Ruins. Also add a confession to the Community RET.
2. Add 1 to the Community consumption.

Worker: Anyone

Unlocks:

Monsters

Each monster is a two page playbook broken in half by what the Fate alone can see and what Adventurers may also use. When Monsters are tamed Fates should hand over the right side of the playbook to the Adventurers. As a courtesy have copies of the Monsters to make this process easier and faster.

Some of the playbook we've discussed earlier. This covered the act structure, resource gathering, stats and skills. The rest of the playbook is easy to digest and mostly comprised of prompts or inspiration to help run the various beasties.

Starting with the Fate only side of the playbook there is a *Family* title followed by what the Monster is called. This is to push the idea that these Monsters are not a monolith. The creatures that live in your world should be viewed as your variant.

Following the Family name are the theme and hook blurbs. These are at-a-glance descriptions of what the Monster is generally like. Themes are in-world descriptions to help ground the creature. Hooks are meta descriptions informing how they interact with Adventurer Characters.

Further down the page is Type and Size. Type indicates what sort of creature the Monster is. There are four types; Cryptid, Primal, Ghost and Sprite. Size is not hard set and is used to help the theater of the mind. A large creature is bigger than a small creature and smaller than a huge one. All the sizes are compared to an average human who is Medium in size.

Cryptid:
Primal:
Ghost:
Sprite:

Resources are what the Monster is made of. The higher the CR often means more resources an Adventurer may gain. Adventurers may want to harvest some of these resources while the creature is still alive. This can be done by having the CRs raised by the Monster's Stat where applicable. For example a creature thrashing around might use Po+Resource CR as it attempts to throw off the character. Another might use Ag to evade harvesting by running or dodging to avoid harm. Critical Successes cause Major wounds to the creature.

Appeasement is a question to be answered. It is displayed as a statement, but the statement is like a mad-lib in that a Player may alter words of that statement using the Narrative skill *Recall*. Although the one using *Recall* ultimately has the last word the rest of the group may chime in to collaborate.

Lore along with Tales and Accounts are more in depth looks into how a Monster behaves. These details help the Fate feel confident on how a given Monster will act in a given situation. Lore specifically explains meta tactics and/or key elements to watch out for or be aware of. Tales and Accounts on the other hand give synapses of stories regarding the Monster. These are to help inspire the Fate for dynamic events.

The second page of Monster playbooks is used by both the Fate and Adventurer. The majority of the information here is used for various challenges and conflicts. Much of the hard set mechanics are focused here with such elements as Skills and Stats.

As an Adventurer contends with a Monster they will lower its Reliance. If they wish, the Adventurer may attempt to tame the Monster. If successful they should apply the *Break* number to the newly tamed Monster's Reliance. A *Break* lowers the Reliance further by a larger sum. This helps keep the Monster under the Adventurer's control.

Along with the 3 act structure of Combat Monsters also have three other triggers. Abyss is something that happens upon the Monster's death. Metamorphosis informs Players about a change that happens upon a given trigger. For example a Monster may transform after they lose a certain amount of health. Lastly there is Atonement which is how the Creature interacts with the Settlement in the event the creature is left in a Paddock.

Monster list

Family: Anwangosh

Theme: Lantern companion

Hook: Friendly, cowardly companion


Tier: 1

Type: Ghost

Size: Small

Resources

CF	F	S	CS->		
X	Ectoplasm [1]	Ectoplasm [1]	Energy [1]	Energy [1]	Energy [1]
CR: [1 - 4]	CR: [5 - 9]	CR: [10 - 14]	CR: 15	CR: 16	CR: 17



Av: Sadism/ **Re:** Kindness

Kinship:	Fear:	Thoughtful:
0 / 0000	000 / 0000	000 / 000

Appeasement: (A question to be answered)
????

Lore: (tactics/plot hook)
Glowing tail.
Quick to run.

Tales and accounts:
(inspiration and summaries of myths)
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Eget aliquet nibh praesent tristique magna sit amet. Varius duis at consectetur lorem donec massa sapien faucibus et. Tellus id interdum velit laoreet id donec ultrices tincidunt arcu. Tempus egestas sed sed risus pretium. Leo in vitae turpis massa sed elementum tempus egestas. Magna fermentum iaculis eu non diam. Vestibulum mattis ullamcorper velit sed ullamcorper morbi. Ipsum suspendisse ultrices gravida dictum. Aenean sed adipiscing diam donec. Facillisis sed odio morbi quis commodo. Eget nullam non nisi est sit. Placerat in egestas erat imperdiet. Egestas purus viverra accumsan in nisi nisi. Molestie at elementum eu facilisis sed odio morbi quis commodo. Ullamcorper velit sed ullamcorper morbi tincidunt ornare massa eget egestas. Lacinia quis vel eros donec. Adipiscing enim eu turpis egestas. Euismod nisi porta lorem mollis aliquam ut porttitor leo. In iaculis nunc sed augue. Egestas integer eget aliquet nibh praesent tristique magna sit. Scelerisque fermentum dui faucibus in ornare quam viverra. Vel pretium lectus quam id leo in vitae turpis. Risus sed vulputate odio ut. Commodo viverra maecenas accumsan lacus vel facilisis volutpat est velit. Morbi tristique senectus et netus et malesuada fames ac turpis. Id neque aliquam vestibulum morbi blandit cursus risus. Tortor consequat id porta nibh venenatis cras sed felis. Sed viverra ipsum nunc aliquet bibendum. Lorem ipsum dolor sit amet consectetur adipiscing elit ut aliquam.

Reliance: 14
Break: -5 Defiance
Personality:

Chosen by Fate - possibly with players.

Health

Min: 0 0 0 0 0 0 0	Maj: 0 0 0	Crit: 0 0
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Po: 2	Ag: 4
Lo: 4	Ch: 7

Character skills

Athletics	___d6	
Nerves	2d6	
Search	___d6	
Tracking	___d6	
Sleuthing	___d6	
Smithing	___d6	
Handy	___d6	
Brewer	___d6	
Healing	2d6	
Engineer	___d6	
Mining	___d6	
Butchering	___d6	
Extracting	___d6	
Herbalism	___d6	
Paraology	___d6	
Zoology	___d6	
Cryptozoology	___d6	

Act 1 - Opening Act. (2 rounds)

Abyss - Upon death.

Marder: A [curse] is placed on the killer.

Primary	Secondary	Tertiary
Character skill	Move (60') Phase // Become tangible from incorporeal, or <u>vice versa</u>	Narrative skill

Act 2 - Threshold Act. (2 rounds)

Metamorphosis

Primary	Secondary	Tertiary
Flash // Range: 40' Dmg: 1 minor + Blind. Creature suddenly erupts into blinding light. Character skill	Move (35') Phase	Narrative skill

Atonement - Tamed

??? : ??

Act 3+ - Trails.

Primary	Secondary	Tertiary
Flash Strike // Range: 5' Dmg: 1 major wound to single target. (1) Healing aura // 10' Attempt a healing check. Success heals all in range. Character skill	Move (60') Phase	Narrative skill

Narrative Skill

1. Red herring - CR: Low (8) - 1d6
2. Cliff hanger - CR: High (8) - 1d6
3. Hyperbole - CR: High (12) - 1d6
4. Imagery - CR: Medium (15) - 1d6
5. Flashback - CR: High (12) - 1d6
6. Recall - CR: Medium (8) - 1d6

Carrying capacity: 2

Family: Gargoyle

Theme: Wants to be feared

Hook: Ambush attack

Tier: 1

Type: Primal

Size: Large



Resources

CF	F	S	CS->			
X	Mineral [1]	Mineral [3] Ore [1]	Ore [1]	Ore [2]	Energy [1]	Energy [2]
CR: [1 - 2]	CR: [3 - 7]	CR: [8 - 12]	CR: 13	CR: 14	CR: 15	CR: 16

Av: Threats of violence / **Re:** Servitude

Kinship: 0 / 0000	Fear: 000 / 0000	Thoughtful: 000 / 000
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Appseament: (A question to be answered)

How does one control it without touching it directly?

- Unsightly pacts

Lore: (tactics/plot hook)

Ugly and no two are the same. Unsettling gaze that seems to always follow you no matter where you stand.

Strategy: Swoop down and grapple target to later drop at great heights.

Tales and accounts:

(inspiration and summaries of myths)

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Facilisis sed odio morbi quis commodo. Eget nullam non nisi est sit. Placerat in egestas erat imperdiet. Egestas purus viverra accumsan in nisi nisi. Molestie at elementum eu facilisis sed odio morbi quis commodo. Ullamcorper velit sed ullamcorper morbi tincidunt ornare massa eget egestas. Lacinia quis vel eros donec. Adipiscing enim eu turpis egestas. Euismod nisi porta lorem mollis aliquam ut porttitor leo. In iaculis nunc sed augue. Egestas integer eget aliquet nibb praesent tristique magna sit.

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Reliance: 15
Break: -5 Defiance
Personality:

Chosen by Fate - possibly with players.

Health

Min: 00000 0	Maj: 0000	Crit: 0
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Po: 6	Ag: 5
Lo: 4	Ch: 0

Character skills

Athletics	2d6	
Nerves	___d6	
Search	___d6	
Tracking	___d6	
Sleuthing	2d6	
Smithing	___d6	
Handy	___d6	
Brewer	___d6	
Healing	___d6	
Engineer	___d6	
Mining	___d6	
Butchering	___d6	
Extracting	___d6	
Herbalism	___d6	
Paraology	___d6	
Zoology	___d6	
Cryptozoology	___d6	
Seer	___d6	

Act 1 - Opening Act. (3 rounds)

Primary	Secondary	Tertiary
Water blast // 30' Dmg: 1 major wound. A torrent of water launches forward at a target. Character skill	Move (40') Flying Move (40') Motionless // remain perfectly still. +2d6 to Sleuthing.	Narrative skill

Abbyss - Upon death.

Flesh of stone: Crumble in 1d6+2 turns, becoming unharvestable

Act 2 - Threshold Act. (3 rounds)

Primary	Secondary	Tertiary
Grapple // 5' Dmg: 1 minor. Creature grabs hold of target. 1d6+Po for contested grapple. Water blast Character skill	Move (40') Flying Move (40') Motionless	Narrative skill

Metamorphosis

??? : ???

Act 3+ - Trails.

Primary	Secondary	Tertiary
Grapple Slash // 5' Dmg: 3 minor. Massive claws swing in large arcs. Character skill	Move (40') Flying Move (40') Motionless	Narrative skill

Atonement - Tamed

Grace: Remove a curse upon Adventurer's return.

Narrative Skill

1. Red herring - CR: Low (15) - 1d6
2. Cliff hanger - CR High (12) - 1d6
3. Hyperbole - CR: High (8) - 1d6
4. Imagery - CR: Medium (15) - 1d6
5. Flashback - CR: High (8) - 1d6
6. Recall - CR: Medium (12) - 1d6

Carrying capacity: 16

Family: Goblin

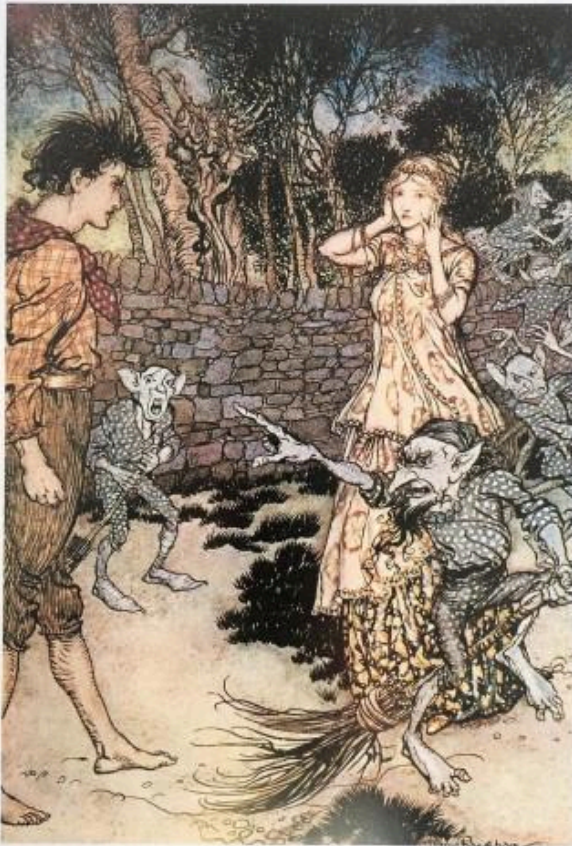
Theme: Murdering thief

Hook: Death by 1000 cuts

Tier: 1

Type: Sprite

Size: Small



Resources

CF	F	S	CS->			
X	Organ [1]	Organ [2] Ore [2]	Ichor [1]	Ichor [1]	Ichor [1]	Ore [3]
CR: [1 - 2]	CR: [5 - 9]	CR: [10 - 14]	CR: 15	CR: 16	CR: 17	CR: 18

Av: Human/ Re: Bribe

Kinship: 0 / 0000	Fear: 000 / 0000	Thoughtful: 000 / 000
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Appesement: (A question to be answered)

How does one control it without touching it directly?

- Gift [tool] or 2x enemy force [resource] (4 gobas = 8 resources)
- Saying [phrase] summons goblins to you.

Lore: (tactics/plot hook)

Uses stolen and/or broken tools from Humans.

Guerrilla tactics.

Can be identified as they disguise themselves as [?]

Tales and accounts:

(inspiration and summaries of myths)

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Eget aliquet nibh praesent tristique magna sit amet. Varius duis at consectetur lorem donec massa sapien faucibus et. Tellus id interdum velit laoreet id donec ultrices tincidunt arcu. Tempus egestas sed sed risus pretium. Leo in vitae turpis massa sed elementum tempus egestas. Magna fermentum iaculis eu non diam. Vestibulum mattis ullamcorper velit sed ullamcorper morbi. Ipsum suspendisse ultrices gravida dictum. Aenean sed adipiscing diam donec. Facilis sed odio morbi quis commodo. Eget nullam non nisi est sit. Placerat in egestas erat imperdiet. Egestas purus viverra accumsan in nisl nisi. Molestie ac elementum eu facilis sed odio morbi quis commodo. Ullamcorper velit sed ullamcorper morbi tincidunt ornare massa eget egestas. Lacinia quis vel eros donec. Adipiscing enim eu turpis egestas. Euismod nisi porta lorem mollis aliquam ut porttitor leo. In iaculis nunc sed augue. Egestas integer eget aliquet nibh praesent tristique magna sit. Scelerisque fermentum dui faucibus in ornare quam viverra. Vel pretium lectus quam id leo in vitae turpis. Bism sed vulputate odio ut. Commodo viverra maecenas accumsan lacus vel facilisis volutpat est velit. Morbi tristique senectus et netus et malesuada fames ac turpis.

Reliance: 15
Break: -5 Defiance
Personality:

Chosen by Fate - possibly with players.

Health

Min:	Maj:	Crit:
00000	00000	00

Po: 2	Ag: 3
Lo: 1	Ch: 0

Character skills

Athletics	___d6	
Nerves	___d6	
Search	3d6	
Tracking	___d6	
Sleuthing	___d6	
Smithing	___d6	
Handy	___d6	
Brewer	___d6	
Healing	___d6	
Engineer	___d6	
Mining	___d6	
Butchering	___d6	
Extracting	___d6	
Herbalism	___d6	
Paraology	2d6	
Zoology	2d6	
Cryptozoology	2d6	
Seer	___d6	

Abyss - Upon death.

Hoarder: Goblins hold nothing, unless this is called and cannot be activated after death. 5 [Resource] or 1 [Equipment].

Act 1 - Opening Act. (2 rounds)

Primary	Secondary	Tertiary
Lunge // Range: 10' Dmg: Inflict disease. Cloud should expand across battle across with wind. 10' each Act. Character skill	Move (25') Ground spawn // Goblins can travel through dirt as easily as walking.	Narrative skill

Act 2 - Threshold Act. (2 rounds)

Primary	Secondary	Tertiary
Lunge Strike // Range: 5' // Dmg: 1 min. Attack with teeth or nails. Element strike // Range: 5' or weapon reach Dmg: poison, burn, frost, etc. in addition to normal weapon dmg. Character skill	Move (25') Ground spawn // Goblins can travel through dirt as easily as walking.	Narrative skill

Metamorphosis

??? : ???

Act 3+ - Trails.

Primary	Secondary	Tertiary
Lunge Element strike Slash // Range: 15' Dmg: 1 major wound to an art in front of it. Character skill	Move (25') Steal.	Narrative skill

Atonement - Tamed

Pestilence: Community consumption +1. If something dies via RET Goblin dies instead.

Narrative Skill

1. Red herring - CR: Low (15) - 1d6
2. Cliff hanger - CR: High (15) - 1d6
3. Hyperbole - CR: High (8) - 1d6
4. Imagery - CR: Medium (15) - 1d6
5. Flashback - CR: High (8) - 1d6
6. Recall - CR: Medium (10) - 1d6

Carrying capacity: 6

Family: Kelpie

Theme: False sense of security

Hook: Hidden in plain sight / Liquid resource

Tier: 1

Type: Cryptid

Size: Large

Resources

CF	F	S	CS->		
X	Liquid[2]	Liquid [2] Ichor [2]	Liquid [2] Ichor [1]	Ichor [1] Organ [1]	Organ [2] Bone [2]
CR: [1 - 2]	CR: [3 - 7]	CR: [8 - 12]	CR: 13	CR: 14	CR: 15

Av: Kindness / Re: Praise

Kinship:	Fear:	Thoughtful:
0 / 0000	000 / 0000	000 / 000

Appeasement: (A question to be answered)

How does one control it without touching it directly?

- [Place a bit and bridle on it]

Lore: (tactics/plot hook)

Avoids [type] water.

Attacks from the above liquid deal 1 major damage to Nuckaleeve.

Tales and accounts:

(inspiration and summaries of myths)

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Eget aliquet nibh praesent tristique magna sit amet. Varius duis at consectetur lorem donec massa sapien faucibus et. Tellus id interdum velit laoreet id donec ultrices tincidunt arcu. Tempus egestas sed sed risus pretium. Leo in vitae turpis massa sed elementum tempus egestas. Magna fermentum iaculis eu non diam. Vestibulum mattis ullamcorper velit sed ullamcorper morbi. Ipsum suspendisse ultrices gravida dictum. Aenean sed adipiscing diam donec. Facilisis sed odio morbi quis commodo. Eget nulla non nisi est sit. Placerat in egestas erat imperdiet. Egestas purus viverra accumsan in nisl nisi. Molestie at elementum eu facilisis sed odio morbi quis commodo. Ullamcorper velit sed ullamcorper morbi tincidunt ornare massa eget egestas. Lacinia quis vel eros donec. Adipiscing enim eu turpis egestas. Euismod nisi porta lorem mollis aliquam ut porttitor leo. In iaculis nunc sed augue. Egestas integer eget aliquet nibh praesent tristique magna sit. Scelerisque fermentum dui faucibus in ornare quam viverra. Vel pretium lectus quam id leo in vitae turpis. Risus sed vulputate odio ut. Commodo viverra maecenas accumsan lacus vel facilisis volutpat est velit. Morbi tristique senectus et netus et malesuada fames ac turpis. Id neque aliquam vestibulum morbi blandit cursus risus. Tortor consequat id porta nibh venenatis cras sed felis. Sed viverra ipsum nunc aliquet bibendum. Lorem ipsum dolor sit amet consectetur adipiscing elit ut aliquam.



Reliance: 30

Break: -5 Defiance

Personality:

Chosen by Fate - possibly with players.

Health

Min: 00000 00000	Maj: 00000	Crit: 00
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Po: 4 **Ag:** 3

Lo: 1 **Ch:** 2

Character skills

Athletics	3d6	
Nerves	2d6	
Search	___d6	
Tracking	___d6	
Sleuthing	___d6	
Smithing	___d6	
Handy	___d6	
Brewer	___d6	
Healing	___d6	
Engineer	___d6	
Mining	___d6	
Butchering	___d6	
Extracting	___d6	
Herbalism	___d6	
Paralogy	___d6	
Zoology	___d6	
Cryptozoology	___d6	
Seer	___d6	

Act 1 - Opening Act. (2 rounds)

Abyss - Upon death.

Decay: Players only have [2] attempts or 30 seconds to gather resources.

Metamorphosis

Sticky skin: When touched Adventurer can't remove hand without a CR: 15 Po roll.

Atonement - Tamed

Water spirit: Remove 1 injury caused by fire or +1 Resource from Farm(s)

Primary	Secondary	Tertiary
Shape shift // Range: Self Can turn into a human. Character skill	Move (60') Communicate // Range: 100' // Speak in human tongue. Inflict fear // Range: 60' Dmg: Inflict fear on target. Target is fearful of Nuckaleeve.	Narrative skill

Act 2 - Threshold Act. (2 rounds)

Primary	Secondary	Tertiary
Shape shift 2 // Range: Self Can turn into a large Bird. Character skill	Move (60') Set upon // Move up to 120' toward a character. Inflict fear	Narrative skill

Act 3+ - Trails.

Primary	Secondary	Tertiary
Poison cloud Strike Slash // Range: 15' Dmg: 1 major wound to an arc in front of it. Character skill	Move (60') Inflict fear Spoil resources // Range: 40' Dmg: Destroy 1 resource in Adventurer's inventories. Instill Madness // Range: 10' Dmg: Inflict madness.	Narrative skill

Narrative Skill

1. Red herring - CR: Low (8) - 1d6
2. Cliff hanger - CR High (15) - 1d6
3. Hyperbole - CR: High (15) - 1d6
4. Imagery - CR: Medium (12) - 1d6
5. Flashback - CR: High (15) - 1d6
6. Recall - CR: Medium (12) - 1d6

Carrying capacity: 12

Family: Ningyo

Theme: Found in or around man-made water sources.

Hook: Warns of Ill-Oman
Tier: 1

Type: Spirit
Size: Large

Resources

CF	F	S	CS->		
X	Organ [1]	Organ [1] Liquid [2]	Bone [1]	Bone [1]	Ectoplasm [3]
CR: [1 - 2]	CR: [5 - 9]	CR: [10 - 14]	CR: 15	CR: 16	CR: 17

Av: Lies/ **Re:** Threat

Kinship: 0/0000	Fear: 000/0000	Thoughtful: 000/000
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Appseament: (A question to be answered)

How does one control it without touching it directly?

- ????

Lore: (tactics/plot hook)

Sightings of this creature often note a lake or channel made by human labor. Yet another reason to caution flooded areas. You never know what is below you.

Moves at half speed on land.

Tales and accounts:

(inspiration and summaries of myths)

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Eget aliquet nibb praesent tristique magna sit amet. Varius duis at consectetur lorem donec massa sapien faucibus et. Tellus id interdum velit laoreet id donec ultrices tincidunt arcu. Tempus egestas sed sed risus pretium. Leo in vitae turpis massa sed elementum tempus egestas. Magna fermentum iaculis eu non diam. Vestibulum mattis ullamcorper velit sed ullamcorper morbi. Ipsum suspendisse ultrices gravida dictum. Aenean sed adipiscing diam donec. Facilisis sed odio morbi quis commodo. Eget nullam non nisi est sit. Placerat in egestas erat imperdiet. Egestas purus viverra accumsan in nisi nisi. Molestie ac elementum eu facilisis sed odio morbi quis commodo. Ullamcorper velit sed ullamcorper morbi tincidunt ornare massa eget egestas. Lacinia quis vel eros donec. Adipiscing enim eu turpis egestas. Euismod nisi porta lorem mollis aliquam ut porttitor leo. In iaculis nunc sed augue. Egestas integer eget aliquet nibb praesent tristique magna sit. Scelerisque fermentum dui faucibus in ornare quam viverra. Vel pretium lectus quam id leo in vitae turpis. Risus sed vulputate odio ut. Commodus viverra maecenas accumsan lacus vel facilisis volutpat est velit. Morbi tristique senectus et netus et malesuada fames ac turpis. Id neque aliquam vestibulum morbi blandit cursus risus. Tortor consequat id porta nibb venenatis cras sed felis. Sed viverra ipsum nunc aliquet bibendum. Lorem ipsum dolor sit amet consectetur adipiscing elit ut aliquam.



Reliance: 17
Break: -5 Defiance
Personality:

Chosen by Fate - possibly with players.

Health

Min: 00000 0	Maj: 00000 0	Crit: 00
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Po: 5	Ag: 5
Lo: 8	Ch: 0

Character skills

Athletics	___d6	
Nerves	2d6	
Search	___d6	
Tracking	___d6	
Sleuthing	___d6	
Smithing	___d6	
Handy	___d6	
Brewer	___d6	
Healing	___d6	
Engineer	___d6	
Mining	___d6	
Butchering	___d6	
Extracting	___d6	
Herbalism	___d6	
Paraology	___d6	
Zoology	___d6	
Cryptozoology	___d6	
Seer	2d6	

Act 1 - Opening Act. (2 rounds)

Primary	Secondary	Tertiary
Bite // Range: 5' Dmg: 1 min Character skill	Move (60') Illusion // Range: 40' May create a realistic looking image no bigger than 10'x10'x10	Narrative skill

Abbyss - Upon death.

Flesh of rejuvenation:
Consuming the Organ resource from a **Ningyo** heals 1 major or two minor health if consumed in an [hour] after death.

Act 2 - Threshold Act. (2 rounds)

Primary	Secondary	Tertiary
Bite Wave // Range: 100' Dmg: 1 major wound + push back. A 1x5 wall of water slams into and pushes any in its path. Wave moves 20' per round upto 100'. Barriers such as walls or trees stop the wave. Character skill	Move (60') Illusion Discombobulate // Move actions of target are resolved after Ningyo's turn.	Narrative skill

Metamorphosis

ID thief: 2 bites causes **Ningyo** to transform physically into the bitten character.
Mad-lib: What is the tell?
CR: 11 to identify.

Act 3+ - Trails.

Primary	Secondary	Tertiary
Bite Wave Ill Omen // Range: 100' Adventurers express what ill omen falls upon them. It must come true. Character skill	Move (60') Illusion Discombobulate Spoil resources // Range: 40' Dmg: Destroy 1 resource in Adventurer's inventories.	Narrative skill

Atonement - Tamed

Bad luck: Add 3 bad luck events to the Community Event Table. These additions do not overwrite any existing events.

Narrative Skill

1. Red herring - CR: Low (8) - 1d6
2. Cliff hanger - CR: High (15) - 1d6
3. Hyperbole - CR: High (15) - 1d6
4. Imagery - CR: Medium (12) - 1d6
5. Flashback - CR: High (15) - 1d6
6. Recall - CR: Medium (12) - 1d6

Carrying capacity: 10

Family: Nishi

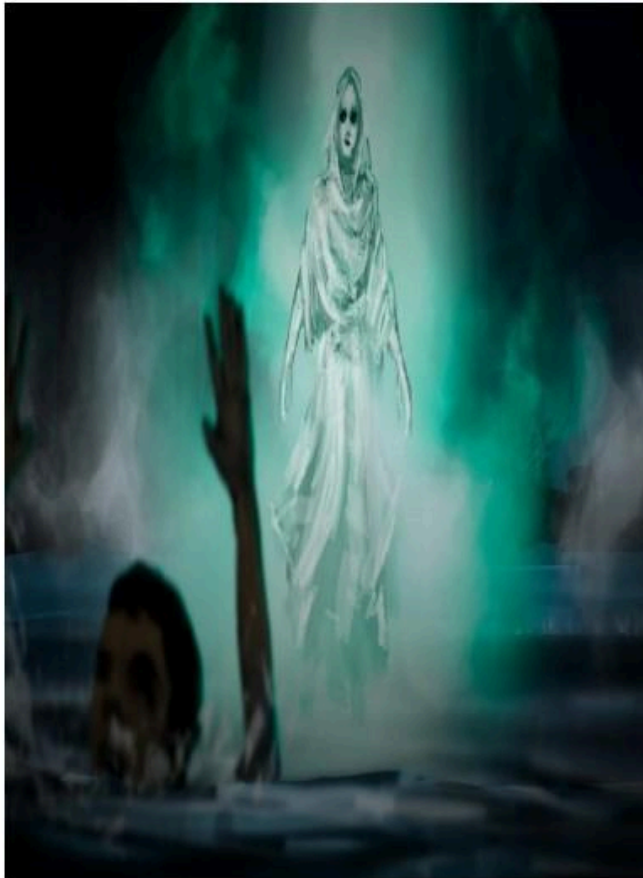
Theme: Push and pulls targets

Hook: Lures Adventurers into peril

Tier: 1

Type: Ghost

Size: Medium



Resources

CF	F	S	CS->		
X	Ichor [1]	Ichor [2] Energy [1]	Ichor [1]	Energy [1]	Energy [2]
CR: [1 - 2]	CR: [3 - 7]	CR: [8 - 12]	CR: 13	CR: 14	CR: 15

Av: Reasoning/ Re: Agression

Kinship:	Fear:	Thoughtful:
0 / 0000	000 / 0000	000 / 000

Appeasement: (A question to be answered)

How does one control it without touching it directly?

- A shrine requiring [Resource 1x3] and [Resource 2 x2] and ritual lasting a full day.
Or ignore it's call 2 times.

Lore: (tactics/plot hook)

Looks like a shadow or a heavy mist.

Strategy: Lures victims into dangerous situations with it's call. If no danger presents itself it may syphon a single target's health before moving on to the next.

Tales and accounts:

(inspiration and summaries of myths)

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Eget aliquet nibh praesent tristique magna sit amet. Varius duis at consectetur lorem donec massa sapien faucibus et. Tellus id interdum velit laoreet id donec ultrices tincidunt arcu. Tempus egestas sed sed risus pretium. Leo in vitae turpis massa sed elementum tempus egestas. Magna fermentum iaculis eu non diam. Vestibulum mattis ullamcorper velit sed ullamcorper morbi. Ipsum suspendisse ultrices gravida dictum. Aenean sed adipiscing diam donec. Facilisis sed odio morbi quis commodo. Eget nullam non nisi est sit. Placerat in egestas erat imperdiet. Egestas purus viverra accumsan in nisl nisi. Molestie at elementum eu facilisis sed odio morbi quis commodo. Ullamcorper velit sed ullamcorper morbi tincidunt ornare massa eget egestas. Lacinia quis vel eros donec. Adipiscing enim eu turpis egestas. Euismod nisi porta lorem mollis aliquam ut porttitor leo. In iaculis nunc sed augue. Egestas integer eget aliquet nibh praesent tristique magna sit. Scelerisque fermentum dui faucibus in ornare quam viverra. Vel pretium lectus quam id leo in vitae turpis. Risus sed vulputate odio ut. Commodo viverra maecenas accumsan lacus vel facilisis volutpat est velit. Morbi tristique senectus et netus et malesuada fames ac turpis. Id neque aliquam vestibulum morbi blandit cursus risus. Tortor consequat id porta nibh venenatis cras sed.

Reliance: 20
Break: -5 Defiance
Personality:

Chosen by Fate - possibly with players.

Health

Min:	Maj:	Crit:
000	000	00

Po: 0	Ag: 5
Lo: 5	Ch: 5

Character skills

Athletics	___d6	
Nerves	2d6	
Search	___d6	
Tracking	2d6	
Sleuthing	___d6	
Smithing	___d6	
Handy	___d6	
Brewer	___d6	
Healing	___d6	
Engineer	___d6	
Mining	___d6	
Butchering	___d6	
Extracting	___d6	
Herbalism	___d6	
Paralogy	___d6	
Zoology	___d6	
Cryptozoology	___d6	
Seer	___d6	

Act 1 - Opening Act. (2 rounds)

Abys - Upon death.

???: ???

Primary	Secondary	Tertiary
Call // 150' Dmg: 2 minor + 'Sleep' Speak to character(s) sounding like any other character. C. fail: Target helplessly walks full movement toward Nishi then takes dmg. (Limit 2 uses) Character skill	Move (40') Phase // Become tangible from incorporeal, or vice-versa.	Narrative skill

Act 2 - Threshold Act. (2 rounds)

Metamorphosis

Ignored twice:
 Leaves the scene.

Primary	Secondary	Tertiary
Call Character skill	Move (40') Phase Inflict fear // Range: 60' Dmg: Inflict fear on target. Target is fearful of Ghosts	Narrative skill

Act 3+ - Trails.

Atonement - Tamed

Compelled: Roll a 1d6
 Character visits town on a 6

Primary	Secondary	Tertiary
Call Life syphon // Range: 10' Dmg: 2 minor. Creature takes health from target to health itself. If creature is at full health no health is added Character skill	Move (40') Phase Inflict fear	Narrative skill

Narrative Skill

1. Red herring - CR: Low (8) - 1d6
2. Cliff hanger - CR High (12) - 1d6
3. Hyperbole - CR: High (12) - 1d6
4. Imagery - CR: Medium (15) - 1d6
5. Flashback - CR: High (12) - 1d6
6. Recall - CR: Medium (8) - 1d6

Carrying capacity: 4

Family: Nuckaleeve

Theme: Waters edge danger

Hook: Resource strain

Tier: 1

Type: Cryptid

Size: Large



Resources

CF	F	S	CS->		
X	Organ [2]	Organ [2] Bone [2]	Bone [2]	Ichor [1]	Ichor [2]
CR: [1 - 2]	CR: [3 - 7]	CR: [8 - 12]	CR: 13	CR: 14	CR: 15

Av: Kindness / Re: Praise

Kinship:	Fear:	Thoughtful:
0/0000	000/0000	000/000

Appeasement: (A question to be answered)

Burn [Resource] in order to ward off or keep away **Nuckaleeve**.

Lore: (tactics/plot hook)

Avoids [type] water.

Attacks from the above liquid deal 1 major damage to **Nuckaleeve**.

Tales and accounts:

(inspiration and summaries of myths)

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Eget aliquet nibh praesent tristique magna sit amet. Varius duis at consectetur lorem donec massa sapien faucibus et. Tellus id interdum velit laoreet id donec ultrices tincidunt arcu. Tempus egestas sed sed risus pretium. Leo in vitae turpis massa sed elementum tempus egestas. Magna fermentum iaculis eu non diam. Vestibulum mattis ullamcorper velit sed ullamcorper morbi. Ipsum suspendisse ultrices gravida dictum. Aenean sed adipiscing diam donec. Facillisis sed odio morbi quis commodo. Eget nullam non nisi est sit. Placerat in egestas erat imperdiet. Egestas purus viverra accumsan in nisl nisi. Molestie at elementum eu facilisis sed odio morbi quis commodo. Ullamcorper velit sed ullamcorper morbi tincidunt ornare massa eget egestas. Lacinia quis vel eros donec. Adipiscing enim eu turpis egestas. Euismod nisi porta lorem mollis aliquam ut porttitor leo. In iaculis nunc sed augue. Egestas integer eget aliquet nibh praesent tristique magna sit. Scelerisque fermentum dui faucibus in ornare quam viverra. Vel pretium lectus quam id leo in vitae turpis. Risus sed yulputate odio ut. Commodo viverra maecenas accumsan lacus vel facilisis volutpat est velit. Morbi tristique senectus et netus et malesuada fames ac turpis. Id neque aliquam vestibulum morbi blandit cursus risus. Tortor consequat id porta nibh venenatis cras sed felis. Sed viverra ipsum nunc aliquet bibendum. Lorem ipsum dolor sit amet consectetur adipiscing elit ut aliquam.

Reliance: 30
Break: -5 Defiance
Personality:

Chosen by Fate - possibly with players.

Health

Min: 00000	Maj: 00000	Crit: 00
00000		

Po: 4	Ag: 5
Lo: 4	Ch: 3

Character skills

Athletics	2d6	
Nerves	___d6	
Search	___d6	
Tracking	___d6	
Sleuthing	___d6	
Smithing	___d6	
Handy	___d6	
Brewer	___d6	
Healing	___d6	
Engineer	___d6	
Mining	___d6	
Butchering	2d6	
Extracting	___d6	
Herbalism	___d6	
<u>Paraology</u>	___d6	
Zoology	___d6	
Cryptozoology	___d6	

Act 1 - Opening Act. (2 rounds)

Abyss - Upon death.

Rot: Community consumption +5.

Metamorphosis

Primary	Secondary	Tertiary
Poison cloud // Range: 10' Dmg: Inflict disease. Cloud should expand across battle with wind. 10' each Act. Character skill	Move (60') Telepathy // Range: 100' Inflict fear // Range: 60' Dmg: Inflict fear on target. Target is fearful of Nuckaleeve.	Narrative skill

Act 2 - Threshold Act. (2 rounds)

Primary	Secondary	Tertiary
Poison cloud Strike // Range: 15' Dmg: 3 minor wounds to single target. Character skill	Move (60') Set upon // Move up to 120' toward a character. Inflict fear	Narrative skill

Act 3+ - Trails.

Primary	Secondary	Tertiary
Poison cloud Strike Slash // Range: 15' Dmg: 1 major wound to an arc in front of it. Character skill	Move (60') Inflict fear Spoil resources // Range: 40' Dmg: Destroy 1 resource in Adventurer's inventories. Instill Madness // Range: 10' Dmg: Inflict madness.	Narrative skill

Narrative Skill

1. Red herring - CR: Low (8) - 1d6
2. Cliff hanger - CR: High (15) - 1d6
3. Hyperbole - CR: High (15) - 1d6
4. Imagery - CR: Medium (12) - 1d6
5. Flashback - CR: High (15) - 1d6
6. Recall - CR: Medium (12) - 1d6

Carrying capacity: 12

Family: Phoenix

Theme: Deathless good luck

Hook: ????

Tier: 1

Type: Primal

Size: Small - Large

Resources

CF	F	S	CS->			
X	Plumage [1]	Energy [2] Plumage [1]	Energy [1]	Energy [1]	Energy [1]	Liquid [3]
CR: [1 - 2]	CR: [5 - 9]	CR: [10 - 14]	CR: 15	CR: 16	CR: 17	CR: 18



Av: Kindness / Re: Praise

Kinship: 0 / 0000	Fear: 000 / 0000	Thoughtful: 000 / 000
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Appesement: (A question to be answered)

How does one control it without touching it directly?

- [Lavish gifts] made of no less than [10 resources]
- Die in front of the Phoenix and return to life.

Lore: (tactics/plot hook)

Vulnerable to [Ore]: Double damage from [gold [Ore]] weapons.

Tales and accounts:

(inspiration and summaries of myths)

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Eget aliquet nibh praesent tristique magna sit amet. Varius duis at consectetur lorem donec massa sapien faucibus et. Tellus id interdum velit laoreet id donec ultrices tincidunt arcu. Tempus egestas sed sed risus pretium. Leo in vitae turpis massa sed elementum tempus egestas. Magna fermentum iaculis eu non diam. Vestibulum mattis ullamcorper velit sed ullamcorper morbi. Ipsum suspendisse ultrices gravida dictum. Aenean sed adipiscing diam donec. Facilis sed odio morbi quis commodo. Eget nulla non nisi est sit. Placerat in egestas erat imperdies. Egestas purus viverra accumsan in nisi nisi. Molestie at elementum eu facilisis sed odio morbi quis commodo. Ullamcorper velit sed ullamcorper morbi tincidunt ornare massa eget egestas. Lacinia quis vel eros donec. Adipiscing enim eu turpis egestas. Euismod nisi porta lorem mollis aliquam ut porttitor leo. In iaculis nunc sed augue. Egestas integer eget aliquet nibh praesent tristique magna sit. Scelerisque fermentum dui faucibus in ornare quam viverra. Vel pretium lectus quam id leo in vitae turpis. Risus sed vulputate odio ut. Commodo viverra maecenas accumsan lacus vel facilisis volutpat est velit. Morbi tristique senectus et netus et malesuada fames ac turpis. Id neque aliquam vestibulum morbi blandit cursus risus. Tincidunt consequat id porta nibh venenatis cras sed felis. Sed viverra ipsum nunc aliquet bibendum. Lorem ipsum dolor sit amet consectetur adipiscing elit ut aliquam.

Reliance: 30
Break: -5 Defiance
Personality:

Chosen by Fate - possibly with players.

Health

Min:	Maj:	Crit:
00000	00000	00
00000		

Po: 4	Ag: 4
Lo: 2	Ch: 5

Character skills

Athletics	2d6	
Nerves	___d6	
Search	___d6	
Tracking	___d6	
Sleuthing	___d6	
Smithing	___d6	
Handy	___d6	
Brewer	___d6	
Healing	2d6	
Engineer	___d6	
Mining	___d6	
Butchering	___d6	
Extracting	___d6	
Herbalism	___d6	
Paraology	___d6	
Zoology	___d6	
Cryptozoology	___d6	
Seer	___d6	

Act 1 - Opening Act. (2 rounds)

Primary	Secondary	Tertiary
Claw // Range: 5' 10' for large. Dmg: 2 minor. Scald // Range 5'. Dmg: 1 minor + Burn Character skill	Move (60') (Flying) Grapple // May list and carry anything equal to or less than an elephant.	Narrative skill

Act 2 - Threshold Act. (2 rounds)

Primary	Secondary	Tertiary
Claw Scald Gust of flame // Range: 15' (cone 3 box start) Dmg: 3 minor wounds + burn for first row, 1 minor wounds + burn for second row. Character skill	Move (60') (Flying) Grapple	Narrative skill Speak // can speak any language heard and retains all languages heard

Act 3+ - Trails.

Primary	Secondary	Tertiary
Poison cloud Strike Gust of flames Rejuvenating song // Range: 200' Any character that can hear the song may cure 1 Injury. Character skill	Move (60') (Flying) Grapple Awe inspiring // Stun all in view, preventing any and all Primary actions next act.	Narrative skill speak Healing tear // Range: touch // heal 1 major wound or 2 minor wounds. Recharge 2d6

Narrative Skill

1. Red herring - CR: Low (8) - 1d6
2. Cliff hanger - CR: High (15) - 1d6
3. Hyperbole - CR: High (15) - 1d6
4. Imagery - CR: Medium (12) - 1d6
5. Flashback - CR: High (15) - 1d6
6. Recall - CR: Medium (12) - 1d6

Abyss - Upon death.

From the ashes:
Phoenix is reborn in 1d6 days. When reborn the phoenix loses all skills.
1: 1 day.
2: 2 days.
3: 2 days
4: 3 days
5: 3 days
6: Instantaneous.

Metamorphosis

Atonement - Tamed

Prestigious: Replace two community management table events with +1 npc introduction.

Carrying capacity: 6

Family: Yara-ma-yha-who

Theme: End an Adventures story

Hook: Rapidly transforms target

Tier: 1

Type: Primal
Size: Medium



Resources

CF	F	S	CS->			
X	Organ [1]	Organ [1] Ichor [2]	Organ [1] Ichor [1]	Organ [1]	Energy [1]	Energy [2]
CR: [1 - 2]	CR: [5 - 9]	CR: [10 - 14]	CR: 15	CR: 16	CR: 17	CR: 18

Av: Bargain/ **Re:** Charity

Kinship: 0/0000	Fear: 000/0000	Thoughtful: 000/000
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Appseament: (A question to be answered)

How does one control it without touching it directly?

- ????

Lore: (tactics/plot hook)

Seeks new comers above all. Often drops from trees on unsuspecting or napping victims.

Tales and accounts:

(inspiration and summaries of myths)

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Reliance: 20
 Break: -5 Defiance
 Personality:

Chosen by Fate - possibly with players.

Health		
Min:	Maj:	Crit:
000	0000	0000

Po: 7	Ag: 5
Lo: 4	Ch: 0

Character skills

Athletics	3d6	
Nerves	___d6	
Search	___d6	
Tracking	2d6	
Sleuthing	___d6	
Smithing	___d6	
Handy	___d6	
Brewer	___d6	
Healing	___d6	
Engineer	___d6	
Mining	___d6	
Butchering	___d6	
Extracting	___d6	
Herbalism	___d6	
Paralogy	___d6	
Zoology	___d6	
Cryptozoology	___d6	
Seer	___d6	

Act 1 - Opening Act. (2 rounds)

Primary	Secondary	Tertiary
Character skill	Move (40')	Narrative skill

Act 2 - Threshold Act. (2 rounds)

Primary	Secondary	Tertiary
Devour // 5' Dmg: 2 maj + Transform: Lycan. Creatures consumes and spits out target. Po vs. CR: 15, failure results in transform. target transformers into yara. Character skill	Move (40') Grapple // 5' Dmg: 1 minor. Creature grabs hold of target. 1d6+Po for contested grapple.	Narrative skill

Act 3+ - Trails.

Primary	Secondary	Tertiary
Devour Drain // Range: 5' Dmg: 2 major. An appendage reached out to touch and suck out a targets vitals. Character skill	Move (40') Grapple Scramble // Push surrounding characters 5' away then move 30'	Narrative skill

Narrative Skill

1. Red herring - CR: Low (12) - 1d6
2. Cliff hanger - CR: High (12) - 1d6
3. Hyperbole - CR: High (8) - 1d6
4. Imagery - CR: Medium (15) - 1d6
5. Flashback - CR: High (8) - 1d6
6. Recall - CR: Medium (12) - 1d6

Abyss - Upon death.
 ???, ???

Metamorphosis
 ???, ???

Atonement - Tamed
 ???, ???

Carrying capacity: 16

Apex Breakdown
 Apex list

Advice

Credits/Thank yous

Special thanks

Matt Oberdalhof
Jennifer Hagen
Miles Jenson
Cassie Dionisky
Kelsey Gervisrude
Billy

Playtesters

Phoenix
Bridger James
Mark