

Uneaten RPG, 0.1E Playtest

[\(Lore here\)](#)

Chapter I: Gameplay Basics

This RPG uses what are called Dice Pools. This means that we use one type of die, d6s in this case, but we roll a lot of them. If any of them roll under a 5, then you get a success for each one that does. Your number of successes, not your total roll, determines how well you did.

When you make a roll, it will either be challenged by an enemy roll, or be against a set difficulty. If you are challenged by an opponent, whoever gets the most successes wins the roll. Against a set difficulty, also known as DC (Difficulty class), you need to roll more successes than the DC dictates in order to win the roll.

Ability Scores

You have five ability scores, each of which start at one. At first level, you can increase three of your choice by one, and two scores, decided by your class, increase by one as well.

The scores are as follows:

Body

Body represents your physical strength and endurance. It is the primary scaling score for heavier weapons and determines health and equip load. Characters with low Body (1 or lower) tend to wear very little armor and carry only the lightest of weapons, as their frail bodies cannot carry much more than that. Characters with high Body (3 or higher) are tough and physically strong, often carrying heavy weapons and wearing especially tough armor.

Skill

Skill represents your dexterity and agility. It is the primary scaling score for lighter weapons and determines your ability to dodge, as well as your Competence Points, which are used for combat arts, allowing you to do special moves in combat. Characters with low Skill (1 or lower) tend to be easy to hit and have difficulty pulling off stylish attacks. Characters with high Skill (3 or higher) tend to be incredibly difficult to hit, moving around the battlefield in a sort of violent dance.

Heart

Heart represents the strength of your desires and conviction. It determines your maximum carried Dredge and maximum Supernatural Points, which are used to fuel spells and other supernatural abilities. Characters with low Heart (1 or lower) tend to be weak-willed and have extreme difficulty dealing with the supernatural. Characters with high Heart (3 or higher) are usually charismatic and control the supernatural world around them with relative ease.

Soul

Soul represents a magical essence that defines your character's supernatural characteristics. It is the primary scaling score for supernatural weapons and abilities, determines your ability to withstand magical effects, and determines your maximum Necrografts. Characters with low Soul (1 or lower) are usually somewhat dull, and generally unextraordinary. Characters with high Soul (3 or higher) may not be necessarily be charismatic, but they certainly are dynamic.

Mind

Mind represents your wisdom, memory, and mental acuity. It has the most proficiencies attached to it, many of which are near-necessary for most moondowners, and it also determines Knowledge Points, which are used to learn more about your targets and to pull off certain moves in combat. Characters with low Mind (1 or lower) tend to be unintelligent, but not to the point that they are unable to function in normal society. Characters with high Mind (3 or higher) tend towards ingenuity and complex plans, but they don't necessarily have good ones.

Proficiencies

At the start of the game, you have 17 proficiency points to spend. You can use these to increase your dice pool for a specific skill of your choice. One point increases the pool by one die, two increases it by two, and so on. You can divide the points however you wish, but you cannot increase a proficiency to higher than five.

Every proficiency is tied to an ability score. Whenever you roll a proficiency pool, you add dice equal to the associated ability score to the pool for that roll.

The proficiencies are as follows:

Body Proficiencies:

Athletics

Melee

Piloting

Skill Proficiencies:

Stealth

Burglary

Dodge

Ranged

Initiative

Heart Proficiencies:

Art

Empathy

Intimidation

Persuasion

Fast Talk

Deception

Soul Proficiencies:

Spellcasting

Ritual

Magic Resistance

Mind Proficiencies

Academics

Craft

Nature

Perception

Medicine

Investigation

Occultism

Tertiary Abilities

You have seven tertiary abilities, all determined by your Ability Scores.

Health and Threshold

Health is the most basic trait, and it is held by your Threshold, otherwise known as your max HP. Your max Threshold is equal to $\text{Body} \times 2 + \text{your level} + \text{a number determined by your class}$. Whenever your Health equals zero, reduce your current Threshold by one and become Staggered (See chapter 5: Statuses). Then, increase your hit points to your current Threshold. If your Threshold becomes zero, you fall unconscious or die (your choice). If you take any damage while unconscious, you die.

At the end of a short rest, increase your current Threshold by one, up to your maximum.

At the end of a long rest, restore your Threshold to its maximum.

Max Dredge

Dredge is a powerful substance and currency. Multiple classes utilize it frequently to empower their weapons or Necrografts, or to restore Specialty Points. You can hold a maximum amount of Dredge equal to $\text{your Heart} \times 2 + \text{your level}$. You cannot carry any Dredge unless you have a Black Bottle (See chapter 4: equipment and necrografts).

Equip Load

Even the toughest Moondowner needs equipment, but carrying too much may result in difficulty moving. Every piece of equipment has a statistic called weight. You can carry an amount of weight on your person equal to $\text{your Body} \times 2$ before becoming encumbered by the weight. For

every multiple of this number that you carry in weight, your speed reduces by one meter and you have one less die in your Dodge pool whenever you are attacked.

Specialty Points

There are three types of Specialty points, and you have a number equal to the associated score x 2 + your level. The types are as follows:

Name	Score	Used to fuel:
Supernatural Points	Heart	Spells
Knowledge Points	Mind	Studies
Competence Points	Skill	Combat Arts

Resting

There are two types of Rest in Uneaten: Short Rests and Long Rests. A Short Rest takes eight hours of uninterrupted rest in an area that the characters view as relatively safe. A Long Rest, on the other hand, takes 24 hours of uninterrupted rest (which can include talking, walking short distances, eating, and sleeping) in an area that the characters view as safe.

A Short Rest restores two specialty points of each kind, and gives you back one Threshold that you lost during your adventures.

A long rest, however, is a complete refresh, giving you back all your Threshold and specialty points.

Combat Basics

When combat starts, everyone compares their Initiative skills. They do not roll the skill in this case, instead comparing the amount of dice they would have in the pool if they did roll. Combatants will go in order of highest initiative to lowest.

On your turn, you have one action and a reaction. You can only use a reaction under specific circumstances, such as being attacked. In addition, at any time you can choose to drop anything you're carrying. This is a free action.

Every character has 5 meters of movement speed by default. It does not take an action to move. On your turn you can move up to your speed, stopping, turning, or even taking your action during your move whenever you choose to.

Every round lasts 6 seconds.

Attacking and Defending

There are two types of attack: Physical and Magical. This determines what you roll to defend against the attack.

If it is a physical attack, the attacker rolls Melee or Ranged + their preferred ability score, depending on the weapon and its scaling. The defender (the one being attacked) then rolls Dodge + Skill. If the total successes of the attack surpass the total successes of the defense roll, then the attack hits, and deals damage equal to the amount of successes it had above the defense roll + the attack's weapon modifier.

Magical attacks are very similar, with the attacker rolling Spellcasting + their preferred ability score, depending on the spell and its scaling. The defender rolls Magic Resistance + Soul to defend. The attack resolves as stated above.

It takes one action to make an attack. Abilities that characters gain may allow them to make additional attacks with a single action.

Blocking and Riposting

When you are attacked, you can choose to use your reaction to do one of two things depending on the rolls: If the attack succeeds, you can attempt to block it. If the attack fails, you can attempt to riposte.

When you block, you add your Defense, determined by your equipment, to your roll to defend. This can reduce the damage of the attack or block it entirely.

When you riposte, you switch who is attacking and defending, using the same rolls as before. The defense roll becomes the attack roll, keeping the same amount of successes, and vice versa.

Other Actions

Hide

As an action, you can attempt to hide. If a creature can see or hear you when you try to hide, you must roll stealth + skill against their perception + mind, assuming that they could reasonably not see you.

Sprint

As an action, you can double your speed until the end of your turn.

Cover

There are four types of cover in Uneaten. Or, more accurately, two axis of cover.

Soft Cover

Soft cover represents being concealed, as by smoke or branches, to the point where you are not visible. You are not actually protected by this cover, but it makes it very, very difficult to hit you.

All attacks against you that suffer from this soft cover only get successes on dice that roll 1 or 2.

Half Soft Cover

Half soft cover represents being partially concealed, but still visible as a silhouette.

All attacks against you that suffer from this half soft cover only get successes on dice that roll 1, 2 or three.

Hard Cover

Hard cover represents being completely hidden by objects that can't be easily attacked through, such as cars or buildings. You cannot be targeted by attacks that suffer from this hard cover.

Half Hard Cover

Half hard cover represents being halfway covered up by an object, such as a tree, that protects you from harm. This grants you 5 additional defense and 3 armor against all damage types.

These bonuses only affect attacks coming from outside this cover.

Character Progression

It takes seven Experience to gain a level. You typically gain experience from defeating enemies, but the GM can give you Experience for any encounter with dark forces.

Every enemy has a level, much like a player character, but while player levels are a measure of that player's progression, for enemies it represents their general power level.

To determine how much XP a character gains after a fight, tally up the total level of both sides. Only include creatures or characters that contributed to the fight. Subtract the enemy's level total from the players' side's level total. This gives you the amount of XP the party gets. It is up to the players to divide the XP amongst themselves, but the GM can intervene and make the decision for them.

If a character gains 7 or more XP, they lose that XP and gain a level next time they take a long rest.

Chaining Combats

If one combat happens within ten minutes of another, count them as the same combat for determining XP.

Character Creation

Your character starts with 50 Eye coins, the most valuable coins in Guter. They spend this on whatever they wish. They also start with a Black Bottle, a necessary piece of equipment for any Moondowner, and an equally necessary Whale Salve Flask.

You also start with a Base Class, two Specialties, 17 Proficiency Points, and two free Ability Score Increases.

Chapter II: Base Classes and Subclasses

There will be about eight base classes and twelve subclasses in the full game, but for now there are four classes and six subclasses. Subclasses are not tied to base classes, meaning that you can take any subclass with any class.

Character progression goes as follows:

Lvl 1	Base Class Feature x 3, +2 Specialties	Proficiency Points (PP): 17
Lvl 2	Subclass Feature x 2	PP: +1
Lvl 3	+1 Specialty	PP: +1
Lvl 4	Feat	PP: +1
Lvl 5	Base Class Feature	PP: +1
Lvl 6	Subclass Feature	PP: +1
Lvl 7	+1 Specialty	PP: +1
Lvl 8	Feat	PP: +1
Lvl 9	Base Class Feature	PP: +1
Lvl 10	Subclass Feature	PP: +2
Lvl 11	+1 Specialty	PP: +2
Lvl 12	Feat	PP: +2
Lvl 13	Base Class Feature	PP: +2
Lvl 14	Subclass Feature	PP: +2
Lvl 15	+1 Specialty	PP: +2
Lvl 16	Feat	PP: +2
Lvl 17	Base Class Feature	PP: +2

Lvl 18	Subclass Feature	PP: +2
Lvl 19	+1 Specialty	PP: +2
Lvl 20	Base Class Feature, Subclass Feature, +1 Specialty, Feat	PP: +3

Classes:

Name:	Specialties:	Description:
Dredgeslinger	Spells	Dripping in Dredge, these spellcasters focus on magic and magic alone. They are powerful in short bursts, but quickly fall short in extended combats or treks.
Soldier	Combat Arts	Violence incarnate, soldiers are the best at what they do. They can keep going for seemingly forever at the cost of versatility in their moveset. They do not sacrifice power for endurance, however.
Scholar	Studies	The heart of any Moondowner team, scholars are brilliant crafters and trackers, pointing out enemy weaknesses and exploiting them with custom-made weapons. Their breadth and depth of knowledge surpasses any others.
Wretched	Any	Often wrongly considered to be the weakest type of Moondowner, the Wretched is a jack of all trades and a master of none. They are nearly impossible to pin down in a fight or social situation.
Hunter (Not included)	Studies, Combat Arts	Human ambush predators, hunters are what many believe to be the epitome of what a Moondowner should be, not realizing how all Moondowners rely on the strength of the team to survive, and that hunters are no exception.
Warlock (Not included)	Spells, Combat Arts	For those that favor big booms and wide arcs of blood and Dredge, the Warlock seems to be a perfect role model. They take the question "what do we do when brute force isn't enough?" And answer with "We use precise force."
Magus (Not included)	Spells, Studies	Magi have long been one of the largest groups of movers and shakers in the world due to their knowledge and magical abilities. Now, the world of summoning demons and learning all there is to know about the occult is in the hands of the common man.
Monster (Not included)	Any	Vicious and unstable, no one expects a true monster to be

		on a team of Moondowners. Rending flesh, tracking foes, and flinging spells are all on the table, making an unpredictable foe or invaluable ally.
--	--	---

The Dredgeslinger

“We are born of the Dredge, made men by the Dredge, undone by the Dredge...”

Raw, unlimited power lies in the Dredge. Pray that you don’t drink too deeply. You know what happens if you do...

When you pick this class, your Heart and Soul each increase by one. After you reach 2nd level, you can only take Spell specialties.

Bonus Threshold: 2

Level One:

Drink the Dredge

As an action, you can drink liquid from your black bottle, gaining X supernatural points, where X equals twice the amount of Dredge consumed. You choose how much Dredge you consume when you use this ability.

Master of Magic

Once per rest, you may cast a spell as if it had a Supernatural cost of zero.

Arcane Weaponry

When a weapon you are wielding has a Soul scaling, its minimum Soul scaling is reduced to one for you.

Level Five:

Spellfire

Once per rest, you can cast two spells at once as one action. Doing so marks your skin with a spiral pattern until you rest again.

Level Nine:

Dark Harvest

When you kill a creature with a weapon using Soul or with a spell, you get one extra Dredge per level the creature has.

Level Thirteen:

Blackest Magicks

When you cast a spell, you can spend Dredge equal to the Supernatural Cost in place of any Supernatural points. When you do so, all the dice rolled for that spell automatically succeed. This ability is mutually exclusive with Master of Magic. You cannot use both on the same casting.

Level Seventeen:

Into the Dark

You get one additional use of both Spellfire and Master of Magic

Level Twenty:

Praise Be, the Gods Have Fallen

As an action, while you can see a Demon and it can hear you, you can attempt to take control of the Demon. Treat this as a Spell with a Supernatural cost of 3. You roll Spellcasting + Soul to attack, while the Demon rolls Magic Resistance + Heart to defend. If you succeed, instead of dealing damage to the Demon, it is under your control for a number of rounds equal to the amount you succeeded by. If you don't succeed, the Demon can attempt a Riposte.

The Soldier

"War. War never changes..."

Unspeakable acts of violence pave the path before and behind you. Your hands are slick with blood, and your heart is black as Dredge.

When you pick this class, your Body and Skill each increase by one. After you reach 2nd level, you can only take Combat Art specialties.

Bonus Threshold: 4

Level One:

Heavyweight

You get additional Armor equal to your Body score, even if you aren't wearing any armor.

Tank

When you use your reaction to Block, your Defense applies to the next attack against you as well.

Bred for War

When you roll for a physical attack, you can choose to turn one failure you rolled into a success.

Level Five:

Unending Brutality

When you use your action to attack, you can make one additional physical attack as part of the same action.

Level Nine:

Cycle of Violence

When you choose to Riposte an attack, you Riposte one more time before your reaction is spent.

Level Thirteen:

Shred Defenses

When you use a Combat Art to attack a creature or multiple creatures, they cannot block or Riposte the attack.

Level Seventeen:

Relentless Brutality

When you use your action to attack, you can make one additional physical attack as part of the same action.

Level Twenty:

Three Rounds Down

As a reaction to being dropped to zero Threshold, you can regain 1d6 Threshold and gain hp up to your current max.

The Scholar

“The first ingredient is always sacrifice...”

Dark knowledge always comes at a cost. Your losses were acceptable... or so you thought. When you pick this class, your Mind and Heart each increase by one. After you reach 2nd level, you can only take Study specialties.

Bonus Threshold: 2

Level One:

All The Old Tricks

Once per rest, as an action, you can switch out one specialty you have for any other specialty of your choice. It reverts back to the original specialty once you use it.

Surgical Precision

Whenever you attack with a weapon with Skill scaling, you can treat it as though it had Mind scaling instead, with the same minimum scaling, but no maximum. Doing so, however, costs one Knowledge point.

Consult the Voices

Sometimes, the voices in your head happen to have wonderful, awful ideas.

During a rest, you can forgo the benefits of said rest and gain a different set of benefits

- All of your Competence and Supernatural points are converted into maximum Knowledge points
- Your Knowledge points are restored to maximum
- You can expend Knowledge points as an action to restore health on a 1-to-1 ratio.

All of these benefits last until you rest again.

Level Five:

Grim Psychology

You've learned how to get into peoples' -and monsters'- heads, and mess things up while you're in there.

As an action, you can attempt to mess with a creature's head. Treat this as a Study with a Knowledge cost of 1. Roll Empathy + Mind to attack, while the target defends with Deception + Mind. If you succeed on the attack, instead of dealing damage, the target gains Panic tokens equal to half the damage you would've dealt (See chapter 5: Statuses) and you learn one thing that the target creature is personally afraid of.

Level Nine:

Run Away

Your knowledge is vital to the group's wellbeing. If you die before you can use it, the entire team suffers.

When a creature moves within 1 meter of you or you take damage from any source, you can move a second time, as though it were your turn. When this ability triggers, you gain all of your movement back.

This ability can only be triggered once per round.

Level Thirteen:

Arterial Slash

When you deal damage with an attack, you can choose to forgo up to any amount of damage you would deal and replace it with Bleed tokens.

Level Seventeen:

Can You Hear It?

The voices call, bleeding through dark vibrations and enigmatic strands of incense. Show them your pain.

While you have Consult the Voices active, when you attack and hit the target, you can replace any damage you would've dealt with Panic Tokens.

In addition, while Consult the Voices is active, Surgical Precision doesn't cost any Knowledge.

Level Twenty:

Dreaded Mastermind

Consult the Voices no longer removes the benefits of a rest. In addition, whenever you would apply a token to a creature, you can choose to apply one Staggered token instead of the tokens you would normally apply.

The Wretched

"Curse the fiends, their children too..."

Abandoned for some untold sin, you were left to fend for yourself in a dark and cruel world. As such, you did your best to take the place of an entire team, leaving you a streetwise jack of all trades and master of none.

When you pick this class, your Soul and Skill each increase by one.

Bonus Threshold: 3

Level One:

Scurry

At any point after an enemy's turn, you can move a second time, as though it were your turn.

When this ability is activated, you gain all of your movement back.

This ability can only be activated once per round.

Murderer

When you attack a creature that has not taken its turn in combat yet or a creature that isn't aware that you are either present or a threat, you get four extra successes on your attack roll.

This is not your failures turning into successes, but instead free successes not tied to any of your dice.

Jack-of-All-Trades

Whenever you use a specialty of any kind, you can choose to have it cost one less specialty point, to a minimum of zero. However, you lose one specialty point of another kind when you choose to do so.

Level Five:

Cornered Beast

When in a bad situation, you are extraordinarily dangerous.

When you Riposte, you can choose to use a specialty in place of a regular attack.

Level Nine:

Unrelenting Violence

When you make an attack as an action, you can make one additional attack as part of the same action.

Level Thirteen:

Cleaving Specialty

When fighting against a group, you have learned how to even the odds.

Whenever you use a specialty that targets more than one creature, you can target one additional creature.

Level Seventeen:

Run and Hide

It isn't cowardice if... okay, it kinda is.

When you choose to Scurry, you can attempt to hide as a free action. If you are successfully hidden, enemies lose track of where you were.

Level Twenty:

Cheater

You know the exact way to tilt any situation to your advantage. Once per rest, you can choose one of two things when you roll:

- You get four successes automatically, not tied to any of your dice

- You automatically succeed by 1.

Subclasses

Name:	Description:
Pain Eater	A master of suffering, both their own and others,' few who fight a pain eater dare fight one again.
Firestarter	Burning bright and covered in soot, the work of a firestarter is never finished. Pyromania made manifest, firestarters are powerful - but very dangerous - members of any team.
Tinkerer	Whether made of bones or steel, the tinkerer's tools are incredible pieces of ingenuity and cruelty, weaving together devices of tragedy and torment from twisted dreams.
Butcher	Drenched in gore and covered in blades, butchers walk a path of broken bones and rent flesh. They perpetuate the cycle of the harvest, feeding violence its own being as they do the same to their poor victims.
Physician	Even the toughest and sturdiest of creatures need healing eventually. That's where the physician comes in, using a mixture of surgical skill and a small amount of magic to repair both flesh and mind.
Voiddancer	The arcane arts aren't limited to spells. Sometimes transposition and melee combat get mixed in, leaving the artist a whirling, twirling mass of blades and waves of Dredge.

The Pain Eater

"He came to harvest their pain..."

Some people find bloodshed disgusting and horrifying. You find it inspiring. And by god, are you feeling inspired.

When you take this subclass, your Body increases by two.

Level Two:

Guts and Glory

Just a taste isn't enough.

Whenever you take damage, the next attack you make gains additional successes equal to the amount of damage you took since you last used this ability, tied to your dice.

Pain Absorption

The burden is yours and yours alone to enjoy.

As an action, you can transfer any amount of health to a character within 1 meter of you, healing them for an amount up to your current health as you take that much damage.

Level Six:

Agonizing Strikes

Monstrous size has no intrinsic merit, unless inordinate exsanguination be considered a virtue. Whenever you stagger a creature, it gains 2 bleed tokens (see chapter 5: Statuses)

Level Ten:

Drink in Their Pain

You just can't get enough suffering in your system, can you?

As an action, you can touch a creature within 1 meter of you and transfer any negative tokens from them to yourself. In addition, when you deal damage to a creature, you can choose to take the same amount of damage yourself.

Level Fourteen:

Rally!

The cycle of violence must continue!

When you strike a creature that dealt damage to you on the previous turn, you heal damage equal to damage you dealt on the attack or the damage you took from their attack, whichever is lower.

Level Eighteen:

I Must Endure

Agony is your lifeblood. You must learn to endure it.

Whenever you are staggered, you become immune to damage until you are no longer staggered. Visceral attacks bypass this immunity, but you reduce the damage taken from them by half.

Level Twenty:

The Final Torment

Whenever you kill a creature, you gain all of your hit points back, up to your current Threshold. In addition, once per rest, when you kill a creature, you can desecrate its body as an action and regain one threshold.

The Firestarter

Warmth and comfort come from the flames, but so do destruction and death. You embrace both sides, wading through infernos to see the reckless carnage you have inflicted upon your hapless foes.

When you choose this subclass, your Body and Soul each increase by one.

Level Two:

Fireproof

You gain ten armor against fire damage. This stacks with any armor against fire you gain from other sources. (See chapter 4: Equipment and Necrografts)

Pyromaniac

Your ashen appearance helps people understand that you need the firepower, and that you will stop at nothing to get it. As such, people want such items out of stock as quickly as possible. Any items that deal fire damage or start fires are half price for you at most shops that accept Dredge, but you cannot sell said items at most shops.

Level Six:

Smokescreen

For every three burn tokens you have, you get one additional success on rolls to dodge and magic resistance, not tied to any dice.

Level Ten:

Uncontrolled Burn

Fire damage dealt by you ignores 1d6 fire armor. Roll for this whenever you deal fire damage.

Level Fourteen:

Burning Blood

As an action, you can take any amount of damage you wish. If your next attack hits, it deals additional fire damage equal to the damage you dealt to yourself.

Level Eighteen:

Forged in Flame

For every two burn tokens you have, you gain one armor against physical damage. This stacks with any other armor you have.

Level Twenty:

Wildfire

As an action, you can take damage equal to the number of creatures within 1 meter of you. Each of those creatures gains 2d6 burn tokens.

The Tinkerer

A skilled machinist, inventor, and trap specialist, you've always had a thing for mechanisms. Now you can commit acts of violence without even being in the room!
When you take this subclass, your Skill and Mind each increase by one.

Level Two:

Child of the Machine

You've been sponsored by the Church of the Machine for your intellect and ingenuity, allowing you to get parts for cheap.

Mechanical Parts and Volatile Chemicals are half price for you at most shops, but you can no longer sell either one. (See chapter 4: Equipment and Necrografts for more details.)

Brilliant Machinist

Whenever you create an item using the Crafting proficiency, double your Mind bonus to the pool.

Level Six:

Dredge Power

When an item you have crafted gains a Malfunctioning token, you can spend one Dredge to immediately remove the token.

Level Ten:

Metal Screeching

Your connection to machinery makes them more receptive to you.

You can communicate with constructs verbally, even if the construct has no method of speech.

You use Mind instead of Heart for Persuasion, Intimidation, Deception, Empathy, and Fast Talk checks against constructs and machines.

Level Fourteen:

Eyes Everywhere

What use is a trap if you never get to see it trigger?

Whenever you Craft an item using Mechanical Parts (See chapter 4: Equipment and Necrografts for more details on crafting), you can choose to implant a mechanical eye in the object. Later on, as an Action, you can expend one Knowledge point to view through the mechanical eye for up to one minute.

Level Eighteen:

Walking Artillery Piece

It's time for violence. Incredible, unspeakable violence.

When using a weapon you have crafted with Mechanical Parts that has the Heavy property, you deal three additional damage on a hit. In addition, whether you hit or miss, you deal at least three damage when you attack with such a weapon.

Level Twenty:

Engine of Torment

You've designed machines to be unstoppable. But why limit it to simple constructs?

Whenever you craft a piece of armor with Mechanical Parts, it grants three additional armor to all damage types.

The Butcher

“You say that what I’m doing is cruelty, but really, what is a man but piece of meat...?”

What you do is a mercy. You give them a chance to give up. Very few other combatants know how to apply your gentle hand and fell blows in unison. And if they don’t happen to give up before you strike the final blow, well, it’s their fault that they couldn’t stop screaming long enough to get the words out.

When you take this subclass, your Body and Heart each increase by one.

Level Two:

Pure Brutality

Your study of anatomy gives you incredible skill at mutilation and severing vitals.

All weapons that you wield gain the Visceral property while you wield them.

Crippling Strikes

Whenever you hit a creature with a Visceral attack, you can choose to apply a Sprained token to the target. Alternatively, you can apply two Bleed tokens.

Level Six:

Harvest Time

When you kill a creature and harvest it, you get two additional Dredge from it.

Level Ten:

Relentless Violence

When you make an attack as an action that deals physical damage, you can make one additional attack of the same kind. This can be a Visceral attack. In addition, the tokens you apply with Crippling stikes are doubled.

Level Fourteen:

Breakdown

When you kill a creature, you can choose to gain HP equal to twice the number of tokens it had as long as the body is within one meter of you.

Level Eighteen:

Slaughter

When you Visceral attack a creature, you gain three times the number of successes on the attack roll instead of two.

Level Twenty:

Devour

You gain the Visceral property on you unarmed strikes, and gain HP equal to twice the damage you deal when you successfully Visceral attack a creature.

The Physician

“What use is a broken oath...?”

Pills, alchemy, leeches... people don't care where their healing comes from, and often, even if it's real. You may keep the best stuff for yourself and your team, but soothing others in their time of need is your calling, even if you can't really help very much.

When you choose this subclass, your Mind and heart each increase by one.

Level Two:

Battlefield Medicine

A steady hand and a stable mind are required for such work.

As an action, you can spend any amount of Knowledge points to heal a creature within 1 meter of you. That creature regains HP equal to twice the Knowledge points spent.

Treat this as a Study.

Rational Treatment

During a rest, you can spend three Knowledge points to grant a creature within 1 meter one additional Threshold until the end of its next rest.

Treat this as a Study.

Level Six:

Poultice Master

In times like these, you must learn to stretch materials.

Whenever you craft a Poultice (See more details on Poultices and Crafting in chapter four: Equipment and Necrocrafts), you get two instead of one.

Level Ten:

Dredge Ministration

Desperate measures sometimes must be taken.

As an action, you can administer Dredge to a creature that recently died (within one minute).

Roll a d6. You lose that much Dredge and the target regains that much Threshold. You cannot use this feature on a creature that has already been harvested for Dredge.

Level Fourteen:

Triage

Harsh decisions must be made. You knew what you were getting into when you signed up, didn't you?

As an action, you can attack a creature with 3 Threshold or lower, harvesting its Dredge and killing it instantly on a successful hit. Its Dredge multiplier increases by one when harvested this way. In addition, Battlefield Medicine heals twice the amount that it normally does if you successfully used Triage on the previous turn.

Level Eighteen:

Radical Treatment

It's not insanity, it's just how these things work.

During a rest, you can use Dredge Ministration on a creature even if it has been dead for far longer than one minute. Doing so is a horrifying process requiring access to electricity, Volatile Chemicals, and sharp utensils. When the process is complete, the creature becomes an Abdead with one less Body than what it had before. This feature does not work on creatures with less than two Body.

Level Twenty:

Consult the Bottle

Dark thoughts are just treatments that haven't been put to practice yet.

As an action, you can drink any amount of Dredge that you have in your bottle. When you do, you gain 2 knowledge points for each point of Dredge consumed.

The Ghostdancer

"The world has gone mad, as it whirls and twirls, and I sing and sing...!"

Time and space barely seem to exist when you are dancing. You can tune out all the carnage you are creating if you just make believe. Your dance came to you at night, when you were praying to anyone that would listen. Someone answered, just not how you expected them to. When you take this subclass, your Heart and Skill each increase by one.

Level Two:

Ghost Dance

As an action, you can begin to Ghost Dance. While you are Ghost Dancing, you gain one Ethereal point every round. You can spend Ethereal points on Combat Arts and Spells, and can use it on Specters, granted by this subclass or other sources. In addition, you can consume any amount of Dredge and gain the same number of Ethereal points.

You lose one Ethereal point per turn while you are not Ghost Dancing.

You cannot speak while Ghost Dancing, and can dance for a maximum of 7 minutes (42 rounds) before stopping. You cannot begin a Ghost Dance while you still have Ethereal points.

Flaying Pirouette

As an action, you can spend two Ethereal points to make an attack, targetting every creature within 2 meters of you. On a hit, the target gains a Prone token as well as taking the damage. Treat this as a Spectre.

Level Six:

Dark Prayers

For every Cursed token you have, you gain one Ethereal token at the start of your turn. In addition, while you are Ghost Dancing, you have Magic armor equal to half the Cursed tokens you have.

Level Ten:

Slashing Fouette

As an action, you can spend three Ethereal points to attack each creature in a cone in front of you, the width and length of said cone being four meters. Creatures hit by this attack gain one Cursed token.

Treat this as a Spectre.

Level Fourteen:

Guttering Chaines

As an action, you spend 4 Ethereal tokens to move up to 12 meters in a straight line, making an attack that targets each creature within 1 meter of the path you travel, including behind and in front of you. All light sources that are in the range for you to hit them gain a Malfunctioning token.

Treat this as a Spectre.

Level Eighteen:

Void Jete

As an action, you can spend three Ethereal tokens to teleport up to three meters across the ground.

Treat this as a Spectre

Level Twenty:

Puppet Dance

While Ghost Dancing, you have a fly speed of five meters.

Chapter III: Specialties and Feats

Specialties

There are four types of Specialty in Uneaten: Studies, Spells, Combat Arts, and Spectres.

There are ten of each in this playtest, but there will be more in the full game.

Studies are representative of particular skills your character has learned over the years, and typically cost Knowledge points to activate.

Spells are exactly what they sound like: flashy displays of magical power. They typically cost Supernatural points to activate.

Combat Arts are powerful stylistic moves used by those of great martial prowess, often seemingly supernatural in origin. They typically cost Competence points to activate.

Spectres are immensely powerful abilities that draw power from the Nightmare. They cost Ethereal points to activate, and cannot be picked as a Specialty during normal progression, and as such will not be listed.

Studies

Quick Fix

Cost: 1 Knowledge per 2 HP Time: 1 action

As an action, you can repair an object or construct, causing it to regain HP equal to twice the amount of Knowledge you spent to use this Specialty.

Analyze

Cost: 2 Knowledge Time: 1 action

As an action, you can analyze a creature or object, prompting you to roll Investigation + Mind against either the object's Complexity or the creature's Deception + Heart. If you succeed, you can ask the GM one of the following questions, to which they must answer truthfully:

- What is the creature or object's name?
- What type is the creature?
- What level is the creature?
- What is the basic use of this object?
- What materials are used to craft this object?

Reinforce

Cost: 3 Knowledge per Threshold Time: 1 minute

Over the course of one minute, you can cause an object of your choice to gain Threshold equal to one-third of the Knowledge you spend to use this specialty, to a maximum of 5 additional Threshold.

Shatter

Cost: 2 Knowledge per Threshold Time: N/A

When you attack and hit an object, you can choose to remove some of the target object's Threshold directly. You destroy Threshold equal to half the amount of Knowledge you choose to spend when you land the strike. The Threshold damage is applied before the damage from the strike itself.

Always Prepared

Cost: 1 Knowledge Time: 1 Action

As an action, you can spend one Knowledge and produce one small item that you could have reasonably had in your equipment. This cannot be a weapon or explosive. Examples include a box of matches, a set of lockpicks, a pair of scissors, a press pass, a hat, etc.

Listen Up!

Cost: 2 Knowledge Time: 1 Action

As an action, you can apply a Stunned token to every creature that can hear you, including yourself. You cannot intentionally give prior warning that you are going to use this specialty. When using this specialty, your voice cuts through all but the loudest sounds. You can speak while stunned in this way.

Don't I Know You?

Cost: 1 Knowledge Time: 1 Action

As an action, you can decide that you know an NPC from somewhere. When you do so, briefly discuss with the GM where you know that character from. Your relationship can be negative, positive, or ambivalent.

One Other Thing

Cost: 2 Knowledge Time: 1 Reaction

When a creature attempts to end a conversation, even over a distance, you can use your reaction to ask one question or make one statement, which the target creature will hear and understand. They must respond, but there are no parameters for their response.

Sharp and Silver

Cost: 2 Knowledge per success Time: 1 Action

As an action, you can psych yourself up for a particularly impactful or biting comment or question. Your next roll with any Heart Proficiency gets extra successes equal to half the Knowledge expended. These extra successes are not tied to any dice.

Terrorize

Cost: 2 Knowledge per Token Time: 1 Action

As an action, you can attempt to terrify a creature that can hear or see you. Make a Mind + Intimidation roll Vs the target's Heart + Occultism roll. If you win, you can spend Knowledge up to twice the number you succeeded by, applying half that many Panic tokens to the creature.

Spells

Telekinesis

Cost: 2 Supernatural per round active Time: 1 Action

As an action, you can pick up objects within 5 meters of you without touching them. When you do so, you can pick up a total of 100 pounds worth of objects. You can also throw these objects, giving them a range of 10 meters and a weapon modifier determined by the GM. Use Soul + Ranged to make the attack, and the target defends with Dodge + Skill. The attack's damage type is determined by the GM.

You can only throw one object for every attack your character has.

Hands From the Abyss

Cost: 2 Supernatural Time: 1 Action

As an action, choose two creatures within 7 meters of you that are touching a solid surface. Make an attack targeting both of those creatures. Use Heart + Spellcasting for the attack roll, as they use Magic Resistance + Body to defend. This attack deals Magic damage and has a Weapon Modifier equal to your Heart. When you successfully hit a target, you can sacrifice to damage to apply one Restrained token.

Fireball

Cost: 4 Supernatural Time: 1 Action

As an action, choose a point within 10 meters of you. Make an attack targeting every creature within 3 meters of that point. This attack uses Soul + Spellcasting to attack and deals fire damage with a Weapon Modifier of +5. The targets defend with Soul + Magic Resistance. You can sacrifice any amount of damage you deal to apply half of the amount sacrificed in Burn tokens.

Overcharge

Cost: N/A Time: 1 Action

As an action, you can increase your Supernatural points by X. You gain X Curse tokens.

Nightmare Rot

Cost: 3 Supernatural Time: 1 Action

Make an attack against a single creature. Use Soul + Spellcasting for the attack. The target defends with Soul + Magic Resistance. Instead of dealing damage, you apply Curse tokens in their place.

Smite

Cost: 2 Supernatural Time: N/A

When you land an attack, you can choose to spend 2 Supernatural points to roll again, taking the higher of the two rolls. You can do this only once per attack.

Wall of Flesh

Cost: 2 Supernatural, +1 to maintain Time: 1 Action

As an action, you can summon an up to one-meter thick, three-meter high, and ten-meter wide wall of human flesh from any solid surface within 20 meters of you. This wall has 15 Threshold and always rolls 7 successes to defend. It lasts for one round, but can remain for one round longer if you spend one Supernatural point on your turn as a free action to maintain the wall. When the wall is no longer maintained, it melts into a pool of human gore.

Shield

Cost: 1 Supernatural per 2 Defense Time: N/A

When you take the Block reaction, you can choose to spend Supernatural points to gain extra Defense for that Block.

Dread Consultation

Cost: 3 Supernatural per question Time: 1 minute

Over the course of a minute, you can perform a ritual that allows you to communicate with otherworldly forces. You can ask the GM a single yes-or-no question for every Supernatural point you spend on this spell.

Haste

Cost: 2 Supernatural, 1 to maintain Time: 1 action

As an action, choose a creature within 5 meters of you. That creature gets an additional action on its turn, and its speed increases by two meters. These benefits stop at the end of the round unless you take a free action to maintain the spell for 1 Supernatural, at which point the spell continues for 1 additional round. When the spell ends, the target gains one Stunned token.

Combat Arts

Wind Slash

Cost: 2 Competence Time: 1 Action

As an action, you make an attack against every creature within a cone, which is 3 meters wide and 3 meters long, originating from a melee weapon you are wielding. You attack with Skill/Strength + Ranged, and it has the same Weapon Modifier as the weapon you are wielding.

Dreadful Charge

Cost: 2 Competence Time: 1 Action

As an action, you sprint up to 20 meters in a straight line across the ground and make one attack with a weapon you are wielding.

Vicious Lunge

Cost: 1 Competence Time: 1 Action

As an action, you can move five meters in a straight line in any direction and make one attack with a weapon you are wielding.

Arterial Slash

Cost: 1 Competence per token Time: N/A

When you damage a target with physical damage, you can negate any amount of damage your target would take and replace them with one Bleed token for every two damage you negate.

Brutalist Blows

Cost: 1 Competence per meter Time: N/A

When you successfully strike a target with a melee weapon, you can spend X competence points to knock them back X meters. When their airtime ends, they gain one Prone token.

Sniper Shot

Cost: 2 Competence Time: 1 Reaction

As a reaction after making an attack with a ranged weapon, you can roll a d6 and gain that many extra successes on the attack roll. These successes are not tied to any dice.

Blood Bullets

Cost: 1 Competence, + 1 HP per bullet Time: 1 Action

As an action, you can create ammunition out of your own blood. For every Health point you sacrifice, you gain one piece of ammunition for a weapon you are holding. This ammunition deal one more point of damage than regular bullets. All of these munitions become normal ones after a long rest.

Sanguine Weapon

Cost: 3 Competence, 1 HP to maintain Time: 1 Action

As an action, you can deal damage to yourself equal to the weapon modifier of a weapon you are wielding. When you do so, your weapon is Empowered, as though it were a Dredge weapon, or if it is a Dredge weapon, it draws power from your blood instead of Dredge. For every round you keep this weapon Empowered beyond the first, you lose 1 HP.

Blade Dance

Cost: 2 Competence Time: 1 Action

As an action, make an attack targeting all creatures within the reach of a melee weapon you are wielding. Treat this as an attack with the weapon.

Bullet Dance

Cost: 4 Competence Time: 1 Action

As an action, make an attack against all creatures within line of sight and range of a ranged weapon you are wielding. Treat this as an attack with that weapon.

Feats

Feats are abilities that your character picks up from experience dealing with dark forces. Most of these abilities are passive, but a few of them have active abilities.

Some Feats have prerequisites, and you must meet those prerequisites to take such a Feat. If you at some point no longer meet such prerequisites, you no longer benefit from that feat. With the GM's discretion, you can switch out a Feat that you are no longer capable of benefiting from during a long rest.

At this point in the game, there are three paths: Red, Blue, and Yellow. Each one unlocks different feats.

Empowered

Increase two of your ability scores by one.

Red Cloak Initiate

You are an honorary member of the red-cloaked True Moondowners, elite hunters of supernatural threats.

Your role is as a Rabble Hunter, meaning you stand with many others in order to hunt your prey. For every creature within one meter of a target you are attacking, you gain one additional success on your attack rolls against that creature. These successes are tied to dice.

Blue Cloak Initiate

You are an honorary member of the blue-cloaked New Carcosans, those who wish to mix magic into everyday life.

You learn the Telekinesis spell, and if you do not intend to use it to attack, it doesn't cost any Supernatural points. If you attack with it, it costs the same as if you had just cast the spell.

Yellow Cloak Initiate

You are an honorary member of the yellow-cloaked Human Comfort Society, normal folks who eschew supernatural forces in trade for decadent excess.

During a short rest, you can choose to tend to a creature that is resting within your reach, possibly yourself. When you choose to do so, the creature you tend to gains all their HP back and gains one additional Specialty point of each kind.

Regeneration

Prerequisite: Red Cloak Initiate

Whenever you finish a combat or reduce a creature to zero HP, you regain one HP.

Spiral Carver

Prerequisite: Blue Cloak Initiate

Over the course of a rest you can carve arcane spirals into a weapon or other object that can be Empowered. When you do so, that object can be Empowered using Supernatural points in place of Dredge. These spirals lose their magic after 24 hours.

Chef

Prerequisite: Yellow Cloak Initiate

Over the course of an hour, you can turn any number of Rations into Delectable Rations, which restore 4 HP instead of 2.

Red Cloak Commander

Prerequisite: Red Cloak Initiate

As an action, you can Mark a creature. Any creature that is allied to you or has the Red Cloak Initiate Feat gets an additional two successes when attacking that creature. These successes are not tied to any dice.

Blood Magic

Prerequisite: Blue Cloak Initiate

Whenever you reduce a creature to zero Threshold, you gain one Supernatural point.

Failure Breeds Inspiration

Prerequisite: Yellow Cloak Initiate

Whenever you lose a roll, you gain a cumulative +1 bonus to your next roll with a Heart proficiency.

Chapter IV: Equipment and Necrografts

We will have only the basest equipment in this playtest, but you should be able to homebrew your own stuff if you need it.

Currency

There are four types of coins in Guter: Eyes, Teeth, and Nails.

An Eye is worth ten Teeth, and a Tooth is worth ten Nails.

A Nail is worth a bottle of water or a piece of bread, a Tooth is worth a gallon of water, a loaf of bread, or 20 meters of rope, and an Eye is worth a fine meal or a night at a good inn with all the amenities.

Crafting

Crafting in Uneaten is simple. Every item has a Complexity and Components. If you wish to craft an item, you can do so during a rest, although you will be sacrificing the usual benefits of that rest.

If you have all of the Components on hand, roll Mind + Crafting. If your successes exceed the object's Complexity, you have successfully crafted the object.

Armor

Armor is very important for any Moondowner, although it will not replace the ability to Dodge.

There are two main elements to any piece of armor: Defense and Armor Rating.

Defense gives you an increased chance to avoid damage entirely when you block, meanwhile Armor Rating reduces the damage you take from successful attacks against you. Armor with higher Defense and Armor Ratings tend to be heavier, so don't just don whatever seems like the toughest gear.

Quilted Clothes

Quilted armor is popular among dandies and neighborhood watchmen, as it provides protection and a method of self-expression if one knows embroidery. Stylish and light, it is also the starting armor for most Red Cloaks.

Cost: 7 Eyes, or 3 Dredge

Defense: 2

Weight: 2

Components: Fabric x 4

Complexity: 2

Armor Ratings:

Physical: 2

Cold: 3

Fire: 2

Electric: 1

Poison: 1

Acid: 1

Magic: 2

Leather Apparel

Many people believe that leather is cool and flexible, but in actuality the processes it goes through to make it into actual armor makes it tough and hardened. Often this is combined with significantly less sturdy leather in order to make a better fashion statement.

Cost: 11 Eyes, or 4 Dredge

Defense: 3

Weight: 4

Components: Leather x 4

Complexity: 3

Armor Ratings:

Physical: 4

Cold: 1

Fire: 2

Electric: 3

Poison: 1

Acid: 1

Magic: 1

Moonsilk Armor

A strange set of armor designed by the first Moondowners, this armor is baggy and easily torn, flowing around the wearer to disguise their silhouette. It was made to be as light as possible in order to allow for maximum movement.

Cost: 20 Eyes, or 6 Dredge

Defense: 0

Weight: 1

Components: Silk x 6

Complexity: 4

Armor Ratings:

Physical: 2

Cold: 1

Fire: 0

Electric: 3

Poison: 0

Acid: 0

Magic: 5

Unique Trait: This armor gives the wearer +2 dice on rolls to Dodge.

Whalebone Armor

Made of actual whale bones, this armor protects the wielder almost totally from both magic and physical damage. However, this armor is made of some of the most expensive materials in existence, making it an impractical choice for most Moondowners.

Cost: 100 Eyes, or 20 Dredge

Defense: 5

Weight: 6

Components: Whale Bone x 6

Complexity: 8

Armor Ratings:

Physical: 10

Cold: 5

Fire: 1

Electric: 0

Poison: 2

Acid: 3

Magic: 10

Unique Trait: This armor gives the wearer a Swim Speed of 6 meters and allows them to breathe underwater.

Steelsong Armor

The archetypal heavy armor, the Steelsong set is notorious for its noisiness. It was designed not only for protection, but for lightness, using thin, resonant plates to allow the wearer resistance to both magical and physical damage. Being made of steel, however, brings some unintended consequences.

Cost: 20 Eyes, or 8 Dredge

Defense: 5

Weight: 7

Components: Steel x 6

Complexity: 7

Armor Ratings:

Physical: 8
Cold: 1
Fire: -1
Electric: -1
Poison: 3
Acid: 2
Magic: 6

Graveright Armor

Created by the Abdead of the swamp to protect themselves from overzealous Moondowners, this armor has a more roundabout method of protection. Most Abdead have no problem resisting physical damage, so they instead protect themselves from the incantations and ritualistic weapons brought to bypass that resistance.

Cost: 3 Eyes, or 6 Dredge

Defense: 1

Weight: 2

Components: Leather x 2, Bone x 2

Complexity: 3

Armor Ratings:

Physical: 0
Cold: 2
Fire: 4
Electric: 4
Poison: 0
Acid: 3
Magic: 4

Bonechill Armor

Created by the Moondowners of the north, this enchanted set of furs is designed to protect the wearer from the elements. They don't do a very good job at protecting the wearer physically or magically, given their weight, but they certainly succeed at their original purpose.

Cost: 13 Eyes, or 5 Dredge

Defense: 2

Weight: 4

Components: Leather x 4

Complexity: 4

Armor Ratings:

Physical: 1
Cold: 6
Fire: 6
Electric: 2
Poison: 4

Acid: 5
Magic: 1

Creamator Armor

An invention of St. Grouper to go alongside a weapon he died before ever sending out into battle, the Cremator set is designed to protect the wearer from flame and toxic smog. It provides some physical protection as well, but mostly to protect from falling debris. This suit is commonly used by firemen, although they are often in poor condition due to the wet climate and lack of funding.

Cost: 20 Eyes, or 3 Dredge

Defense: 5

Weight: 4

Components: Leather x 4, Whale Oil x 3

Complexity: 5

Armor Ratings:

Physical: 4

Cold: 5

Fire: 7

Electric: 3

Poison: 6

Acid: 2

Magic: 1

Whaleskin Armor

Relatively light and extremely resistant to magic, this armor is made out of actual whaleskin. Originally invented by desperate whalers trying to keep the wretched birds from pecking out their eyes, this armor has many natural wards.

Cost: 30 Eyes, or 10 Dredge

Defense: 5

Weight: 2

Components: Whale Skin x 7

Complexity: 1

Armor Ratings:

Physical: 3

Cold: 7

Fire: 0

Electric: 1

Poison: 6

Acid: 4

Magic: 10

Weapons

Fighting without a weapon will usually prove ineffective against armored or supernatural targets, and as a result, they are often used.

Weapons have two main traits: Weapon Modifier and Damage Type. Weapon Modifier determines how much damage it deals, and the Damage Type is the type of damage the Weapon Modifier adds.

Many weapons have Weapon Traits, which will be detailed later.

Many weapons also have Empowered traits, which can be activated as an action, consuming Dredge equal to the weapon's Activation Cost.

Every weapon has Scaling. What this means is that if the score you wish to use to wield that weapon is lower than the minimum (first number), you cannot wield that weapon that way. If it is higher than the maximum (second number), treat it as though it were the maximum.

Unarmed

Violence need not be flashy, it need only be.

Cost: N/A

Weapon Modifier: 0

Damage Type: Physical

Reach: 1 meter

Weight: 0

Components: N/A

Complexity: N/A

Traits: Swift, Light

Activation Cost: N/A

Empowered: N/A

Scaling: Body 1-10, Skill 1-7

Surgeon's Mercy

One of the oldest weapons, and useful for more than just tradition, the Surgeon's Mercy brings back memories of the days when Moondowners were doctors first and executioners second. They cut like a wonderful, horrible dream, carving simply and surely through nerves and arteries alike.

Despite their names, they resemble a sickle or kama more than a knife given their curved, sturdy structure.

Cost: 7 Eyes, or 3 Dredge

Weapon Modifier: +4

Damage Type: Magic

Reach: 1 meter

Weight: 0

Components: Steel x 2, Bone x 1

Complexity: 2

Traits: Visceral, Light, Swift, Thrown (10 meters)

Activation Cost: 1

Empowered: The Dredge knife can only be activated on a successful Visceral Attack. Reach increases by one meter, and it applies 2 Bleed tokens on a hit.

It remains Empowered for one minute.

Scaling: Body 1-3, Skill 2-7, Soul 2-4

Fulminating Column

A twisted interpretation of a flail invented by the wondrous Redeye Carter, this weapon is popular for the incredible reach it allows the wielder when Empowered. In its normal form, it resembles a simple, if electrified and segmented, sword. When Empowered, however, the wires connecting the segments extend and go slack, resulting in wide arcs of electric mayhem.

Cost: 13 Eyes, or 4 Dredge

Weapon Modifier: +6

Damage Type: Electric

Reach: 1 meter

Weight: 3

Components: Electrical Parts x 3, Leather x 1

Complexity: 4

Traits: Heavy

Activation Cost: 2

Empowered: Reach increases to three meters, and you can target up to two creatures with a single attack. In addition, on any attack you land with this weapon, you can sacrifice x points of damage you would've dealt and apply half that many Fulminating tokens to the target.

It remains empowered for one minute.

Scaling: Body 2-7, Skill 2-4, Mind 1-5

Battlesaw

A massive weapon designed by Lord Stephen Grouper, father of St. Oswald. His neglect extended to more than just his relationships, though, as this weapon is far too heavy for most to wield effectively. For those who can, though, it is a devastating tool.

Resembling an oversized sword or chainsaw, this device is simply a sawtoothed bludgeon in its unempowered state. But once it becomes empowered, its design becomes clear.

Cost: 20 Eyes, or 7 Dredge

Weapon Modifier: +20

Damage Type: Physical

Reach: 1 meter

Weight: 7

Components: Mechanical Parts x 3, Whale Bone x 3

Complexity: 8

Traits: Heavy, Serrated, Two-Handed

Activation Cost: 4

Empowered: Reach increases by one meter, damage modifier increases by 3, and this weapon gains the Noisy (100 meters) property.

It remains empowered for one minute.

Scaling: Body 3-10

Smog Baton

A formerly simple tool used for hunting the Abdead specifically. It started as a mere piece of bone stuffed with burning incense, but it has since been upgraded for durability and damage. Before it is Empowered, it resembles a spiked whale bone cudgel with decorative runes and symbols cut into it. Once Dredge is pumped through it, however, the dissonance between the unholy material and holy sigils creates a wretched smoke that is offensive to the Abdead.

Cost: 6 Eyes, or 2 Dredge

Weapon Modifier: +4

Damage Type: Physical

Reach: 1 meter

Weight: 2

Components: Bone x 2, Herbs x 4

Complexity: 3

Traits: Heavy, Armor Piercing (Poison 100)

Activation Cost: 2

Empowered: Damage Type becomes Poison and Weapon Modifier increases by 2.

It remains empowered for two minutes.

Scaling: Body 1-6, Skill 3-4, Soul 2-5

Graveright Rifle

A device made entirely of recycled parts, a common trait of Abdead construction. It actually serves as a tool first and foremost, acting as a hybrid between a hammer and a scythe. While the combination wouldn't work in most environments, most Abdead live in untamed swamps, where the ground is soft and the plants are sturdy.

One side is a hammer to drive wood and bone into the ground to make it more stable, and the other is a sturdy, curved blade designed for slashing and hooking.

When Empowered, it reveals its nature as a firearm as well, the blade becoming a bayonet and the hammer becoming a bipod as the end reveals its safely hidden barrel.

Cost: 11 Eyes, or 3 Dredge

Weapon Modifier: +6

Damage Type: Physical

Range: 50 meters (Empowered only)

Reach: 2 meters

Weight: 4

Components: Whale Bone x 1, Steel x 3

Complexity: 5

Traits: Visceral, Two-Handed

Activation Cost: 2

Empowered: Becomes a rifle with a Reload of 3. Weapon modifier for the rifle is +5. Gains the Noisy (200 meters) trait.

Remains Empowered for one minute.

Scaling: Body 2-6, Skill 2-6

The Mechanical Advantage

A self-defense weapon modeled after the one invented and wielded by the late St. Grouper. The original version had no Dredge integration, as St. Grouper disliked relying on the supernatural in order to defend himself. He was known for a hybrid of style and functionality that shines particularly strongly in this amphibious pistol. In order to cycle rounds in the chamber, you must flip the weapon, a method later adopted by St. Amydala's Oilspray Shotgun.

As a self defense weapon, its range is somewhat lacking, but it packs a wallop hard enough to make even the toughest foes think twice. When Empowered, it becomes fully automatic and carves through armor with lethal efficiency.

Cost: 20 Eyes, or 2 Dredge

Weapon Modifier: +8

Damage Type: Physical

Range: 20 meters

Weight: 0

Components: Mechanical Parts x 1, Whale Bone x 1, Whale Oil x 1

Complexity: 7

Traits: Light, Armor Piercing (Physical 2), Reload 5, Noisy (50 meters)

Activation Cost: 3

Empowered: Gains Swift trait and Armor Piercing increases to (Physical 5).

Remains Empowered for one minute.

Scaling: Skill 2-8, Mind 3-10

Oilspray Shotgun

St. Amygdala's favorite weapon, despite its size, remains in use to this day. Originally used as a trench shotgun in the War of the Saints, it has since become popular as a home defense weapon, even for those who do not wield Dredge. Its heavy damage is incredible at deterring unarmored targets, assuming you land a decent shot.

Its unpredictable nature makes it a favored weapon by many "glass cannon" Moondowners. As the saying goes, the fire burns twice as bright but for half as long.

Cost: 20 Eyes, or 4 Dredge

Weapon Modifier: +2, but doubles the damage from the attack roll

Damage Type: Physical

Range: 10 meters

Weight: 2

Components: Mechanical Parts x 2, Whale Oil x 3

Complexity: 6

Traits: Oilsoak, Reload 2, Noisy (250 meters)

Activation Cost: 2

Empowered: Damage Type becomes Fire and you can target up to two creatures with a single attack.

It remains Empowered for 1 minute.

Scaling: Body 3-6, Skill 3-6

Redlight Typewriter

A brilliant and low-cost weapon, this device was invented by the Moondowner guilds to pass out to Rabble Hunters in order to equip them for the worst. Since then, this weapon has gotten into just about everyone and their mothers' hands. It is notorious for its industrial construction and corresponding industrial weight.

It resembles a simple submachine gun, with a large clip on one side and an oil tank on the other, both clearly labeled. Once Empowered, it pronounces its displeasure with its foes with a voice so loud and clear that they stop moving instantly.

Cost: 10 Eyes, or 2 Dredge

Weapon Modifier: +6

Damage Type: Physical

Range: 25 meters

Weight: 3

Components: Steel x 4

Complexity: 5

Traits: Swift, Heavy, Reload 30, Noisy (100 meters), Two-Handed

Activation Cost: 1

Empowered: Gains two extra free attacks, as though it had the Swift trait multiple times.

Remains Empowered for one minute, then gains a Malfunctioning Token.

Scaling: Body 2-4, Skill 1-3

Crematoriator

A weapon designed only for chaos, the Crematoriator is an oil-drenched abomination that still gives many Moondowners nightmares. Created by the Shadow of St. Grouper, this cruel device was created more as a threat than an actual tool for violence. When it was announced to the people of Balezot, the Moondowners immediately assaulted the Asylum Ward, searching for the Shadow. In response to this attack, the Abdead militia armed themselves with these devices, burning many Moondowners to ashes in one bloody night.

At first, the Crematoriator resembles a spear with a trigger and an oil tank connected to it by a sturdy fuel line. When Empowered, however, the nightmare is revealed in full, as gouts of monochrome flame gush out to destroy victim and villain alike.

Cost: 15 Eyes, or 4 Dredge

Weapon Modifier: +8

Damage Type: Physical

Range: 10 Meters (Empowered only)

Reach: 2 Meters

Weight: 3

Components: Steel x 2, Whale Oil x 6

Complexity: 5

Traits: Oilsoak

Activation Cost: 3

Empowered: This weapon becomes a flamethrower with a Reload of 10, and you can target up to two creatures with a single attack.

Remains Empowered for one minute.

Scaling: Body 1-4, Skill 2-6

Shockshield

A weapon designed more for defense than actual damage. It was invented by the Grave Guild after the others were established in order to remind them that their purpose is to protect, not to destroy. It was originally designed for crowd control, keeping supernatural threats away from civilians, but now it has had its voltage increased significantly in order to damage the horrors that Moondowners face regularly.

Cost: 3 Eyes or 1 Dredge

Weapon Modifier: +4

Damage Type: Electric

Reach: 2 Meter

Weight: 3

Components: Steel x 2, Electronic Parts x 1

Complexity: 5

Traits: Defender 5

Activation Cost: 2

Empowered: This weapon grants half hard cover to the wielder. In addition, any failed incoming attacks apply one Fulminating token to the attacker.

Remains Empowered for one minute.

Scaling: Body 1-6, Skill 2-3

Weapon Traits

Defender

Increases the Defense value of the wielder by an amount equal to its value.

Swift

You can make one additional attack with this weapon, even if you don't have an extra attack.

Heavy

Before you make an attack, you can say that you are making an attack that is "Heavy X," where X is replaced with a number lower than the dice in your attack pool. X successes are negated, but if you still hit, you deal an additional X times three physical damage.

Oilsoak

Whenever you successfully hit a target with this weapon, that target gains one Flammable token.

Armor Piercing

Ignores armor rating of a specific kind. The number is how much armor rating it ignores.

Reload

After firing a number of shots equal to the weapon's Reload value, you must take an action to reload said weapon.

Light

This weapon has negligible weight, and doesn't count against your Carry Weight.

Noisy

All creatures with normal human hearing or better can hear the weapon from the range listed.

Visceral

When a creature within range of this weapon's attack is Staggered, you can make a special attack against them as an action. When you do so, the attack gains two successes for every one success you roll.

Necrografts

Dredge, upon undergoing certain processes, can become solid, hardening into Ab-living tissue. This new material is combined with advanced technology to create Necrografts, tools used by Moondowners to gain an edge over their opponents, or at least balance the equation. These tools take the place of tissue already existing in the Moondowner's body, replacing the weak human flesh with strong monster flesh.

All Necrografts have an Activation cost, which can be paid in three ways: Spending Dredge, spending Supernatural points, or gaining Curse tokens. Obviously, spending Supernatural is the preferred option, but sometimes one requires stronger medium to stay alive.

When Empowered, these prosthetics become some of the strongest items in a Moondowner's arsenal, but many end up becoming dependant on the pleasure and power granted by these objects, becoming monsters in the process.

One can have a number of Necrografts equal to their Soul score. Any more than that would destroy the mind of the character, causing them to become a dangerous monster under the control of the GM until cured of their madness.

Shifting Step

One of the first Necrografts created by the Moondowners down in the Complex, it was designed to take advantage of the narrow corridors and oversized moontouched that lived there. It allows the bearer to dodge with extreme prowess, distorting their appearance and shape as they move. When Empowered, it briefly helps them move long distances when they dodge, moving you out of the way of oncoming attacks.

Cost: 4 Dredge

Passive: +2 to dice pool to defend against attacks

Activation: 1

Empowered: Can be activated as a reaction to being attacked, moving the bearer 1d6 meters in a single direction. If this moves them out of the range or line of sight of the attack, the attack automatically fails.

Flensing Claws

A blasphemous weapon made by the Bluecoats, these prosthetic hands have retractable whale bone blades in the fingers, meant to emulate the claws of the horrors Moondowners face daily. They are also serviceable knives, cutting through meat, veg, and rope with ease.

Cost: 3 Dredge

Passive: Unarmed attacks gain the statistics of a Surgeon's Mercy.

Activation: 1

Empowered: As Surgeon's Mercy, but your speed increases by two meters.

St. Grouper's Spine

Named after a man known for carrying his work with him, this device is an implanted brace in the back of the bearer. It grants the wearer incredible strength, at the cost of damaging their nervous system if overused. It was invented by it's namesake's son, Wesley Grouper.

Cost: 2 Dredge

Passive: Carry weight increases by 10

Activation: 1

Empowered: Can be empowered when a roll with a Body proficiency is made. When activated, it deals 5 damage to the bearer, but adds 10 successes to the roll, not tied to any dice.

Dredge Absorption Nodes

These small discs on the skin reveal a lot about a person. For example, they are a magician, and they don't give a damn about their health.

These tiny devices are used to collect Dredge from the blood of the bearer, increasing efficiency. However, they have an obvious downside: nothing is 100% efficient. Much blood is wasted, leaving the body of the bearer weakened for a time afterwards.

Cost: 1 Dredge

Passive: Gain back 1 additional Supernatural point on a short rest.

Activation: 0

Empowered: Whenever you activate a Necrograft, this Necrograft activates. When it does, you lose one less Dredge than you usually would, but you gain one Sprained token.

Moondowner's Tools

There are many items other than Necrografts, armor and weapons that Moondowners need to survive. While some of these aren't exactly tools, they are still carried by most Moondowners for reasons that will become clear soon.

Black Bottle

Invented by the High Magus, these bottles allow the wielder to carry Dredge safely.

Cost: 5 Eyes

Components: Glass x 2, Dredge x 2

Complexity: 10

Effect: You can collect Dredge.

Whale Salve Flask

A small flask made of forged whale bone, these flasks keep whale salve hot and drinkable for days at a time, allowing Moondowners to have healing at the ready for when they need it.

Cost: 7 Eyes, or 1 Dredge

Components: Whale Bone x 1

Complexity: 2

Effect: You can carry up to ten doses of whale salve.

Dredge Net

A tool originally used for catching large, aggressive fish now finds a purpose in the hunting of the supernatural. Hardened Dredge woven into the net's fibers make it extremely strong.

Cost: 5 Teeth or 1 Dredge

Components: Rope x 1, Dredge x 1

Complexity: 2

Effect: Can be thrown up to 3 meters with a Skill + Ranged roll, while the targeted creature makes a Skill + Dodge roll to defend. If you win the attack roll, you don't deal any damage, but you apply Restrained tokens equal to the damage you would've dealt.

Spring-Heeled Boots

These boots are equipped with an internal, hidden apparatus that allows the wearer to jump significantly farther and higher than they would normally be able to. Original plans were written by a serial mutilator that once roamed the city of Balezot.

Cost: 5 Eyes or 2 Dredge

Components: Mechanical Parts x 2, Leather x 2

Complexity: 5

Effect: Movement can be vertical or across gaps in straight lines, but you will fall if you are not on solid ground at the end of your turn.

Consumables

Rubbing Papers

Coarse paper that adds additional medium to attacks. Every paper has a grade of one to ten, which determines their effectiveness. Most shops will only carry lower grade varieties, as there are issues with getting a permit to sell higher grades.

Cost: 1 Tooth per Grade

Components: Volatile Chemicals x 1, Fabric x 1

Complexity: 5

Effect: As an action, you can coat a weapon by rubbing a paper on it. It then gains an additional Weapon Modifier of the type of the Rubbing Paper, with the Modifier's value being the Grade of the paper. Doing so destroys the paper.

The effects of Rubbing Papers lasts for one minute.

You can only have one Rubbing paper affecting a weapon at a time.

Whale Salve Dose

Boiled whale fat mixed with specialized herbs makes a particularly powerful healing formula. Developed by St. Frankenstein of Nostere, but rejected by it's creator for trivializing his medical knowledge.

Cost: 3 Teeth

Components: Whale Fat x 1, Herbs x 1

Complexity: 2

Effect: As an action, one can consume a dose of Whale Salve, whether orally or topically, in order to regain HP equal to their Body x 2.

Rations

Basic rations suitable for a Moondowner. It includes processed meat, fruits, vegetables, and pasta in a large, compartmentalized can meant to be opened and placed above a camp stove. Not exactly delicious, but it is certainly palatable. With some skilled hands, these components could be made into something great.

Cost: 1 Nail

Components: Is a base component

Complexity: Can only be made in a factory

Effect: Heals 2 HP when consumed as an action.

Chapter V: Statuses

Throughout this playtest, Status tokens have been discussed many times. Here, they will be explained.

Damage Tokens

Some tokens deal damage over time. These tokens deal damage equal to the number of tokens of their type on a creature. This happens whenever the creature takes a turn. Whenever the creature takes damage from these tokens, they lose one token of the type that damaged them.

Burn

Burn deals Fire damage

Bleed

Bleed deals Physical damage

Curse

Curse deals Magic damage

Toxify

Toxify deals Poison damage

Corrosion

Corrosion deals Acid damage

Fulmination

Fulmination deals Electric damage

Frostbite

Frostbite deals Cold damage

Condition Tokens

Some tokens don't deal damage, but apply other affects. These tokens only go away once Triggered, meaning they come into play. For example, once you spend your action to struggle to get out of a net, you have Triggered the Restrained token on yourself.

Malfunctioning

A stacking token that can only be applied to objects and constructs. Machines do not work while Malfunctioning, to put it simply. They will not do anything or respond to input of any kind.

Malfunctioning is Triggered when a creature takes an action to attempt to fix the affected object or construct.

Staggered

A non-stacking token that represents being knocked off balance. You cannot move or take actions while Staggered.

Staggered is Triggered when you are targeted by a Visceral attack or your turn ends.

Stunned

A non-stacking token that represents a sudden mental shock. You cannot take actions while Stunned.

Stunned is Triggered at the end of the Stunned creature's turn.

Sprained

A stacking token that represents a twisted muscle or other weakening effect. While Sprained, you deal half damage whenever you successfully land an attack.

Sprained is Triggered by making an attack and hitting successfully.

Restrained

A stacking token that represents being unable to move due to being bound. While Restrained, your speed equals zero.

One token is Triggered if you spend an action to attempt to escape.

Flammable

A stacking token that represents being covered in combustible substances. If you take any fire damage, all Flammable tokens turn into Burn tokens.

All tokens are Triggered by using an action to scrape off the substances.

Prone

A non-stacking token that represents lying on the ground. This token grants a +2 to successes on Defense rolls against ranged attacks, but a -2 on melee Attack rolls and Defense rolls against melee attacks. The speed of a prone creature is reduced by half, rounded down.

This token is Triggered by taking an action to stand up.

Chapter VI: Creatures

Some creatures can be Bosses. What this means is that they have one additional Threshold and give at least one XP to each part member. They also gain access to any abilities that say "When Boss" in their statblock.

Mortals

Mortals are regular animals and humans, untainted by the Dark or the powers of the Nightmare.

Mortals drop 0 Dredge per level.

Balezot Watchperson

Medium Level 1 Mortal

The watchpeople of Balezot are all volunteers, and as such receive minimal training and equipment. Back when St. Grouper was in charge of the city, he kept automatons for the city guards. However, citizens felt more comfortable with actual people in those suits. Their yellow and silver quilted armor is a symbol of humanity, but to some, it also represents fear of the things we don't understand, and a willingness to destroy said things.

Body	Skill	Heart	Soul	Mind
2	2	1	1	1

Max Threshold: 5 **Speed:** 5 meters

Armor: Physical 1, Cold 1, Fire 1 **Defense:** 2

Proficiencies: Dodge 2, Melee 2, Ranged 2, Perception 2, Initiative 2

Traits:

Stronger Together

For every Watchperson within 3 meters of this one, this Watchperson gains 1 Defense.

For One and All

For every Watchperson within 2 meters of this one, this Watchperson gains an additional die on all of its attacks.

Actions:

Attacks x 1

Striker

A hybrid between a long mace and a shock baton, these shoddy pieces of equipment are useful for the huge amount of centrifugal force behind the strikes. They can also be used for thrusting, dealing nonlethal damage.

Dice: 4 Weapon Modifier: +2 Reach: 2 meters Damage Type: Electric

Sawn-Off

A simple weapon made from a regular shotgun, shortened for portability. Also, it looks cool and hits hard.

Dice: 4 Weapon Modifier: +6 Range: 4 meters Damage Type: Physical

Horn

The Watchperson blows a horn, alerting all creatures within 50 meters that there is danger nearby.

Alligator

Large Level 3 Mortal

Large, carnivorous reptiles, alligators are common in the Crescent Moon Swamps. Unlike their cousins, crocodiles, these beasts will rarely go after human flesh, as they find such material barely palatable.

Body	Skill	Heart	Soul	Mind
5	1	0	1	0

Max Threshold: 13 **Speed:** 4 ground, 4 swim

Armor: Poison 4, Physical 3, Cold -2 **Defense:** Cannot Block

Proficiencies: Melee 2, Athletics 3

Traits:

Sudden Rush

On the first round of combat, before anyone takes a turn, the Alligator can move up to its speed toward a creature it can see.

When Boss: The Alligator can also make one attack when it finishes its move.

Actions:

Attacks x 1

Chomp

Alligator jaws are not made for chewing, but for biting down with maximum force.

Dice: 7 Weapon Modifier: +6 Reach: 1 meter Damage Type: Physical

When Boss: this attack also Restrains the target inside of the Alligator's jaws, applying one token.

Tail Sweep

An Alligator's tail is pure muscle and scales, making it a powerful striker.

Dice: 7 Weapon Modifier: +4 Reach: 2 meters Damage Type: Physical

Applies one Prone token to targets upon a hit.

Miracles

Miracles are Mortals corrupted by cruel ambitions and a devotion to the Dark. They are very close to Monsters in form, leading to the theory that they are a sort of pseudo-Monster genotype. At first, they were believed to be a type of Moontouched, but this was fortunately disproven.

Miracles drop 1 Dredge per level.

Hunger

Large level 6 Miracle

Swollen, disgusting, and dressed in all their finery, Hungers are interested in only one thing: satiating their desires. Good food and drink are the baseline for them, and anything less will drive them into a rage. Their grotesque wants will grow more and more intense as they

consume more and more, eventually driving them to kill and eat Moondowners and other Miracles.

There are some “sane” hungers out there, but even then temperance isn’t quite their strong suit.

Body	Skill	Heart	Soul	Mind
6	1	1	3	1

Base Threshold: 18 **Speed:** 3 meters

Armor: Physical 5, Magic 6, Poison 9

Defense: 5

Proficiencies: Melee 3, Art 2

Traits:

Flood of Guts

Whenever the Hunger loses Threshold, all creatures within 1 meter of the Hunger is pushed 5ft away.

When Boss: all affected creatures must make a DC 2 Body roll or gain a Prone token.

Scuttle

When a creature within 6 meters of the Hunger loses a Threshold, it moves up to 6 meters toward that creature, even if it is not the Hunger’s turn.

When Boss: The Hunger also makes one Grab attack against that creature.

Actions:

Attacks x 1

When Boss: Attacks x2, but only one Devour

Grab

The Miracle grabs mindlessly at a potential snack.

Dice: 9 Weapon Modifier: 0 Reach: 1 meter Damage Type: Physical

If hit, the target is then Restrained in the Hunger’s hand (2 tokens) as long as the Hunger does not use Scuttle or Flood of Guts. Only two creatures can be Restrained in this way.

Devour

The Hunger attempts to consume a creature in its grasp.

Dice: 9 Weapon Modifier: +10 Reach: 1 meter Damage Type: Physical

This attack can only target creatures with at least one Restrained token.

Abdead

Not even corpses are safe from the Dark. The Abdead are reanimated corpses or creatures otherwise not entirely alive. They have widely varying intelligence and strengths, but they are always nigh-immune to poison and highly resistant to physical damage. In addition, they do not need to breathe.

Abdead drop 1 Dredge per level.

Zombie

Medium Level 1 Abdead

Unintelligent Abdead typically created through a failure of the reanimation process. What they lack in intellect, they more than make up for with physical power. They are difficult to control, however, as they are driven by emotion and desire, meaning they act like very large and powerful toddlers most of the time. They don't feel pain, but they still register damage and certainly don't want to die again.

Body	Skill	Heart	Soul	Mind
4	1	3	1	0

Max Threshold: 8 **Speed:** 3 meters

Armor: Poison 100, Physical 3, Fire 1, Electric 1, Magic -2 **Defense:** 1

Proficiencies: Dodge 2, Magic Resistance 1, Melee 3

Traits:

Horde Tactics

If the Zombie is within 1 meter of at least two other Zombies, it gains +2 dice to Dodge and it's Batter attack.

Rage

After the Zombie loses at least 2 Threshold, it gains a second Batter attack. This goes away when it is at 1 Threshold as the creature's desire to Ablive overwhelms any sense of outrage.

Actions:

Attacks x 1

Batter

The Zombie attacks frantically, swinging its fists at the last thing that hurt it.

Dice: 7 Weapon Modifier: +2 Reach: 1 meter Damage type: Physical

Howl

The Zombie alerts all creatures that can hear it within 50 meters that it needs help.

Corpse Tender

Medium Level 3 Abdead

Skeletal servants repurposed to care for their less developed brethren. Often caring for Zombies and Abdead "children," Corpse Tenders are gentle souls that typically wear heavy clothing and masks to make their wards and surrogates more comfortable. They are often also tasked with collecting corpses to make into yet more "children" for the Abdead. Thus they often carry cages on their backs to collect bodies in, often fashioned from gibbet cages, which happens to be where most collected bodies come from.

Body	Skill	Heart	Soul	Mind
------	-------	-------	------	------

3	2	3	1	2
---	---	---	---	---

Max Threshold: 9 **Speed:** 3 Meters

Armor: Poison 100, Physical 3, Magic 1, Cold 3 **Defense:** 0

Proficiencies: Dodge 3, Magic Resistance 2, Empathy 4, Melee 2, Ranged 2, Initiative 2

Traits:

Protect the Innocent

When the Corpse Tender sees a Zombie or noncombatant take damage, the Corpse Tender's speed increases to 10 meters and its By Hook or By Crook attack can hit one additional target. When Boss: Any Abdead or ally that takes damage triggers this trait.

Actions:

Attacks x 1

By Hook or By Crook

The Corpse Tender swings its staff, normally used to direct and corral children.

Dice: 5 Weapon Modifier: +4 Reach: 2 meters Damage Type: Physical

When Boss: the Corpse Tender can choose to move up to its speed in a straight line, as though it were wearing Spring-Heeled Boots.

Sidearm

The Corpse Tender fires a crude hand crossbow into an offending creature.

Dice: 4 Weapon Modifier: +6 Range: 20 meters Damage Type: Physical

Reload 1

When Boss: This weapon has no Reload and gains the Swift property.

Mark for Death

The Corpse Tender targets one creature it can see clearly. All attacks against that creature by Zombies or other Corpse Tenders gain one additional die.

The mark ends after one minute or when the Corpse Tender chooses to end it.

Drowned

Medium Level 2 Abdead

Toughened by years at sea, the Drowned are simple Abdead with a heart for adventure... or at least the stomach for it. Originally drowned sailors, they now work in the Shadow of St.

Grouper's trawlers, or stand as Asylum Ward Watch if they've had enough sailing. Abdead culture believes that it is a cardinal sin to waste one's talents, and so the Drowned are typically placed at shorelines or even under the water itself.

Body	Skill	Heart	Soul	Mind
3	2	1	1	1

Max Threshold: 8 **Speed:** 4 meters on the ground, 6 in the water

Armor: Poison 100, Physical 4, Cold 10, Fire 5, Magic -3 **Defense:** 1

Proficiencies: Athletics 4, Piloting 2, Melee 2, Ranged 3, Dodge 1

Traits:

Treading Bodies

For every creature within one meter of the Drowned, it gains one additional Defense.

Endure the Sea

The Drowned can use Defense in place of Dodge when defending against attacks.

Actions:

Attacks x 1

Seaward Slash

The Drowned chops at its foes with a rusted blade from its past life. Whether razor or axe, it somehow metes out injury just the same.

Dice: 5 Weapon Modifier: +4 Reach: 1 meter Damage Type: Physical

When Boss: Deals an additional 2 Cold damage

Deadshot

The Drowned fires a powerful pistol designed for killing large prey.

Dice: 5 Weapon Modifier: +10 Range: 5 meters Damage Type: Physical

Reload 2

When Boss: Range increases to 10 meters

The Shadow Of St. Grouper

Unique medium level 20 Abdead

A brilliant inventor killed by his own creations, St. Grouper now exists only in memory. However, memories tend to have power when mixed with Dark.

A twisted effigy of an already twisted man, the Shadow of St. Grouper is the master of the Asylum Ward, weaponizing fear and machinery to create a miniature city of the Abdead. His brilliance is not to underestimated, and neither his callousness. He is a formidable foe, but fortunately he sees making allies as a better use of his energy than dealing with enemies.

Body	Skill	Heart	Soul	Mind
3	5	3	2	10

Max Threshold: 26 **Speed:** 5 meters

Armor: Poison 103, Physical 6, Cold 6, Fire 10, Electric 9, Acid 6, Magic 8

Defense: 3

Proficiencies: Craft 5, Art 2, Dodge 5, Magic Resistance 5, Piloting 4, Ranged 5, Melee 2, Intimidation 3, Academics 5, Occultism 3, Initiative 5

Specialty Points: Competence 30, Supernatural 24, Knowledge 40

Studies: Reinforce, Listen Up!, Terrorize

Combat Arts: Sniper Shot, Blood Bullets, Sanguine Weapon

Spells: Wall of Flesh, Shield, Nightmare Rot

Traits:

Boss Monster

The Shadow gets an extra turn, which he can choose to take at any time as long as the last or next turn is not his own.

Master Tinkerer

The Shadow has the features of a 20th level Tinkerer.

Cycle of Abuse

Whenever the Shadow lands an attack, he can transfer two tokens of his choice from himself to the target.

Actions:

Attacks x 2

The Mechanical Advantage

His signature weapon, now caked in mud and detritus. It still hurts like hell, though.

Dice: 10 Weapon Modifier: +8 Range: 20 meters Damage Type: Physical

Traits: Swift, Armor Piercing (Physical 5), Reload 5

Mark for Destruction

His very words are implements of violence. The Shadow chooses a creature he can see and points to it, marking it. All attacks from Abdead or Constructs against a marked creature gain three extra dice.

The mark ends after one minute, or when the Shadow chooses to end it.

Moontouched

Long ago, a plague descended onto the earth through moonlight, warping humanity into monstrous forms. The first Moondowners were foes of these creatures, who now primarily live in the Complex, a massive hospital beneath the earth.

Moontouched drop 1 Dredge per level.

Kobold

Small Level 1 Moontouched

Crafty little pseudo-reptilians, these creatures are paranoid little tinkeres with a meek streak. They have spent decades down in the Complex being bullied by larger and stronger creatures until they revolted using their inventions. Now, in fear of retaliation, these creatures hide in honeycombed warrens and set up masterful traps. They stalk the surface at night, looking for small animals and unsecured pieces of metal to bring down to the Complex.

Body	Skill	Heart	Soul	Mind
1	3	1	1	5

Max Threshold: 3 **Speed:** 6 meters ground, 2 meters burrow

Armor: None **Defense:** 1

Proficiencies: Dodge 5, Craft 5, Initiative 5, Nature 3, Occultism 3, Ranged 2, Melee 1

Traits:

Trapper

Traps created by Kobolds can withstand one Malfunction token before they begin to take effect.

Run, Run!

Whenever a Kobold loses HP, it can use its reaction to move up to its speed.

Cowards Stand Together

When a Kobold is within 1 meter of another Kobold, it gains Melee and Ranged proficiencies of 4 and a Defense of 6.

Actions:

Attacks x 1

Kobold Kannun

A device that resembles a human firearm, but packs a significantly larger punch by firing specially forged ammunition.

Dice: 5 Weapon Modifier: +9 Range: 10 meters Damage Type: Physical

Dice increase to 7 when Standing Together

Bold Beater

A crude weapon made from rusted scrap.

Dice: 4 Weapon Modifier: + 3 Range: 1 meter Damage Type: Physical

Dice increase to 7 when Standing Together.

Demons

Demons are creatures from the Nightmare, and, like Moontouched and Miracles, they are crude representations of Monsters. In the material world, they are formed of hundreds of Miracle corpses, all mashed together and held in place by Dredge.

Demons drop 1 Dredge per level.

Kraken

Huge Level 6 Demon

Made from the blood of Miracles that was spilled into the oceans, Krakens are some of the most common demons that sailors will face. They exist as a monstrous jelly when in the water, making them nigh-invulnerable. However, once on land, they are some of the softest, frailest demons out there.

Body	Skill	Heart	Soul	Mind
1	3	1	3	1

Max Threshold: 8 **Speed:** 2 meters ground, 10 meters swim

Armor: Physical 20 (in water), or Physical -5 (out of water)

Defense: Cannot Block

Proficiencies: Melee 5, Athletics 5, Dodge 5

Traits:

Siege Demon

When the Kraken hits an object with an attack, it either takes double damage or gains a Malfunctioning token.

Jelly Bones

While not in the water, the Kraken gains a Prone token at the start of each of its turns.

Tentaculous Strength

The Kraken can use Skill for its melee attacks while its main body is in the water.

Actions:

Attacks x 2

Tentacle

Long whips formed of Miracle blood, they are sharp as razor blades and as strong as steel.

Dice: 8 Weapon Modifier: +3 Reach: 5 meters Damage Type: Physical

When Boss: applies 2 Bleed tokens on a hit

Moondowners

Distinct from regular mortals, Moondowners have become something more... or less, depending on who you ask. Some of the strongest foes one will likely have to face in their career, rogue Moondowners are dangerous to everyone.

Moondowners drop 2 Dredge per level.

Rabble Hunter

Medium Level 1 Moondowner

With their bright red quilted armor and their crude weapons, Rabble Hunters are the main body of the Moondowner Guilds. They are low-ranking volunteers that recently graduated from “Mortal” status. Unfortunately, many of them signed up due to an irrational hatred of the supernatural, and are not mentally equipped for the horrors they have in store for them.

Body	Skill	Heart	Soul	Mind
2	2	1	2	1

Max Threshold: 5 **Speed:** 5

Armor: Physical 3, Cold 3, Fire 3 **Defense:** 7

Proficiencies: Melee 3, Ranged 3, Dodge 2, Initiative 3

Traits:

This Town Is Finished

Upon having its Threshold reduced to three or lower, the Rabble Hunter gains an extra 5 meters of movement and can Block one per round without spending a reaction.

Guild Coffers

The Rabble Hunter is equipped with Spring-Heeled Boots and one Grade 3 Rubbing Paper of the GM's choice.

Actions:

Attacks x 1

Shield Bash

Rabble Hunters are near-universally armed with shockshields, granted by the guilds in the hope the Rabble will have limited casualties. Sadly, this is often ineffective.

Dice: 5 Weapon Modifier: +4 Reach: 1 meter Damage Type: Electric

Sidearm

A weapon likely looted from the body of a Watchperson.

Dice: 5 Weapon Modifier: +6 Range: 4 meters Damage Type: Physical

Redcloaked Incinerator

Medium Level 5 Moondowner

Men in dark cloaks and respirators, Incinerators are charged with destroying anything deemed “too far gone” by the Bortelan government. Their armor is stronger than most regular Cremator armor, but has the issue of being much heavier. Many Incinerators see their job as a divine purpose, as they see their government as a god.

Body	Skill	Heart	Soul	Mind
3	3	2	1	2

Max Threshold: 11 **Speed:** 4 meters

Armor: Physical 5, Fire 7, Poison 6 **Defense:** 4

Proficiencies: Dodge 0, Magic Resistance 2, Melee 3, Ranged 3

Traits:

Gas Mask

The Incinerator is immune to airborne toxins, diseases, irritants, etc.

Fireproofing

The Incinerator is immune to Burn and Fulminating tokens.

Burning Glory

Whenever the Incinerator strikes an enemy, that enemy takes damage from any Burn tokens they have, and their Burn is triggered.

When Boss: Burn is not triggered

Actions:

Attacks x 2

Branding Spear

An ash covered Crematoriator, still hot from being recently used.

Dice: 6 Weapon Modifier: +8 Reach: 2 meters Damage Type: Physical

When Boss: Oilsoak

Flame Roar

A manic, burning spray-n-pray attack, releasing gouts of monochrome fire.

Dice: 6 Weapon Modifier: +8 Range: 10 meters Damage Type: Fire
When Boss: Can target up to two creatures with one attack.

Constructs

Constructs are machines that run on whale oil, giving them a corrupted sentience. Their dedication and power makes them incredibly valuable minions, and they will never betray you unless reprogrammed, which is often more effort than it is worth.

Constructs drop 0 Dredge per level.

Big Man

Medium Level 2 Construct

An outdated machine designed by St. Grouper. They were very common in Balezot, but after some unfortunate incidents, these automatons were put to rest. However, they came back online some years ago for some unknown reason, and recommenced their sole purpose: to serve and protect.

They resemble dedicated police officers in both appearance and behavior, but they have the glaring issue of their lack of creativity. They do genuinely care about people, they just lack a proper way to express it given their limited mental capacity. Anything beyond St. Grouper's book of laws is greek to them, but one cannot fault them for trying.

Body	Skill	Heart	Soul	Mind
3	1	3	0	1

Max Threshold: 8 **Speed:** 4 meters

Armor: Poison 100, Physical 7, Electric 3, Fire -3 **Defense:** 6

Proficiencies: Academics 4, Melee 3, Ranged 2

Traits:

Punch-Card Brain

If the Big Man gains any Burn tokens, it also gains a Malfunctioning token, causing it to shut down until the Burn is cleared.

Waterproofing

The Big Man is immune to all Damage Tokens other than Burn.

Protective Rage

When a noncombatant that the Big Man can see takes damage, the Big man's speed increases to 6 meters and it gains a second attack.

Actions:

Attacks x 1

Striker

A built-in shock mace designed to switch between lethal and non-lethal on a dime.

Dice: 6 Weapon Modifier: +3 Reach: 1 meter Damage Type: Electric

The Big Man can sacrifice 5 HP cause successful hits to apply 2 Fulminating. This buff to the weapon lasts for one minute.

Minipistol

A weapon hidden under the Big Man's left sleeve, for when ranged combat becomes necessary.

Dice: 3 Weapon Modifier: +4 Range: 5 meters Damage Type: Physical

Monsters

True horrors, Monsters are creatures from a world before humanity. They have very little connecting them to mortals when in their true forms, often appearing as something slightly less-than natural, such as a foul worm infestation in the meat or a chill wind on a summer day.