

HORIZON ZERO DAWN

TTRPG

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Chapter 1 Introduction

The World of Horizon

Horizon takes place in a distant future of Earth, a post-apocalyptic world where colossal machines roam the landscape, shaping and influencing it. Human civilisation has fallen and has regressed into much smaller localised societies and tribal structures. Many have returned to a hunter-gatherer way of living, strolling through massive ancient forests, across spectacular mountain ranges, and large open fields of grass, rock, or sand.

The ancient ruins of the old world and our modern world can still be found, partially buried, or the skeletons of skyscrapers rising far into the skies, slowly crumbling. Nobody knows what happened to these ancestors, except that a cataclysmic event took them out and reshaped the world as it was known.

Machines are an integral part of society, providing necessary resources and facilitating trade. While simultaneously becoming a danger for any unprepared traveller. Each tribe has a different attitude and relationship towards Machines, from simply being walking hunks of scrap and metal to more active participants in the natural cycle.

The TTRPG

The Horizon Fan Tabletop Roleplaying Game (TTRPG) is heavily influenced and inspired by the Video Games Horizon: Zero Dawn and Horizon: Forbidden West. It captures the feel and vibe of the games and transports them into a tabletop environment, with additional pen-and-paper and Role-Playing aspects integrated as well.

Similar to the Video Games, the combat should feel fast and dynamic, with a lot of movement and various ways of dealing with all the different types of machines, not only to exploit their weaknesses but also use each player character's special choice of abilities, features and weapons to work together to bring down even the mightiest of machines.

However, for obvious reasons, a much greater focus than in the video games is an additional focus on social encounters and adventuring. Roleplay is a significant aspect not only between players and NPCs, but also among players themselves. Various mechanics support these.

Rights

Guerrilla Games and Sony Computer Entertainment own all rights to the Name, Logo and Lore.

This is a pure Fan project, made for everyone to enjoy.

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Gameplay Roles

Chaplain

The Chaplain, often referred to as a Game Master or GM in other Tabletop Roleplaying games, is central to running a game of Horizon TTRPG. The chaplain is knowledgeable not only about the system itself but also about the world of Horizon; you do not need to memorise everything, mainly where to find the information you require.

As the Chaplain, you prepare the session, the adventure the players will experience and the people they will engage with. As the Chaplain, it is your responsibility to make decisions in various situations about what players can and cannot do, and to resolve unclear rulings. But remember, you are just as much of a player who can enjoy this game.

Whether you have never run a game before or not with this system, it is perfectly fine to discuss this with the players; everyone knows this will be a learning experience for everyone. We all make mistakes, and that is okay. If you forget a rule and have to look it up, don't worry. Let your players know.

As the Chaplain, you fill the world with life; you control not only every enemy and machine your players will face but also every other person or NPC (Non-Player Character), such as allies, traders, and wanderers the party can run into. You describe situations, scenes, and locations that the party encounters and enters, and draw a mental picture that they can use to navigate the scene and interact with the objects and people described.

Players

As the player, you control one character, also known as the PC (Player Character). Your character will have abilities, skills, equipment and features with which you can interact with the world, NPC or enemies. As the player, you engage with the adventure and situation the Chaplain has prepared for you.

You prepare your character, including their personality, look, origin, and backstory. You can come up with a backstory by yourself or use the random tables provided in this system, either as inspiration or by rolling for your character's backstory.

If you play a long-term campaign, define long-term and short-term goals for your character. Things they would like to achieve, objects to find, places to go to, or people they would like to meet.

Types of Gameplay

Every party has a different style of play. Before setting out on an adventure or campaign, discuss with your party what direction you would like to go with the campaign.

Do you enjoy immersing yourself in the world and engaging in Heavy Roleplay with NPCs and other players? Do you enjoy the combat and being challenged every time you meet a machine or infiltrate a bandit camp? Are you enjoying a free adventure, where you can freely decide what your party wants to do next? Do you enjoy being involved in the politics, intrigue, and factionalism of the world, and trying to resolve problems within it? Are you enjoying the simplicity of life, looting machines, upgrading your gear and levelling up your character to face greater challenges?

These, among other aspects such as themes, the seriousness of the game and how morally ambiguous or straightforward the moral choices should be.

Sessions

Every time the group of players and the Chaplain come together to play a TTRPG, it is referred to as a session. A session can last anywhere from one to three hours, or even longer. A single adventure can be played within the span of one session; this is often referred to as a one-shot, where the group comes together to play a short Adventure. Multiple, continuous sessions with the same characters and story are referred to as campaigns. Campaigns can last from a dozen to more than a hundred sessions.

Session Zero Dawn

Before setting up to play a game, the group comes together for a session called Session Zero. During this session, the group discusses various aspects of the game, including themes to be included, the length of a session or the entire campaign, and, most importantly, setting boundaries for topics and themes that allow all players to have a comfortable time at the table.

Dice system

This TTRPG uses a d12 and d6 success-pool dice system. Your leading die is a standard 12-sided die (d12), with which you roll any skill checks or attack rolls. It is possible to gain Expertise on a skill, allowing you to roll 2d12 instead of one. Additionally, you can get proficiency dice, which are six-sided dice (d6). These can be maxed out to a total of 10d6 proficiency dice per skill check.

Successes

To succeed in a skill check, the Chaplain defines a set number of successes required and a target number you must reach.

The target number defines how high you must roll with your d12 and d6 for them to count as a success. The standard Target number is 4; this means to gain a success on any dice, you must roll a four or higher.

You then count together how many successes you got, and if this number reaches the difficulty challenge set by the Chaplain, you succeed in the skill check.

If you do not manage to reach the set number of successes in the difficulty challenge, you will fail the skill check.

Action Resolution

Every action of a semi-difficult nature will be resolved by rolling the dice. If there is a chance of failure, a roll must be made. Actions can be anything the player would like to be doing: climbing up a tree, balancing atop a beam, pushing a heavy object, attacking an enemy, figuring out information, learning the weaknesses of machines, haggling with a trader, inspiring allies, and much more.

Success Dice

The system uses a success pool mechanic, which means that you roll your dice against a target number, typically a 4 or higher. If your roll equals or surpasses the target number, your dice is counted as a success. Count up the number of successes, and that will be your result.

D12

The d12, or twelve-sided dice, is your base dice. If you have no particular proficiencies or expertise in a skill, you only roll one D12. Your target number remains the same for both your d12 and d6. The d12 also defines if you get a critical success, rolling a 12 on the dice, or a critical failure, rolling a 1 on the dice. Additionally, the d12 is utilised for various other mechanics, where its higher range of numbers is beneficial.

Expertise

You only have expertise in a small number of skills. Expertise allows you to roll two twelve-sided dice instead of just one.

D6

The six-sided dice are your proficiency and bonus dice. You can have up to 6d6 proficiency and an additional 4d6 from bonuses on one skill check roll, for a total of 10d6. The distinction between proficiency and bonus dice is essential.

Criticals

Criticals are either exceptionally good or exceptionally bad results when rolling skill checks. They are rare and can provide special positive or negative outcomes.

Critical Successes

You gain a critical success when rolling a 12 on any of your d12. A critical success counts as two successes instead of just one. If the skill check is a success, it will count as a critical success. The Chaplain will include a bit more lore or other exceptional information or benefits of the check. Additionally, during combat, if you hit an enemy with a critical success, your damage will be doubled.

Critical Failures

You gain a critical failure when you roll a one on your d12. A critical failure removes one success from your success pool, and if this results in a failure of the check, it will be critical. A critical failure provides an exceptionally negative outcome of the check. Possibly hurting yourself or straining relations with another individual. During combat, if an attack roll ends up as a critical failure and an ally is nearby, it is possible to accidentally hit your ally instead.

Check Difficulties

Whenever a player makes a skill check or an attack roll, the Chaplain decides how difficult the check is supposed to be. Check difficulties can be influenced in 2 ways.

Difficulty

The standard difficulty of a check can be defined by the Difficulty Number (DN), which counts the number of successes made with either the d12 or the d6. The lower the DN, the generally easier a check is, and the higher the DN, the harder it is.

The more dice a player has to make a skill check or attack roll, the higher their chance of succeeding in a skill check.

Successes	Description
1	Easy enough to achieve for an average unskilled character
2	Easy to achieve for a slightly skilled character
3	Harder to achieve for a slightly skilled character
4-5	Hard to achieve for an average-skilled character.
6-7	Difficult to achieve for an average-skilled character.
8-10	Difficult to achieve for a highly skilled character

11-12	Extremely difficult to achieve for a highly skilled character,
13+	Impossible to achieve for any person.

Impossible Checks

If a check is unachievable, do not ask the players for a check, or even if it can be achieved but not by unskilled and untrained characters, also do not ask the players for a check. Only ask players to make a check if they have the possibility to achieve it by rolling their highest achievable outcome of a roll.

Benefits & Detriments

Each skill check and attack roll can be influenced by various factors or environmental conditions. A Chaplain can provide a benefit or a detriment on a skill check; this can reduce the success margin from a 4 or higher to a 3 or higher, allowing for a higher chance of success, or in case of a detriment, increase the margin to a 5 or higher.

Bonus & Penalties

Many situations, environments, features, weapons or outfits can provide you with bonuses or penalties. A bonus provides you with one additional d6 up to a total of 4d6. A penalty reduces your total d6 by one for a minimum of 0d6.

Chapter 2 Character

Characteristics

The characteristics define every aspect of a character, from visual to physical abilities, strengths and weaknesses.

Level

A character's level roughly defines their general level of skill. A character generally starts at level 1, more experienced players might begin at a slightly higher level, such as level 5 or even level 10. Every level, a character gains 1 additional HP to their total and 4 skill points to spend into any skills or destiny paths.

Every other level, the characters' maximum stamina, concentration and valour increase as well. Refer to the table below if you start at a level other than level 1.

Skills

A character's skills show their abilities in various situations, such as climbing a steep cliff, bartering with a trader, crafting or upgrading a weapon, or learning about the old ones. Skills are used to resolve any difficult situation which has a chance of failure.

Physical

Physical skills resolve any action which requires the character to interact with something physically; this can be something simple, like pushing something heavy, up to jumping across a ravine, climbing a mountain, sneaking past deadly machines and more.

Acrobatics	Acrobatics covers most quick and acrobatic movements, such as vaulting over a wall, jumping down a tower or sprinting across the prairie.
Dexterity	Dexterity covers every precise and mostly slow movement, such as balancing across a fallen tree, sneaking past dangerous machines or lockpicking a lock on a chest.
Endurance	Endurance covers a character's ability to endure physical hardships, such as extremely hot or cold weather, holding breath underwater or in smoke-filled rooms and how much fatigue you can take before going unconscious.
Prowess	Prowess covers any heavy lifting a character might have to do, carrying something heavy, punching someone or holding your ground.

Social

Social skills facilitate effective communication and resolution of conflicts when engaging in conversation or debate with other characters. Social skills can help make friends and allies, de-escalate a situation, intimidate your enemies or barter with a trader.

Deception	Deception covers all checks, including trying to deceive another character by your intentions, lying to them, and convincing someone that a cheap object is an ancient artefact.
Diplomacy	Diplomacy covers any honest attempts at communication, such as persuading someone to help you, showing your manners and etiquette and inspiring others.
Insight	Insight covers your people's knowledge, figuring out people's underlying intentions and whether they are truthful with the information given to you.

Intimidation Intimidation covers your ability to influence a person with your speaking skills or sheer intimidating presence. Making them stand down or talking them out of doing something stupid.

Intuition

Intuition skills rely on your instinctive and experienced knowledge of subjects, such as medicinal knowledge of wounds or herbs, perceiving minute details at a distance, scavenging for interesting parts or tracking some gain through the woods.

Medicine Medicine covers any knowledge of wounds, diseases, poisons, medicinal herbs and more. You can identify the cause of someone's death or recognise someone's illnesses.

Perception Perception covers your ability to find details in a room full of clues or identify shapes and people from a fair distance.

Scavenge Scavenge covers your ability to quickly find essential parts in a machine's destroyed body, or know where to find ancient trinkets and artefacts in ruins of the old ones.

Tracking Tracking covers your ability to find clues and tracks of various people, knowing how many individuals there were and following tracks through thick foliage and rugged terrain.

Knowledge

Your knowledge skills define your comprehension of various topics, such as the creation of weapons, potions, and ammunition, the lore of the legacy you hail from, your understanding of machines, their weaknesses and strengths, and your knowledge of the old world, its ruins, history, and the use of technology.

Crafting Crafting covers your knowledge of the manufacturing and creation of various styles of weapons and outfits from different legacies, as well as the architectural understanding of structures, their designs and possible weaknesses and entryways.

Lore Lore defines your knowledge of your legacy's homeland, its rites, rituals, and peoples. You can recall possible knowledge of other legacies' lore but with greater difficulty.

Machine Machine covers any knowledge of the many different machines, their behaviour, makeup, components and weaknesses that roam the world and your way to influence them.

Old World The old world is a mysterious place and time. Nobody really knows what happened, but this still covers your limited understanding of the old ones' history, their use of various artefacts, and especially their technology.

Weapon Skills

A character can have expertise in different categories of weapons, depending on the technological and mechanical complexity. A bow is easier to use and maintain than a shredder gauntlet.

Simplistic Weapons

Simplistic weapons are mechanically simple, only requiring a simple attack roll, which is pretty straightforward. Weapons categorised as mechanically simplistic are:

Light Swift Blades Light swift blades are any weapons which are light, small and often easy to conceal. Knives, Daggers, Small Hammers, etc.

Medium Strike Blades Medium Strike Blades are melee weapons of medium size, swords, short spears, battleaxes, warhammers, and various others.

Warrior Bow The warrior bow is a small, quick-firing bow. It is best used in conjunction with melee attacks.

Hunter Bow	The hunter bow is your average go-to bow when going out into the wild and hunt some machines.
Sharpshot Bow	The sharpshot bow is a powerful bow with a heavy draw weight and far-flying arrows.
Slings	While simple, the sling can be a deadly weapon just like any other. Constructed with a simple rope, the sling can fling projectiles at incredible speeds, tearing apart enemy armour.
Dart Gun	The dart gun is a heavy weapon, salvaged from machines and modified to fire a singular heavy bullet at an enemy at a long distance.

Advanced Weapons

Advanced weapons are mechanically more advanced. Weapons categorised as mechanically advanced are:

Large Swing Blades	Large swing blades are weapons of large proportions for greater reach, greatswords, greataxes, mauls, spears, pikes, halberds and more.
Blastsling	Blastslings can hurl small bombs at a short range. They explode in a small radius and can deal some amount of elemental damage.
Rattling Cannon	The rattling cannon is a heavy weapon required to be wielded with two hands to wield and slows you down. It continuously fires bullets with increasing knockback with each shot.
Ropecasters	Ropecasters allow you to fire a hook at a machine and anchor the rope into the ground, restraining the machine to a fixed position.
Spitters	The spitter is fueled with elemental liquid, which is sprayed in a short range onto enemies. It deals a high amount of buildup at once.
Spike Thrower	The spike thrower allows you to hurl large spikes the size of short spears at a decent range. With a heavy throw, it can even pierce the armour protection of an enemy.
Bomb Launcher	The bomb launcher hurls large bombs at a decent range, causing large explosions, possibly knocking down enemies within blastrange.

Complex Weapons

Complex weapons are mechanically more advanced. Weapons categorised as mechanically complex are:

Rattler	The rattler fires a collection of bolts in a short range.
Boltblaster	The boltblaster fires a short burst of bolts at enemies within a decent range.
Shredder Gauntlet	The shredder gauntlet launches a disc at an enemy, which shreds through its armour plating. It has the possibility of rebounding and being caught and launched again.
Tripcasters	The tripcaster fires two anchors into the ground, creating a tethered line. When triggered, the two anchors explode on the creature.
Stand Traps	Stand traps are placed on the field and explode when approached.
Tearblaster	The Tearblaster blasts a compressed hair current at an enemy, tearing away armour and components and possibly knocking them down.
Powercrusher	The powercrusher is a mechanically supported heavy gauntlet which allows the wearer to make heavy strikes against an enemy in melee.

Attributes

Attributes define other mechanically important aspects of your character which are not categorised as Skills.

Hit Points

Your hit points, or HP, define how often you can get hit before falling unconscious. Every player character starts with 6HP at level 1 and subsequently gains one additional HP with every upcoming level.

To hit Difficulty (THD)

Every creature, player character, non-player character and machine has a to-hit difficulty challenge or THD. To hit a creature, the attacker must roll equal to or higher than the THD. Your outfit provides your THD. The heavier the outfit, the higher the base THD. Light outfits gain benefits on dodge reactions.

Initiative

The initiative defines how quickly a character is to act in a series of actions. While it is primarily used to describe the order of actions during combat, initiative can also be applied in various other situations where the speed of two characters acting needs to be determined. Initiative functions similarly to skills; you can spend Skillpoints to increase your proficiency in the initiative. This is the only attribute that Skillpoints can raise.

Armour

Armour allows creatures to reduce the amount of damage they take. Armour is a set number that an outfit can increase. It can also be decreased if enemies decide to use their tearing damage to attack the armour component directly.

If a player character loses their armour bonus from their outfit by direct attacks to their armour, they have to spend an hour's rest to regain the bonus.

Movement

A character's movement speed defines how far they can travel in combat within one turn. This speed is typically 10m for humans, unless other factors modify it, while Machines and other creatures can have a wide range of movement speeds.

Concentration

Each character has a pool of concentration points which they can use to strike at components and armour of machines, if their attack roll is high enough. Your total concentration increases by one every 5th level, starting at one concentration at level one, increasing to 2 concentrations at level 5, etc.

Stamina

Every character has a pool of stamina at their disposal. Stamina is used for various actions and features, such as dashing, dodging and using special weapon techniques. Each action uses a different amount of stamina per use. Check the action to see how much stamina it costs. You can regain your full stamina at every rest, while during combat, you can spend valour points to restore part of your stamina. You start with 5 total stamina at level 1, which increases by another 5 every 10 levels, so you get 10 total stamina at level 10, 15 stamina at level 20, etc.

Valour

Valour allows you to perform various unique actions and use unique abilities, features, and especially valour surges. With every long rest, your valour gets reset to 0, and you can gain valour through various actions throughout the day. You start with a maximum valour of 4 at level 1, and every 5th level, it gets increased by another 4.

Fatigue

A Character's Fatigue rises through overwhelming tiredness or exhaustive treks through harsh and difficult terrain and climates. Fatigue has different effects depending on its severity. It is common to lose a few fatigue points during long-distance travel or especially hard combats.

Resistances & Vulnerabilities

Resistances and Vulnerabilities influence the amount of damage you take from elemental weaponry. Resistances allow you to reduce the damage intake by half (rounded down), while vulnerabilities increase the damage intake by double the amount. A character can gain resistance and vulnerabilities through various types of outfits, abilities or status effects.

Injury

Machines can be damaged and sustain specific injuries, which can reduce their movement speed or prevent them from executing certain attacks. A similar ruling can be applied to the player characters.

Equipment Breaking

Optional Rule

As armour can temporarily lose its protection if targeted directly, an additional rule can be applied, which damages weapons and outfits that must be repaired to be used again. While they cannot be destroyed, equipment can be broken. Any broken weapons deal half as much damage, buildup and tear for as long as they are broken. Outfits do not provide any feature benefits and lose half of their total THD (to hit difficulty) bonus.

Techniques

Techniques are weapon-specific abilities you can unlock by finishing Hunting Grounds or Fighting Pits. Techniques can deal more damage, provide a higher range, allow you to shoot multiple pieces of ammunition at once, etc. Every time you use a Technique, you will have to spend a set amount of Stamina.

Valour Surges

Once you have picked a destiny and a destiny path, you will gain access to a valour surge. Valour surges are special abilities you can use by spending between 4 and 8 valour points. They enhance your abilities, aligning with your chosen destiny and path. As long as you have valour left you can use your Valour surges. You can have multiple different valour surges available if you choose to spend your skill points by increasing your destiny paths.

Character Creation

First, you need a rough idea for a character. A character Idea can come from many sources—characters from popular culture, like movies, TV series, comics, books, etc. An Idea can originate from seeing a cool piece of artwork, being inspired by reading through the lore, or simply by randomising certain aspects of the character, such as looks, legacy, destiny, attributes or personality. Once you get an Idea, character creation is an easy step-by-step process. Follow the instructions below.

Cooperative Game

This system relies heavily on cooperation between characters. There isn't a single character who is great at everything; each character in the party has their own strengths and weaknesses. Keep this in mind when creating a character. A good party composition can be important. However, depending on the play style, it may not be necessary.

Starting Level

First, you must define at which level you start your campaign or one-shot. For beginners that have never played any TTRPG before, starting at level 1 is highly recommended. A party with experienced TTRPG players, but new to the system, may decide to start at level 5. While Experienced players of this system can choose any starting level they like.

Generally speaking, the higher level your character is, the more complex they become, gaining new skills, features and abilities.

Level ups

Level	HP	Skill Points	Stamina	Valour	Concentration
0	5	4	5	4	1
1	6	8	5	4	1
2	7	12	5	4	1
3	8	16	5	4	1
4	9	20	5	4	1
5	10	24	5	4	2
6	11	28	5	4	2
7	12	32	5	4	2
8	13	36	5	4	2
9	14	40	5	4	2
10	15	44	10	8	3
11-70	Level + 5	4 + (Level x 4)	+5 every 10th level	+4 every 10th level	+1 every 5th level

Starting at Level 0

It is possible to start the game at level 0. Starting at this level, you have not chosen a destiny yet. This allows the party, or each player individually, to either play an entire one-shot or a short scene of their past, or the moment they chose their destiny, or it was chosen for them.

Skill Points

Depending on your starting level, you gain skill points equal to your level multiplied by 4, and to the result add 4 (4 + (Level x 4)). At the first level, you can only spend your skill points on improving your proficiency in skills or combat skills. After that, you can also use them to get valour surges, weapon techniques and destiny features.

XP Requirements

A character gains XP through various sources, finishing a quest, succeeding in a difficult task or challenge, defeating or surviving an enemy encounter, and more. The XP shown for each level is the number of XP you

have to gain from one level to the next. After each level up, your XP gets reset to 0 until you reach your next level up.

Tier of Play

The tier of play enables the Chaplain to balance encounters according to the players' strengths and weaknesses, identifying which enemies are too strong and which are too weak. At level one, you start at Tier of play 1, or Tier 1 for short. The Tier increases every 10 levels. Each creature also has a specific tier associated with it.

Your characters at early levels are no superheroes. They are average folk trying to get by. At tier 1 most machines can become a deadly encounter; try to avoid large machines such as Mediumweight or Heavyweight. At tiers 2 and 3, you have become more experienced, lightweight machines are not a significant threat anymore, and your main fights are against mediumweight machines. At tiers 4, 5 and 6, you have become an extremely skilled combatant and can engage with the most dangerous of machines. At tier 7 or higher, you can even try to engage with machines of titanic proportions.

Notes about Levels

Levelling up during early levels can happen relatively fast, as you gain XP from multiple sources. It is possible to decrease the XP earned by half during early tiers, such as tier 1 or 2, while quickening the levelling at later tiers, such as tier 5 or 6, by doubling the XP gained. Discuss this between the Players and the Chaplain, what speed of levelling you would prefer. While it is possible to play at higher levels, the game is not balanced for games above level 70.

Milestone Levelling

The focus of this system is on XP levelling, but, understandably, not everyone enjoys keeping track of XP, or Chaplains have a hard time giving away XP. It is possible to use milestone levelling instead. This allows the Chaplain to level up the characters as specific points during their adventures and journeys. Keep in mind that early levels can go by pretty fast.

Defining a Legacy

Each character comes from somewhere or identifies themselves with a certain people. Your legacy is the culture and the tribe you identify with. You could have been born in one tribe, but have been adopted into another. You can be banished from the tribe, but still hold their rites and rituals dearly.

Base Legacies

Among the lore of the Horizon universe are 7 known tribes, in addition to outcasts and outlaws.

Nora

The Nora are an isolationist, matriarchal hunter-gatherer society situated in what is known as the Sacred Land, east of the map. The Nora are one of the oldest known tribes. It is notable for its leaders, the High Matriarchs, rituals such as the Proving, and its strong taboos against the technology of the ancient world and talking to outcasts.

Carja

The Carja are one of the largest, most organised, and technologically advanced tribes in the known world. They have held dominance over their neighbouring tribes for centuries. Following a succession crisis, they were engaged in a civil war that ultimately ended sometime after the Battle of the Alight.

Banuk

The Banuk are a nomadic people, native to the far north mountains of the known world, in an area known as Ban-Ur. Made up of fearless hunters and mysterious shamans, they are constantly trying to prove their worth against increasingly stacked odds, and favour this over engaging with other tribes.

Oseram

The Oseram are known for their excellent metalworkers and craftsmen, and as such, their steel and powerful weaponry. They are more technologically advanced compared to the other known tribes.

Utaru

The Utaru are an agrarian tribe, and their homeland, Plainsong, is a land of rich and fertile plains. It is located within the Forbidden West.

Tenakth

The tenakth are a tribe divided into three clans. They have spent much of their history warring amongst themselves, having only achieved peace and unity within the last two decades, and are mostly viewed by the other tribes as bloodthirsty and aggressive.

Quen

The Quen are hailing from a land across the Pacific Ocean. They are an advanced and powerful empire formed around the discovery of the Focus and the recovery of ancient knowledge.

Outcasts

Outcasts are often hermits, living by themselves in the wilderness, either willingly or because their tribe has banished them. Outcasts follow a much harsher culture of survival and endurance against the dangers of the wild, machines, and the environment.

Outlaws

Outlaws are found everywhere in the known world; they often form larger groups or bands of warriors, thieves, and murderers. Outlaws usually lead a strange and brutal life in the exploitation of others.

Legacy Knowledge

All of your starting equipment will be of your legacy type. This is important for crafting and upgrading later, as you are most familiar with your legacy's way of crafting and creation. Additionally, you are familiar with the rites, rituals, people, stories, and myths from your legacy. You can use your lore skill to try to recall detailed knowledge of your own legacy.

Region

Each legacy has a home region, or multiple regions, associated with it. Choose one area from your legacy in which you are highly knowledgeable. Any checks that recall knowledge or track in your chosen legacy region, you gain a bonus of 1d6 on that check.

Your Destiny

Every character follows a destiny, either chosen by themselves or chosen for them. A destiny defines a character's life goals, their approach to problems, and their knowledge of weaponry and skills.

There are 6 main Destinies you can choose from. Once selected, the destiny becomes your core destiny. You are not blocked from learning features, and valour surges from other destinies, but you first have to find a mentor to teach you.

Follow the instructions for starting skills and equipment for your chosen destiny in Chapter 04 Destiny.

Hunter

Hunters are collectors of goods, gathering valuable items from animals and machines, and reusing them for their own purposes. They are skilled with ranged and very long-range weaponry, excelling at sharpshooting from a distance against unaware enemies.

Scavenger

Scavengers are skilled in sifting through what many would call trash. They can find the most valuable items in the most mundane heaps of metal and the ruins of the old ones. Spending their time within dangerous environments, they are experienced fighters and survivors as well.

Maker

The Makers are the backbone of each society; they build, craft and invent household items, outfits, weapons, and structures alike. Each Legacy has its own distinct style that a Maker utilises.

Traveller

Journeying far and wide, the travellers often find themselves in hostile territory and difficult environments. They engage with nature and people, surviving day after day and trading goods with distant merchants.

Warrior

The Warriors of the world are battle-hardened survivors and skilled in warfare. Fighting in wars or keeping the roads safe from bandits and machines alike, they mostly use close-range or melee weaponry.

Machinist

Instead of enemies, the Mechanist sees machines as creatures to be respected, even as allies. They can influence the behaviour of a machine to act friendly, even supportive of the machinist. Some are even powerful enough to affect the most massive and dangerous of machines.

Expertise and Proficiency

Your destiny defines what skills you have expertise in and how many proficiency points you get in individual skills.

Equipment

Additionally, your destiny defines your starting equipment, often in conjunction with the expertise you have acquired.

Character Notes

Character notes are short and provide easy-to-consume information about your character. This can be of assistance for yourself, but also for the Chaplain to understand what your character is about and who they are.

Visual Traits

Are there any distinct visual traits about your character? Freckles, scars, unusually tall or short, a missing limb, etc. Anything which are easy to spot when looking at your character. Your character can also have no specifically distinct features, but that might be a feature in and of itself.

Personality

What is your character's personality, how do they act in regular conversations, interactions or situations? What might be unique about their personality is whether they are hotheaded, easily provoked, or incredibly calm or wary of strangers.

Connections

What sort of connections do you hold? Family, friends, a partner or even some enemies or a rival? How good are your relations with these people?

History

What are specific points in your character's history which had been memorable or life-changing for said character? Was it an encounter with one of your connections which made your attitude towards them change?

Flaws & Fears

Does your character carry any flaws or fears, any unique moments, creatures, machines or people they are scared explicitly of? What sort of flaws could lead the party or themselves into trouble or danger? Are they too scared to engage with a clawstrider, making them paralysed during combat? Do they not take insults from anyone, often starting unnecessary fights in a tavern?

Secrets

Which sort of information would you like to keep secret from the other players? Have they done some horrid actions in their past, are they connected to a secret cult or outlaw organisation?

Chapter 3 Legacy

Every character is part of a Legacy, which is defined by customs, rites, rituals, mythology, religion, lore, and more. While most aspects of a legacy are mostly flavour and important for roleplay, there are various aspects that influence a character mechanically. Characters define themselves by their legacy, whether they were born into it, adopted into it, or joined it later in life. Whatever a person most identifies with is their legacy.

Most legacies are connected to a specific tribe. There are many tribes in the Horizon world, such as the Nora, Carja, Tenakth, and Oseram, among others, but not every character is part of a tribe. Outcasts and Outlaws follow their own path, unbound by any tribe's traditions, and forge their own. Additionally, some legacies may have sub-factions—groups that generally identify with the legacy as a whole but have some minor differences, such as the Shadow Carja being an offshoot of the Carja or the various clans amongst the Tenakth.

Legacy Lore

Every legacy has an extensive history, lore, mythology, and a region in which it is most commonly found, often tied to its religion. A character's legacy lore allows them to make easier lore skill checks concerning the history, people, or rites of their legacy. Most characters know barely anything about the history or lore of other legacies.

Legacy Crafting

Legacies have a particular style of weaponry, architecture, art, clothing, armour and more. A character is more used to creating and crafting in the style of their legacy. Knowing the ins and outs of the designs, they have an easier time crafting, upgrading and repairing weapons and outfits in the style of their Legacy.

Nora

The Nora, an Isolationist and matriarchal society, is led by the high matriarchs. Great Grandmothers with 3 generations of children under them. Their wisdom and that of other, lower, matriarchs is seen as great and divine. As the All-Mother is their goddess. They are the oldest known tribe in the known world, thinking every land beyond their sacred land is tainted and shall not be tread upon. They are also highly suspicious of ruins of the old ones and their technology, thinking it to be coming from the devil.

Regions

Embrace

The Embrace is the main Valley region of the Nora Tribe and their sacred lands. The valley is cold and littered with ancient forests and vegetation. It is protected by 3 great gates: the northern gate, the southern gate, and the main embrace gate, located to the north, south, and west, respectively.

Valleymeet

A collection of valleys which meet together in a flat and densely forested land between the mountain ranges to its sides. Valleymeet connects many outlying villages in the mountains and acts as a buffer between the Nora Sacred Lands to the east and the Carja Sundom to the west.

Nora Lore

Homeland

The Nora Sacred Lands are strictly patrolled, and any uninvited outsider is unwelcome. The Nora protect their small homeland with fierce veracity. Large gates to the embrace protect the Nora Homeland and its most sacred location, All-Mother Mountain.

Believed to be the place where All-Mother slew the metal devil, only matriarchs may enter it, while the other Nora protect it with their lives.

Belive

The Nora believe in the All-Mother, their goddess, who protects them and their sacred land from harm and the corruption of the metal world, the ancient ones. They believe the ancients followed the metal devil, which led to their ruin and destruction, which is why they forbid anyone from entering the ancient ruins.

They believe mothers to have all the wisdom, which is why matriarchs are mothers with 2 generation to their names and high matriarchs have up to three generations to their name.

Practices

One unique practice of the Nora is the Proving. The Proving is a test of skill for every Nora child to show their valour in combat and the environment. They are tasked to hunt for a trophy and, along a dangerous path through the mountains, bring this trophy to the finish line. Every Nora which passes this trial becomes a Brave, a warrior of the tribe and its protector.

Nora practices banishment for crimes committed. Nora can be outcast for a few years or even for life. Nora, who leave the sacred lands even once, are forbidden to return and are exiled for life, having been tainted by the corrupted world outside the sacred lands.

Relations

Carja

Usually known as the savage east by the Carja, the relationship between Nora and the Carja is strained. The war of the Red Raids has been hard on the Nora, losing outlying villages close to the border of the Carja. But amends are trying to be made, peace is declared, but many Noras resent the Carja for the actions in the past.

Banuk

The Banuk are mysterious Nomads to the far north of the Nora, connected through the Longroam the Nora Sacred Lands and the Banuk territories are far away from one another, but this hasn't stopped them from interacting with one another.

Oseram

The Oseram are traders and scavengers, excellent craftspeople and fighters. They have found their way to the edge of the sacred lands, and trade has been done. There is no negative attitude towards the Oseram from the Nora, despite them finding Oseram practices rather strange.

Carja

The Carja are a formidable people, having built an Empire in the ruins of the old world, building great works of art and constructing many fortifications along its vast borders. The Carja are central to the known world, having most tribes bordering them in one way or another.

While they were a heavily patriarchal society, and used slaves to build their grand structures, the current ruler, Sun King Avad, eased these measures, allowing women to engage in more activities and disallowing slavery in its fullest.

Regions

Gatlands

To the far removed east of the Carjan territories stand the Gatelands, separating the Empire's expanse from the frigid realms of the Nora. As the vital artery it is, the Great Run carves its broad bed through the jagged reaches, bringing forth vigorous lush within the otherwise marked austerity of the sand-choked region. Unforgiving head, barren landscapes and unsettled wilderness create a hostile environment, home but to the most persevering of flora & fauna.

Sun Furrows

At the scorched heart of the Sundom lies the aptly dubbed Sun Furrows; canyons carved by unyielding solar searing the gorges to their distinctive crimson, proud stone formation reduced to fields of sediment by aeons of exposure. Rivers such as the Great Run flow through its deep red canyons, only greening its banks with lush plants and vegetation. What little irrigation is provided by the struggling Great Run & its lesser brethren sprouts barely visible streaks of green at the few in between river banks.

The Jewel

Illustrious epicentre of commerce & culture, the Jewel is titled both to Carja's imposing capital of Meridian, as well as the unforeseen rarity & beauty of the densely rich biosphere encasing it. Resulting from an odd convergence of different climate factors, the verdant growth sprawling around the elevation of the glittering capital stands in stark contrast to the surrounding scarcity of the wastes.

Rustwash

Demarcating the western border of the Sundom, the great judding rift reaching through the entirety of the landscape a natural separator to the forbidden realms of the far west. Bitter remnant to the Carja's bloodstained past, Sunfall towers over the desertous surroundings, casting its shadow both on the sands as well as its people; what life and potential the region once may have had washed away by the brutality of the Red Raids.

Sun-Steps

The northernmost region of the Carja sundome, the sun-steps are as arid and rocky as many other regions. Unlike the southern regions, there appears to be snowfall in the higher elevated environments of the Sun-Steps.

Northern Cliffs

The northern cliffs are a series of mountain ranges bordering the Carja sundom to the north. They are in a rocky and arid territory

Mountain Frontier

The mountain frontier lies north-west of the Carja Sundom and connects it with the Oseram territory of the Claim. It is littered with rocky peaks and a valley that stretches across its entire territory. Unlike most of the Carja Sundom, it is covered in light forests and shrubbery.

The Daunt

The Daunt is the Carja's westernmost territory, connecting it to the forbidden west and the No Man's Land. The Daunt is a much more hospitable region, having a river running through it and experiencing recent rainfall.

Carja Lore

Homeland

The Carja sundom, a mostly arid and rocky land, is the homeland of the Carja. At its centre lies their capital, Meridian, an incredible city, built atop a towering mesa and connected through many bridges. The Carja Sundom is large, one of the largest tribes in the known world, stretching from the western forbidden lands to the savage east.

Belive

The Carja believe in the Sun, a god who guides their every move. The Sun-King is the earthly representation of the Sun, and many follow their guidance without question. The Carja see themselves as separate from other tribes, often looking at others with disdain and seeing themselves as superior. Only recently has this view been challenged by the current Sun-King Avad.

The Carja believe that the Old Ones were destroyed by a demonic deity called the Buried Shadow, which will one day bring ruin to their own society. But they believe it will be defeated again, and a new society will arise from the ashes, just as a new day follows the dawn.

Practices

Former practitioners of slavery, the Carja built their empire atop the backs of many unfortunate souls. They sacrificed captives to their sun-god to appease him and the machines, but without any luck. The current Sun-King has outlawed these practices.

Relations

Nora

The Carja see the Nora as Savages of the east; they hit them hard in the Red Raids, straining their already strained relations. After the end of the Red Raids, Sun-King Avad is trying to regain trust between the tribes. Sending Envoys to the Nora and apologising for his predecessor's actions. While strained, there is now peace between the two tribes.

Banuk

During the devastating Red Raids, the Carja never managed to reach the Banuk's core territory, Ban-Ur, but their neighbouring territory, the Cut, has been ravaged. Despite their past, the Banuk have permitted Envoys of the new peaceful Sun-King Avad to be sent to and from Ban-Ur.

Oseram

Oseram Craftsmanship was crucial before the Red Raids, building the mighty elevators in Meridian. Their relation were Cordial before the Raids, but the Oseram were attacked nevertheless. They were instrumental in taking down the mad Sun-King and became close allies with the Carja, serving in their Vanguard and Royal Guards.

Utaru

While Peaceful, the Utaru were also attacked during the Red Raids. They have seen much bloodshed amongst their people and have fought back bravely. Despite their peaceful nature, they have refused to reconcile with the Carja.

Tenakth

A warrior tribe in their own right, the Carja and Tenakth had been at war many times before the Red Raids even began. The Carja were moderately successful in peace talks with the Tenakth after the Red Raids, with their new Chief Hekarro. Despite this, the Carja still stereotype the Tenakth as Cannibalistic Brutes.

Shadow Carja

The Shadow Carja are a splinter tribe of the Carja, or Sun-Carja. They wholeheartedly supported the mad Sun-King Jiran and his killing of innocents to appease their God, after the conquest of Meridian and the death of Jiran at the hands of Sun-King Avad and his allies. The Shadow Carja fled eastwards, taking over Sunfall, where most sacrifices were held and continued the practice to appease their Sun-God.

Oseram

The Oseram are a tribe of Curious Craftspeople and Warriors, they travel far and wide, setting up settlements wherever they find valuable resources. They are delvers which journey deep into the ruins of the Old Ones to find valuable artefacts to trade with.

Regions

The Claim

The Claim is the only known region of the Oseram, their home. The Claim was a heavily forested string of mountains and valleys, north of the Carja Sundom, but much of its large foliage has been cut down to fuel their furnaces and build their homes. Their capital, Mainspring, is located within the Claim.

Oseram Lore

Homeland

The Oseram Homeland is the Claim, north of the Carja Sundom. They live in a confederation of various clans, which litter the territory of the Claim.

Belive

The Oseram believe that the world functions as a large and intricately crafted mechanism, and all the forces of nature are accounted for by this mechanism. They believe that the Old Ones were once the caretakers of this "world-machine", and that their civilisation fell because they failed to maintain it. Despite this myth, the Oseram are largely irreligious and scorn the idea of larger religious bodies and are highly critical of them.

Practices

The Oseram practice independence and freedom above all else, it is vital to their culture. The Oseram are a very heavily Patriarchical society, seeing women as property and disallowing them to own property.

Relations

Banuk

Oseram trade with the Banuk with limited success and are allowed to go to and from the neighbouring Banuk territory. Their relation to one another is rather indifferent from both sides.

Nora

Oseram's interaction with the Nora is limited, and so is their knowledge about them. Some minor trade occurs between the two tribes.

Carja

While the Carja and Oseram had a mutual trade agreement and a fairly cordial relationship, the Red Raids soured this relationship. Many Oseram still resent the Carja, especially those who stayed in the Claim. After the Red Raids, some Oseram allied themselves with the new Carja Sun-King Avad and became his personal Vanguard. But not every Oseram is on good terms with the current Carja Regime, and some even resent those who are.

Banuk

The Banuk are a nomadic people, living far north in the known world in a mysterious land they call Ban-Ur. Despite their geographical isolation, Banuk are seen to travel the known world. The Banuk constantly try to prove themselves against increasingly difficult odds stacked against them.

Regions

The Cut

The Cut is a generally cold and mountainous place, but with a valley filled with hot springs and geysers. The cut is covered in Permafrost, having regions whose temperatures can drop well below 0°.

Ban-Ur

Ban-Ur is a mysterious mountainous land to the north of the Cut, it is understood to be just as cold as in the Cut, but also has some geothermal properties of the ground.

Banuk Lore

Homeland

The Banuk are a Nomadic People, living in families or weraks that wander their homeland, Ban-Ur, with some minor permanent settlements in the Cut. They are extremely isolationist and do not allow outsiders to come to Ban-Ur, with some minor exceptions.

Belive

The Banuk believe in the “Blue Light” which is a form of divine sparks and energy which can be something like spirits. This Blue Light runs through machines, fuels them and brings them life. Hunting machines is not forbidden, but every kill is done in reverence and thanks to the Blue Light.

Practices

The Banuk challenge themselves constantly. Hardship is a test of one's abilities, and thus they often choose against comfort and ease. This reflects the harsh environment in their homeland. The Banuk are known for their paintings and colourful dyes.

Relations

Oseram

The Banuk share a neutral relationship with the Oseram; they allow their traders into the Cut but otherwise engage little with one another.

Carja

While the Banuk have accepted the Truce after the overthrow of the mad Sun-King Jiran and the end of the Red Raids, the Banuk still look down upon the Carja, seeing their opulent lifestyle and their vulnerability to the cold as weak. The Banuk of the Cut are especially suspicious of the Carja, as they have been affected the most by the attacks of the Red Raids.

Utaru

The Utaru are a peaceful, nature-loving, and agricultural people. They live among machines which help them with their farming and value each life and the cycle of life and death.

Regions

Plainsong

Plainsong is a wide, agricultural, and fertile land. It is lush and green and flanked by mountains to its east and west. A mighty river flows through plainsong like a lifeline, bringing water and precipitation to the lands around it.

Utaru Lore

Homeland

The Utaru Homeland is filled with agriculture; the machines known to the Utaru as the Land-Gods tend to the crops in support of the Utaru themselves.

Belive

The Utarul believe in the Cycle of life and death, that everything grows to perish, but inevitably comes to live again.

Practices

The Utaru carry a seed pouch with them; these seeds are meant to be buried once they pass away.

Relations

Carja

The Utaru remain distrustful of the Carja, having declined any form of reconciliation by the new Sun-King Avad.

Tenakth

Despite their vast differences, the Utaru and the Tenakth have a rather Cordial relationship with one another. They have reached an agreement that benefits both of them. The Utaru would share some of their Harvest with the Tenakth, while the Tenakth send Veterans to the Utaru to help train them in combat and hunting and help tend to the fields.

Tenakth

The Tenakth are a warrior people; their life revolves around combat and the test of arms. The Tenakth are separated into three Clans, the desert Clan, which can be found in the hot and arid deserts to their eastern territory. The Lowland Clan, found in the wet and rainy lands to their west and the Sky Clan, which occupy the mighty mountains within the Tenakth territory.

Regions

Greenswell

The Greenswell is the least arid region of the Desert Clan; it is the easternmost region of the Tenakth clan lands, bordering the Utaru Region, Plainsong. Its environment is filled with small shrubbery and forested regions.

Stillsands

Stillsands is the most desert region of the Desert Clan, marked by large sandy dunes, rocky outcroppings and a blazing sun. Stillsands is an extremely hostile environment, with barely any life thriving in it.

Dry Yearn

The Dry Yearn is an arid, rocky region that borders a mountain range with the Plainsong region to its east.

Shining Wastes

The Shining Wastes is the largest region of the desert Clan and home of its capital, Scalding Spear. It is a highly arid region with sand dunes and rocky plains, with minimal plant growth.

Runners Wild

Nestled between mountain ranges, Runners Wild has a large lake as its main attraction. While it is warm, snow can still fall in winter, and its greenery is filled with trees and shrubbery. Hot Springs can be found there as well.

Stand of The Sentinels

The Stand of the Sentinels is a heavily overgrown ancient battlefield with many ruins of the old ones. Its climate is wet and hot, and its jungles overgrow much of the landscape. It is nestled in mountain ranges to its east and west. It is the home of the capital of the Tenakth, the memorial grove.

Sheerside Mountains

West of the Stand of the Sentinel, the Sheerside Mountains tower over their neighbouring regions. With icy cold mountain tips, it eases its harshness as it goes into its valleys.

Long Coast

The Longcoast, west of the Sheerside Mountains, are a heavily forested landscape with massively tall trees and dense vegetation. Its sandy coast stretches along its entire region, with many rivers finding their way into the salty waters.

Raintrance

Raintrance is a heavily jungle region with wet, rainy and hot climates. Raging rivers find their way through the landscape, finding their way into the marshy lands below.

Cliffs of the Cry

The Cliffs of the Cry is a heavily mountainous area and extremely dangerous; it is used by the Tenakth to challenge their young recruits.

Tenakth Lore

Homeland

The Tenakth Clanlands range far from their eastern borders with the Carja, and to their west, the large salty ocean. It ranges from extremely hot and arid regions to lush, wet and forested regions. They are split into 3 clans, the Desert Clan to the eastern Clanlands, the Lowland Clan to the western and the Sky Clan controlling the massive mountains within the Clanlands.

Belive

The Tenakth believe in their ancestors, whom they call the Ten. It is influenced by the Visions they see in the Memorial Grove. In the eyes of the Tenakth, the Ten were paragons of strength, honour, and bravery, and the example they set is one that all Tenakth strive to emulate.

Practices

Tenakth constantly challenge each other for their prowess and their skill as a warrior. Their leaders are chosen depending on those skills and have to keep hold to power by defeating new challengers. Physically or mentally maimed tenakth are often put to death, seeing it as an honourable end.

Relations

Carja

The Tenakth had been at war with the Carja for decades, long before the Red Raids. The Tenakth tried to invade the Carja Sandom and many battles were fought between them. Ever since their new Chief Hekarro and the end of the Red Raids, peace talks have been made between the tribes.

Utaru

While there is a history of raids and invasion by the tenakth into Utaru territory, their current relationship is quite cordial and mutually beneficial. Veteran Tenakth go to the Utaru to train them in combat and hunting, while the Utaru share some of their Harvest with the Tenakth.

Oseram

Tenakth do not appreciate the Oseram venturing into their Clanlands without permission. Oseram, which are caught by the Tenakth, are fought and sometimes buried alive.

Quen

The Quen are a mysterious tribe and empire from the far west, across the Great Ocean. Not much is known about them other than the few who have ventured to the known world and got stranded there.

Locations

Legacy's Landfall

Legacy's Landfall is a location and base of operation of the Quen Expedition. While at first coming off course, they eventually found what they were looking for: a hidden bunker beneath the ruins of the old ones. Legacy's Landfall is located on the Isle of Spires, a massive city, a ruin of the old ones, partially drowned, with many spires rising into the sky.

Fleet's End

Fleet's End is another expedition location, and they have come off course from their main Expedition fleet, which landed further north at Legacy's Landfall. They landed in the Burning Shores, a partially drowned city of the old ones with active volcanoes and lava flows which end in the sea.

Quen Lore

Homeland

Not much is known about the Homeland of the Quen, other than that it lies west of the Great Ocean. It is a large and influential Empire with a strict hierarchical structure.

Belive

The Quen believe in the "Ancestors", the last of the Old Ones, who were widely known and renowned in the past. They know of them through their focuses, which allows them to unlock information about the Old World. They believe in reincarnation and that a renowned CEO of the past has been reincarnated as the Quen and is revered by them.

Practices

The Quen practice a strict separation of knowledge. Diviners, people who are allowed to carry a focus, unveil information about the old world, but most of it is kept secret from the rest of the Quen. Only the higher classes are allowed to know about it.

Relations

The Quen know little about the Tribes of the known world, seeing them as mere Barbarians and uncivilised folk, and often fighting them on sight.

Outcasts

Characters who have lost any identification with any particular tribe or have never identified themselves with a tribe are considered outcasts. While usually alone, wandering the wilderness by themselves and building their own small place of home. They can be found in small groups and communities.

Characters can be cast out of a tribe or banished from their lands, but only if they no longer identify with the legacy they were just banished from; otherwise, they are not considered part of the Outcast legacy.

While Outcasts do not want to, or are not allowed to, partake in the larger societies around them, they are not particularly hostile towards them and still engage in trade and the exchange of information if possible. Depending on the tribe, Outcasts can travel within their borders and come and go as they please.

Regions

No Man's Land

No Man's Land is an arid, rocky plane where an ancient battle took place between the Old Ones and the Machines. Frozen corpses of the Metal Devils, Deathbringers and Corruptors can be found littered across the battlefield as well as weapons of the Old Ones.

Jagged Deep

Jagged Deep is the largest Canyon in the known world; it reaches for many days of travel and has a great river running through its deep valley. The Canyon can be hot and arid at the top, but rather cold at its bottom.

Sun Scorch

Sun scorch is a region to the south of the Carja Sundom, it is filled with a barren, rocky landscape, with the hot, arid sun burning down onto the land.

Spearshafts

The Spearshafts is a small mountain range south of the Carja Sundom and surrounded by arid plateaus.

Southern Wilds

To the south of the Sundom lies a large plains region with mostly grass and small shrubbery. The Southern Wilds are a great hunting ground for anyone who dares.

Spurflints

The Spurflints are a large mountain range to the southeast of the Sundom and to the southwest of the Nora. It acts as a natural barrier between the two tribes.

Wilding Veld

The Wilding Veld is a large Valley to the South of the Nora. It is filled with many rivers and lakes, is lush with forests and shrubs, and has a long, southern-running valley.

Devil's Plains

To the East of the Nora lies the Devil's Plains, a large grassy landscape with patches of forest and shrubbery. Many ruins of the old ones can be found there.

Longroam

The Longroam connects the territories of the Nora in the south and the Banuk in the North. It stretches far across the plains, filled with lush greenery, rivers, and lakes.

Elder's Peaks

The Elder's Peaks are mountains north of the Nora and define their northern geographical border.

Quake's Valley

Quakes Valley has gained its name in recent years after a massive quake shook the land. An incredible event in the northern mountains has shaken the entire plain. Quakes Valley is filled with rivers which flow south into the Carja Sundom.

Thunder Dale

The Thunder Dale is a massive plains region nestled between the Oseram Confederation to the west, the Carja Sundom to the south, and the Banuk Territories to the north.

Riverwrap

The Riverwrap lies east of the Banuk Territories and is distinguished by its massive river flowing northward.

Delver's Vale

The Delver's Vale lies to the North of the Oseram Confederation and West of the Banuk Territory. It is a grand Valley filled with grass and shrubbery and many Old World ruins, which the Oseram use to delve.

Poison Glaze

The Poison Glaze is a grand body of water, but while far inland, it is high in saltwater and thus poisonous to anyone who drinks it. Its surroundings are a mix of salt flats and minor greenery and shrubbery.

Old Song

Old Song is the former territory of the Utaru, where they had first settled, before finding Plainsong to the south. It is arid and has only minor vegetation.

Sunder Plains

The Sunder Plains lie north of the Tenakth Clanlands and are a mix of small mountain ranges and flat plains. It is arid with minor greenery.

Northern Stand

The northern Stand is another plain where a large battle took place of the Old Ones, it is inhospitable and arid, with sandy dunes and rocky plains.

Farthest Reach

The Farthest Reach is north of the Long Coast, and the farthest any Tenakth has wandered along the coast. It is similarly covered in lush greenery and massive trees.

Spire Islands

The Spire Islands are a connecting region between the Great Ocean and the Great Inland Sea. Many Old Ones ruins can be found there, with structures that reach like ominous spires into the sky. It is the Westernmost region in the known world.

Horizon's Gate

The Horizon's Gate is a heavily Jungled region and a region between the Great Inland Sea to its east and the Great Ocean to its west.

Forgotten Coast

The Forgotten Coast is a hostile jungle environment to the west of the Tenakth Clanlands. It borders the Great Ocean directly, but barely any habitation is done here.

Burning Shores

The Burning Shores is a volcanic and broken environment, with many Old Ones Ruins and a Hot Jungle climate.

Land of Exiles

The Land of Exiles is an Arid and sandy region to the south of the Tenakth Clanlands. Many Exiled Tenakth can be found here, often to die a slow death.

Sentinel's Rest

Sentinel's Rest is a hostile Arid region with many scars of ancient battlefields. Many Old Ones had perished in these lands fighting the machines.

Plainsong's Flow

Plainsong's Flow is a mostly arid region, but with many rivers, the Plainsong River amongst them, meeting there and like a vein bringing life to the surrounding areas with greenery, shrubbery, and forests.

Outcast Lore

As an outcast, you can choose one region as your home region; you know its locations and geography, as well as the dangers that come with it.

Homeland

Outcasts can be found all over the known world. They often live secluded and outside of any major and even minor settlements, either solitary or in very small groups. They do not call any particular larger region their home, often out and about in the wilderness in sedentary or nomadic lifestyles. Some outcasts even dare to live within the ruins of the old ones, and many proclaim those places as dangerous and uninhabitable.

Life as an outcast can be dangerous, lonely and difficult, filled with hardship and loss. They constantly have to survive from one day to the next, rarely sharing in the luxuries of the larger settlements.

Beliefs

An outcast's belief can vary immensely, sharing any of the beliefs the major tribes hold. Many Outcasts do not cherish the thought of a creator or a being that protects and watches over them. They are on their own and require hard work and consistency to survive.

Many came to a new belief, sharing strange happenstances with one another. A strange figure, clad in black, watches over them, killing machines that endanger them or leaving food and water when in dire need. This figure they called the Mysterious Shadow or the Black-Clad Companion. Some believe it is just a fellow outcast, out there to support and assist anyone in need, while others believe it to be a ghost or a soul, bound to this world.

Practices

Outcasts scarcely practice the rites and rituals of other legacies; many practice small individual rites, such as one's birthday, the day one becomes an outcast, or other rites resulting from past events, good or bad.

The most common rite among outcasts, especially when one has been born into being an outcast, is the rite of the wild. Rites of passage ceremony in which the young are challenged to track down, hunt and scavenge a pre-selected machine. Survival is of utmost importance to outcasts since many are left to their own devices, but even among them, the rite of the wild has become some form of competition; whoever manages to slay the largest machine and live to tell the tale is kept in high regard, not only by the outcasts but also by many hunters of other tribes.

Relations

Most relations to the larger tribes at hand are neutral; it is rather rare to see a tribe outright hostile or friendly towards outcasts. They often keep to themselves but nonetheless sparsely engage in trade and exchange of information with the tribes they are most close to.

Unlike other tribes, outcasts engage much more frequently in trade and interactions with other outcasts; they understand the peril and danger every one of them is subject to and are thus much more friendly and supportive of one another if they come across in the wild.

Outlaws

Outlaws are any bandits, robbers, thieves and rebels who decided to live a life of vandalism and violence. Outlaws can be found all over the known world, preying on the weak, setting up roadblocks, building outposts and sometimes even raiding small, unprotected villages. Outlaws are widely despised by many, and some have made it their duty to hunt them down.

While they can still hold some rituals from the tribes they originate from, many Outlaws decided upon their own moral code and practices.

Regions

Any region

Outlaws can be found in any Region in various numbers. Regions mostly inhabited by the tribe can be the most lucrative but also the most Hostile to any Outlaw, as the warriors of a Tribe often patrol those regions.

Outlaw Lore

Homeland

There is no singular Homeland of the Outlaws, as they are not one collective; many Outlaws are even hostile to one another and are very territorial. They fortify their homes extensively, creating small outposts and fortifications to hide behind or serve as home bases.

Belive

Outlaws can believe in any of the Tribal beliefs, but many do not share any belief other than that of “blood is paid in blood”. The Outlaws follow their own moral structures, which can range widely differently from group to group. They can be benevolent in their actions or completely brutal and barbaric.

Practices

Outlaws who are born into this life are often given a task to fulfil to bring them into adulthood. Depending on the group, this can be a hunt, a challenging course, robbing someone on your own or even murder. Life as an outlaw is often brutal and unforgiving, and they constantly test themselves through various tasks and missions.

Relations

Outlaws, no matter how benevolent they believe themselves to be, are hated by the tribes. Often, the causes of trouble and frequent death amongst the tribes, the Outlaws are disgraced and hunted. Very rarely can you find Outlaws who find their way back into tribal society.

Chapter 4 Destiny

Your destiny defines what your character has chosen, or sometimes was even chosen for them, to become in the future. Each character chooses one destiny from the six destinies: Hunter, Scavenger, Warrior, Traveller, Crafter and Machinist. The chosen destiny is your core destiny, and you can spend your skill points freely to unlock the destiny paths, their valour surges and the destiny features.

Non-Core Destiny Paths

It is possible to learn the destiny paths of other core destinies from teachers and mentors out in the world. This allows you to also spend skill points to unlock destiny paths from other non-core destinies.

Finding a Mentor

To find a mentor willing to teach you their ways, you first must convince them to help you. Depending on their attitude towards the party, they might do so willingly, or they could ask some favours from you in return.

Learning a new Destiny Path

To unlock a destiny path from a non-core destiny, you must spend XXXX

Spending Skill Points

You can spend skill points to gain destiny features and valour surges from your chosen destiny.

First, spend 4 Skill Points and pick one destiny path from your destiny. This gives you the first Valour Surge ability from that path. After that, you can acquire the three destiny features by spending 2 Skill points each. After having gained all 3 destiny features from your destiny path, you can spend 8 Skill points to gain the advanced valour surge of that path.

Hunter

Hunters are excellent warriors in fighting machines. They mostly use ranged weaponry, such as bows, to shoot at their targets from afar. They are knowledgeable about the machines they hunt, knowing their weaknesses and valuable components which can be detached for greater loot.

Starting Skills

Weapon Expertise	Choose one expertise & gain 2 proficiency in that expertise	
Skill Expertise	Choose Three of:	Acrobatics, Dexterity, Endurance, Prowess, Medicine, Perception, Scavenging, Tracking
Proficiency Physical	Increase one chosen skill in the physical category by two or two skills by one proficiency.	
Proficiency Intuition	Increase one chosen skill in the intuition category by two or two skills by one proficiency.	
Level 1	Once everything is chosen, at level one: <ul style="list-style-type: none"> • Choose one Expertise for Free • You gain 8 Skill points to freely spend into your proficiencies. 	

Starting Equipment

Hunter Special	One Quiver level of your choice is increased to Uncommon.
Sleeping Bag	You gain a sleeping Bag with the Poor Quality.
Useful Item	Choose two Useful Items to gain a Bonus in two separate skills.
Weapons	Choose two standard common weapons out of your expertise list.
Quivers	You gain quivers fitting to your chosen weapons at common level. Fill your Regular Quiver full and your Advanced and Ingredient Quivers by half.
Outfit	Choose one regular common outfit, light, medium, heavy or bulky.
Pouches	You gain all pouches at common level. Fill your standard resource, natural resource and medicine pouches by half.

Deadeye

The sniper, the sharpshooter, the death from afar. From your perch, you see all. You cut your teeth on downing full-sized boars with one shot as a child, but you've since advanced to deadlier prey with keener senses. Your aim is true at seemingly impossible distances. Few can match your accuracy, and woe betide anyone in your crosshairs; by the time your target spots you at your vantage, it's already too late. You're at your deadliest when covering your squad from afar or at a height.

Deadeye Valour Surge

To use the deadeye valour surge, you must spend 4 valour points. For the next attack made with a bow, sling or spike thrower, you make an automatic critical hit. Roll an attack roll to see if you can target armour or components instead.

Aimed Shot

Attacks made with a ranged weapon gain a bonus of 1d6 on their attack rolls.

Critical Hits

To gain a critical hit, you have to roll one value lower on your d12. Instead of rolling a 12, you can roll an 11 to make a critical hit.

Precise Strike

All tear against armour and components is increased by 1.

Advanced Deadeye Valour Surge

To use the advanced deadeye valour surge, you must spend an additional 4 valour points, for a total of 8. For the next attack made with a bow, sling or spike thrower, you make an automatic critical hit. Additionally, for the duration of 4 rounds, your critical hits are quadrupled instead of doubled. Roll an attack roll to see if you can target armour or components instead.

Stalker

You become one with the undergrowth, as close as your target's shadow. Like your namesake, your footsteps make no sound, and neither do your victims when you strike. Like death, you are patient, inevitable and can come from anywhere. You listen intently to every word and every step. Your ear to the pulse point of conversations and patrol routes alike.

You choose your moments well. A choked gasp, a startled gush of blood or machine oil, and it's over. You retreat into foliage, sudden stillness your only trace. The stalker stays in the shadows and strikes from hidden positions; they keep their distance from their target and try not to be seen.

Stalker Valour Surge

To use the stalker valour surge you must spend 4 valour points. For 2 rounds, your dexterity checks, when hiding or sneaking, gain a bonus of 1d6 and any damage dealt from a hidden position made with a bow, sling or spikethrower is increased by 2.

Camouflage

You gain a bonus of 1d6 on any dexterity checks when hiding or sneaking.

Night Strike

Ranged attacks made from a hidden position gains a bonus of 1d6 on their attack rolls.

Deep Concentration

While making attacks from a hidden position and you hit successfully, you do not require concentration to target armour or components.

Advanced Stalker Valour Surge

To use the advanced stalker valour surge, you must spend an additional 4 valour points, for a total of 8. For 4 rounds, your dexterity checks, when hiding or sneaking, gain a bonus of 2d6 and any damage dealt from a hidden position made with a bow, sling or spikethrower is increased by 2.

Marauder

The marauder is a hunter which goes up and close when fighting machines to assure detaching components and gaining their resources. They use smaller bows and weaponry for quick and precise attacks followed by

skilled melee strikes. You wait for the right time to strike, see your adversaries movement and predict their next action.

Marauder Valour Surge

To use the marauder valour surge, you must spend 4 valour points. For the next 2 rounds, while within close range of the targeted enemy, you gain a bonus of 1d6 on all of your ranged attacks.

Follow Up

When following up a ranged attack with a melee attack in the same turn, you gain a bonus of 1d6 to the melee attack and 1 additional damage.

Weapon Stamina

When using a weapon technique, you only need to spend half of the stamina cost, minimum of 1, for using the technique.

Valour Master

When gaining valour during combat encounters, each time you gain valour it is doubled.

Advanced Marauder Valour Surge

To use the advanced marauder valour surge, you must spend an additional 4 valour points, for a total of 8. For the next 4 rounds, while within close range of the targeted enemy, you gain a bonus of 2d6 on all of your ranged attacks.

Scavenger

As a scavenger, you are knowledgeable about all kinds of loot, artefacts and resources. Scavenge machines, harvest flora and fauna or delve deep into the ruins of the old ones.

Starting Skills

Weapon Expertise	Choose one expertise & gain 2 proficiency in that expertise	
Skill Expertise	Choose Three of:	Endurance, Deception, Perception, Scavenge, Crafting, Lore, Machine, Old World
Proficiency Knowledge	Increase one chosen skill in the knowledge category by two or two skills by one proficiency.	
Proficiency Intuition	Increase one chosen skill in the intuition category by two or two skills by one proficiency.	
Level 1	Once everything is chosen, at level one: <ul style="list-style-type: none"> • Choose one Expertise for Free • You gain 8 Skill points to freely spend into your proficiencies. 	

Starting Equipment

Scavenger Special	Standard Resource Pouch's level is increased to Uncommon.
Sleeping Bag	You gain a sleeping Bag with the Poor Quality.
Useful Item	Choose two Useful Items to gain a Bonus in two separate skills.
Weapons	Choose two standard common weapons out of your expertise list.
Quivers	You gain quivers fitting to your chosen weapons at common level. Fill your Regular Quiver full and your Advanced and Ingredient Quivers by half.
Outfit	Choose one regular common outfit, light, medium, heavy or bulky.
Pouches	You gain all pouches at common level. Fill your standard resource, natural resource and medicine pouches by half.

Harvester

Herbs, spices and medicines, these are your areas of expertise. You gather important resources from Mother Nature and know how to process them. You are skilled in the application of medicine and potions, healing even the most gruesome wounds.

Harvester Valour Surge

To use the harvester valour surge, you must spend 4 valour points. For the duration of 2 rounds, all healing through medicinal berries is doubled. If you heal yourself or an ally.

Gatherer

When collecting natural resources, you gain a bonus of 1d6 on all scavenging checks.

Qualitative Harvest

When consuming medicinal berries, you heal 2 hp for every single berry consumed.

Overheal

Consuming healing potions or medicinal berries heals more than your maximum HP. For the next minute, your maximum HP is increased by 5.

Advanced Harvester Valour Surge

To use the advanced harvester valour surge, you must spend an additional 4 valour points, for a total of 8. For the duration of 2 rounds, all healing through medicinal berries is doubled. If you heal yourself or an ally.

Breaker

Breaking down machine carcasses and scavenging their most valuable resources is your metier. You know how to salvage key resources, coils and weaves to upgrade your equipment, such as weapons or combat outfits.

Breaker Valour Surge

To use the breaker valour surge, you must spend 4 valour points. For the duration of 2 rounds, all attacks made against armour or components double the tear.

Salvaging

When you salvage a machine, you gain a bonus of 1d6 on all salvaging checks.

Coiled

When salvaging a machine, you have a chance to loot a coil or a weave to upgrade your equipment. If you roll a critical success on the scavenging check, you gain one random coil or weave from the special loot table.

Key Resources

When destroying a machine with a critical hit, any Key resources on it, which have not yet been detached, can be collected from the machine carcass. Unless rolling a 2 or lower on the scavenging check.

Advanced Breaker Valour Surge

To use the advanced breaker valour surge, you must spend an additional 4 valour points, for a total of 8. For the duration of 4 rounds, all attacks made against armour or components double the tear.

Delver

You delve deep into the ruins of the old ones, searching for anything valuable, artefacts, information or even high-tech gear. You know where to dig, where to look and what measures to take to get to the most valuable of artefacts.

Delver Valour Surge

To use the delver valour surge, you must spend 4 valour points. For the next ancient crate you loot, the loot will be considered one rarity level higher.

Looting

When salvaging ancient crates, you gain a bonus of 1d6 on all scavenging checks.

High Tech

Choose one useful item of yours that you can improve through high-tech means, even if it's an old one. This useful item now provides a bonus of 2d6 on the chosen skill.

Ruin Delver

You gain a 1d6 bonus on acrobatics or prowess checks when climbing.

Advanced Delver Valour Surge

To use the advanced delver valour surge, you must spend an additional 4 valour points, bringing the total to 8. For the next ancient crate you loot, the loot will be considered two rarity levels higher.

Maker

As a maker, you are an artisan, a crafter, a creator of things. You are well-versed in your tribes style of crafting and create unique weapons with which you are particularly skilled.

Starting Skills

Weapon Expertise	Choose one expertise & gain 2 proficiency in that expertise	
Skill Expertise	Choose Three of:	Endurance, Prowess, Diplomacy, Medicine, Scavenge, Crafting, Lore, Machine, Old World
Proficiency Knowledge	Increase one chosen skill in the knowledge category by two or two skills by one proficiency.	
Proficiency Intuition	Increase one chosen skill in the intuition category by two or two skills by one proficiency.	
Level 1	Once everything is chosen, at level one: <ul style="list-style-type: none"> • Choose one Expertise for Free • You gain 8 Skill points to freely spend into your proficiencies. 	

Starting Equipment

Maker Special	Weighted Resource Pouch's level is increased to Uncommon.
Sleeping Bag	You gain a sleeping Bag with the Poor Quality.
Useful Item	Choose two Useful Items to gain a Bonus in two separate skills.
Weapons	Choose two standard common weapons out of your expertise list.
Quivers	You gain quivers fitting to your chosen weapons at common level. Fill your Regular Quiver full and your Advanced and Ingredient Quivers by half.
Outfit	Choose one regular common outfit, light, medium, heavy or bulky.
Pouches	You gain all pouches at common level. Fill your standard resource, natural resource and medicine pouches by half.

Artificer

As an artificer you are the most valuable asset when it comes to crafting. You are efficient in using materials and resources to create weaponry, ammunition and combat outfits. You easily upgrade your gear with the most minimal resources necessary.

Artificer Valour Surge

To use the artificer valour surge, you must spend 4 valour points. When crafting or upgrading a weapon or outfit of your legacy type, you gain a bonus of 1d6 on the next crafting check.

Ammunition

Whenever crafting ammunition, the amount crafted per batch is doubled for the same amount of resources spent.

Cheap Crafting

The cost of crafting or upgrading a weapon or outfit is reduced by 25%

Efficient Materials

Standard and weighted crafting resources requirements for crafting or upgrading weapons or outfits is halved.

Advanced Artificer Valour Surge

To use the advanced artificer valour surge, you must spend an additional 4 valour points, for a total of 8. When crafting or upgrading a weapon or outfit of your legacy type, you gain a bonus of 2d6 on the next crafting check.

Loader

Heavy weaponry and bulky combat outfits are your speciality, anything which requires muscle to use properly. You carry the largest weapons, dealing an incredible amount of damage and wearing the heaviest of outfits to take hit after hit without even a scratch.

Loader Valour Surge

To use the loader valour surge, you must spend 4 valour points. For the duration of 2 rounds, as long as you have at least 1 ammunition of a type, you do not spend that ammunition when firing for the duration.

Heavy Back

Weapons or outfits with the heavy property, do not incumber you anymore. If you both wear an outfit and carry a weapon with the heavy property at the same time, your movement is only halved and not quartered.

Reload

When reloading a weapon with the magazine property, you always reload your magazine fully.

Boulder

Explosive type damage and build up against you is halved.

Advanced Loader Valour Surge

To use the advanced loader valour surge, you must spend an additional 4 valour points for a total of 8. For the duration of 4 rounds, as long as you have at least 1 ammunition of a type, you do not spend that ammunition when firing for the duration.

Trapper

A master of the art of traps, knowing your way how to modify them for your unique use. You know your way around traps and how to disarm them, and how to handle them so they don't blow up in your face. Your skill with tripwires is unmatched, and you use them in unique ways nobody could have thought of.

Trapper Valour Surge

To use the trapper valour surge, you must spend 4 valour points. Within a radius of 15m around you, all traps, mines or tripwires are either set off immediately, or are all disabled.

Trigger

Everytime when setting up traps, you can set the conditions for triggering the trap yourself, such as machine weight, size, distance to the trap, or remote triggers.

Safety First

You do not have to make any checks when recollecting your unused traps or tripwires and they cannot accidentally be set off by you.

Attachable

You can attach tripwires directly to machines, at least one must be attached to the machine and once both are set, either in the machine or on the ground, they are immediately set off.

Advanced Trapper Valour Surge

To use the advanced trapper valour surge, you must spend an additional 4 valour points for a total of 8. Within a radius of 30m around you, all traps, mines or tripwires are either set off immediately, or are all disabled.

Machinist

Machines are unique creatures worth studying. You found a way to influence machines' behaviour, making them dormant, even tame to your command. Using them as rideable mounts or fighting on your side against your adversaries.

Starting Skills

Weapon Expertise	Choose one expertise & gain 2 proficiency in that expertise	
Skill Expertise	Choose Three of:	Acrobatics, Endurance, Prowess, Dexterity, Diplomacy, Intimidation, Machine, Old World
Proficiency Knowledge	Increase one chosen skill in the knowledge category by two or two skills by one proficiency.	
Proficiency Physical	Increase one chosen skill in the physical category by two or two skills by one proficiency.	
Level 1	Once everything is chosen, at level one: <ul style="list-style-type: none"> • Choose one Expertise for Free • You gain 8 Skill points to freely spend into your proficiencies. 	

Starting Equipment

Machinist Special	Key Resource Pouch's level is increased to Uncommon.
Sleeping Bag	You gain a sleeping Bag with the Poor Quality.
Useful Item	Choose two Useful Items to gain a Bonus in two separate skills.
Weapons	Choose two standard common weapons out of your expertise list.
Quivers	You gain quivers fitting to your chosen weapons at common level. Fill your Regular Quiver full and your Advanced and Ingredient Quivers by half.
Outfit	Choose one regular common outfit, light, medium, heavy or bulky.
Pouches	You gain all pouches at common level. Fill your standard resource, natural resource and medicine pouches by half.

Overdrive

Machines have weaknesses, not only the ones visible, but deep down in their behaviour and construction. You can access these weaknesses. Instead of needlessly striking at machine components you can disable them with ease.

Overdrive Valour Surge

To use the overdrive valour surge, you must spend 4 valour points. If you are within melee range of an unaware or suspicious machine, a prone or shocked machine, you can override its functions and for the duration of 2 rounds, you can disable one component which is required for abilities or attacks. You can only override standard machines.

Affliction

Instead of disabling a component, for the duration, you can cause one affliction of your choice on the machine.

Shutdown

Instead of disabling a component, for the duration, you can completely shutdown the machine for one round instead.

Apex

You can use the overdrive valour surge on apex machines as well.

Advanced Overdrive Valour Surge

To use the advanced overdrive valour surge, you must spend an additional 4 valour points, for a total of 8. If you are within melee range of an unaware or suspicious machine, a prone or shocked machine, you can override its functions and for the duration of 4 rounds, you can disable two component which is required for abilities or attacks. You can only override standard machines.

Whisperer

Machines are not your enemy; they can be allies if you convince them well enough. You can override machines, making them friendly towards you and using them to fight alongside you.

Whisperer Valour Surge

To use the whisperer valour surge, you must spend 4 valour points. If you are within melee range of an unaware or suspicious machine, a prone or shocked machine, you can override the machine and temporarily make it an ally of yours for the duration of 4 rounds, it will act on its own or can follow simple commands. You can only override standard lightweight machines and it will use the overridden machine statblock.

Medium

You can override midweight machines in addition to lightweight machines.

Machine Damage

Overridden machines gain a bonus of 1d6 on all their attacks and deal 1 extra damage.

Machine Elemental

Overridden machines deal 2 additional buildup of their elemental and aberrant attacks.

Advanced Whisperer Valour Surge

To use the advanced whisperer valour surge, you must spend an additional 4 valour points, for a total of 8. If you are within melee range of an unaware or suspicious machine, a prone or shocked machine, you can override the machine and temporarily make it an ally of yours for the duration of 8 rounds, it will act on its own or can follow simple commands. You can only override standard lightweight machines and it will use the overridden machine statblock.

Rider

Machines are not only your enemy, but they can also be a valuable ally in teaching through hostile environments. You can override machines and make them your personal mount, allowing you to ride on them or have them help you to carry your resources from one place to the next.

Rider Valour Surge

To use the rider valour surge, you must spend 4 valour points. If you are within melee range of an unaware or suspicious machine, a prone or shocked machine, you can override the machine and for the duration of 24 hours, it is considered your personal mount. Your mount does not fight and flees once combat starts, but it can be recalled after the fight. You can only override standard lightweight acquisition machines and your mount will use the overridden machine statblock.

Speedy

Your mount gains an additional 10m movement speed, while it is overridden by you.

Carryweight

For the duration of your mounts override, it can carry additional resources equal to your pouches common level.

Mounted Defence

While you are riding your mount and you are getting attacked directly, you can decide for your mount to take half of the total damage dealt against you from one attack.

Advanced Rider Valour Surge

To use the advanced whisperer valour surge, you must spend an additional 4 valour points, for a total of 8. If you are within melee range of an unaware or suspicious machine, a prone or shocked machine, you can override the machine and it is considered your personal mount permanently, until destroyed or influenced otherwise. Your mount does not fight and flees once combat starts, but it can be recalled after the fight. You can only override standard lightweight acquisition machines and your mount will use the overridden machine statblock.

Traveller

As a traveller, you find yourself in many strange lands and hostile environments, engage with strange peoples and trade valuable goods with them. You are known far and wide, and you know many places as you have travelled to them many times before.

Starting Skills

Weapon Expertise	Choose one expertise & gain 2 proficiency in that expertise	
Skill Expertise	Choose Three of:	Acrobatics, Endurance, Prowess, Dexterity, Diplomacy, Intimidation, Insight, Deception, Lore
Proficiency Social	Increase one chosen skill in the social category by two or two skills by one proficiency.	
Proficiency Physical	Increase one chosen skill in the physical category by two or two skills by one proficiency.	
Level 1	Once everything is chosen, at level one: <ul style="list-style-type: none"> • Choose one Expertise for Free • You gain 8 Skill points to freely spend into your proficiencies. 	

Starting Equipment

Traveller Special	Monetary Resource Pouch's level is increased to Uncommon.
Sleeping Bag	You gain a sleeping Bag with the Poor Quality.
Useful Item	Choose two Useful Items to gain a Bonus in two separate skills.
Weapons	Choose two standard common weapons
Quivers	You gain quivers fitting to your chosen weapons at common level. Fill your Regular Quiver full and your Advanced and Ingredient Quivers by half.
Outfit	Choose one regular common outfit, light, medium, heavy or bulky.
Pouches	You gain all pouches at common level. Fill your standard resource, natural resource and medicine pouches by half.

Scout

You not only find yourself in new lands but, as a scout for others, lead them in the right direction. You are alert to any dangers that may come near and know how best to deal with them. Your knowledge of the path ahead is legendary, and you know the best path forward to any location, old or new.

Scout Valour Surge

To use the scout valour surge, you must spend 4 valour points. For the days journey you travel with one danger level lower than defined by the Chaplain.

Alert

You cannot be surprised anymore, when a surprise round starts, you will always act as part of it.

Perceptive

You gain a bonus of 1d6 to all of your perception checks.

Runner

Your movement speed is permanently increased by 5m.

Advanced Scout Valour Surge

To use the advanced scout valour surge, you must spend an additional 4 valour points, for a total of 8. For the days journey you travel with two danger levels lower than defined by the Chaplain.

Survivor

Your keen sense allow you to survive in the wilderness, longer than anyone else, alone or within a group. You know your way around weather and storms, how to best avoid them or to weather them out. You can find food and water with ease, even in the most hospitable environments.

Survivor Valour Surge

To use the survivor valour surge, you must spend 4 valour points. During your next rest in the wilderness, you can secure the camp and protect it from any environmental effects.

Outdoor

While resting out in the wilderness, you always sleep with one level of comfortableness higher than your current sleeping situation.

Food

While on a journey, you gain a bonus of 1d6 to all scavenging checks, when gathering supplies for the journey.

Elemental Adept

Your damage gained from elemental or aberrant attacks are reduced by 1.

Advanced Survivor Valour Surge

To use the advanced survivor valour surge, you must spend an additional 4 valour points, for a total of 8. During your next rest in the wilderness, you can secure the camp and protect it from any environmental effects and dangers, and you cannot be snuck upon during the rest.

Trader

As a trader you travel from settlement to settlement, meeting new people by the day and knowing best how to engage with every unique individual. You know much about the world and its inhabitants, but also its relics and artefacts.

Trader Valour Surge

To use the trader valour surge, you must spend 4 valour points. You can temporarily increase an individual's attitude towards you by 1 level for the duration of a day. The maximum attitude you can reach with this is ally + + +.

Bartering

When bartering with a trader, you gain a bonus of 1d6 on all diplomacy checks.

Antiques

You can sell all artefacts for 25% more metal shards.

High Class

You are perceived as a high member of society, you gain +1 attitude towards your party from your chosen legacy and region.

Advanced Trader Valour Surge

To use the advanced trader valour surge, you must spend an additional 4 valour points, for a total of 8. You can temporarily increase an individual's attitude towards you by 2 levels for the duration of a day. The maximum attitude you can reach with this is ally +++.

Warrior

As a warrior, it is your profession to wage war and fight alongside your allies to defeat the enemy in front of you. Warriors often go up and close to fight hand-to-hand against even the most formidable adversary.

Starting Skills

Weapon Expertise	Choose one expertise & gain 2 proficiency in that expertise	
Skill Expertise	Choose Three of:	Acrobatics, Endurance, Prowess, Dexterity, Intimidation, Insight, Perception, Tracking
Proficiency Intuition	Increase one chosen skill in the intuition category by two or two skills by one proficiency.	
Proficiency Physical	Increase one chosen skill in the physical category by two or two skills by one proficiency.	
Level 1	Once everything is chosen, at level one: <ul style="list-style-type: none"> • Choose one Expertise for Free • You gain 8 Skill points to freely spend into your proficiencies. 	

Starting Equipment

Warrior Special	One chosen Quiver level is increased to Uncommon.
Sleeping Bag	You gain a sleeping Bag with the Poor Quality.
Useful Item	Choose two Useful Items to gain a Bonus in two separate skills.
Weapons	Choose two standard common weapons out of your expertise list.
Quivers	You gain quivers fitting to your chosen weapons at common level. Fill your Regular Quiver full and your Advanced and Ingredient Quivers by half.
Outfit	Choose one regular common outfit, light, medium, heavy or bulky.
Pouches	You gain all pouches at common level. Fill your standard resource, natural resource and medicine pouches by half.

Vanguard

As the vanguard it is your job to lead your comrades into battle. You are the first to engage and the first to draw blood. Your fighting prowess is known to all dealing heavy strike over heavy strike against your adversaries.

Vanguard Valour Surge

To use the vanguard valour surge, you must spend 4 valour points. On your next successful attack, you cause a shockwave of energy to erupt from your strike, which pushes the enemy and any creature within a 5m cone in front of you 2m backwards.

Frontline

The first attack in a combat encounter made against you, increases your to hit chance by 2 until the next round.

Heavily Armoured

While wearing heavy or bulky armour, your armour attribute is increased by 1.

Heavy Strike

Melee attacks deal 1 additional damage for every action it requires to make an attack.

Advanced Vanguard Valour Surge

To use the advanced vanguard valour surge, you must spend an additional 4 valour points, for a total of 8. On your next successful attack, you cause a shockwave of energy to erupt from your strike, which pushes the enemy and any creature within a 8m cone in front of you 4m backwards.

Reaver

You prefer to go silently, up close and personal without your adversaries knowing you are even there. Your footsteps are quiet and your hidden strikes deadly. As a reaver you avoid being seen or heard and you come from the shadows.

Reaver Valour Surge

To use the reaver valour surge, you must spend 4 valour points. Your next successful melee attack from a hidden position automatically deal double damage.

Takedown

If you deal more than 3 quarters of damage through a single attack against an enemies total hp, the enemy immediately falls prone and unconscious.

Fast Stealth

When using the sprint action, you can stealth at the same time.

Hidden Stealth

Any melee attacks made from a hidden position gain a bonus of 1d6 on all of their attacks.

Advanced Reaver Valour Surge

To use the advanced reaver valour surge, you must spend an additional 4 valour points for a total of 8. Your next successful melee attack from a hidden position automatically deal quadruple damage.

Champion

The champion is an all-round incredible fighter, skilled in all ways of combat and their own unique ways to fight. The champion knows the weakpoints of the enemy and ways to exploit them, leaving behind resonating energy which can be struck again, to deal even more lethal damage.

Champion Valour Surge

To use the champion valour surge, you must spend 4 valour points. On your next successful melee attack, you leave a resonator pin behind. Once fired at by a bow, it explodes, dealing the same damage as your melee attack in addition to the ranged attack damage on the target.

Increased Blast

Once the resonator explodes, the damage it deals is doubled.

Pushed Strike

Once the resonator is shot by you, the affected creature must make a prowess check against your melee weapon level, (Common 1, Uncommon 2, Rare 3, Very Rare 4) or the enemy is knocked prone.

Swift Strike

All successive melee attacks gain a bonus of 1d6 on their attack rolls.

Advanced Champion Valour Surge

To use the advanced champion valour surge, you must spend an additional 4 valour points, for a total of 8. On your next successful melee attack, you leave a resonator pin behind. Once fired at by a bow, it explodes, dealing the same damage as your melee attack in addition to the ranged attack damage on the target. Creatures within 5m distance of the explosion must make an acrobatics check against your weapons level (Common 1, Uncommon 2, Rare 3, Very Rare 4) or gain the same amount of damage or half if they succeed.

Chapter 5 Journey

Taking on a Journey is one of the core aspects of this system. The world of Horizon is dangerous, and you often find yourself in unfamiliar territory with strange machines and unique people. This is especially defined by the player character's knowledge of the region, the terrain's difficulty, and the dangers on the road.

When heading out on a journey, you first define your goal; this can be another far-away settlement, a hidden bandit outpost, a difficult-to-locate machine or a ruin of the old ones. You then define your travel and how you intend to go there. Often, player characters may not be aware of any dangers or the precise path they must take and thus have to ask or search for the right direction along the way. If the characters have arrived at a rough location and need to find a specific element, such as a particular ruin in a city, a rare machine, or a hidden entrance, they must explore the surrounding region to pinpoint the target's exact location.

Travel

During travel, you can come across various dangers, events and individuals. This highly depends on what kind of route you are taking and the environment you are in. Roads are generally safer from attacks from machines, but might have a higher chance of getting robbed by bandits. Travelling through the wilderness can cause environmental dangers such as a rock slide or a heavy snowstorm.

Decide your path to travel carefully, as dangers can lurk behind every nook and cranny.

Defining Travel

Target Location

At first you define as a group where you would like to travel to, the location can be known or unknown to you and thus can define the path you will have to take. If the target location is unknown to you, finding the right path and direction to move to can be a challenge in it of itself.

Finding the Path

The Chaplain can define the challenge of actually finding the location higher or lower. If it is a well known location, where roads lead to, then the challenge to finding a path towards it can be fairly easy and straightforward. But, if a location is out in the wilderness, maybe even hidden. The Chaplain can make it a challenge for the players to find the pathways to go. This can be through interacting with locals, finding hints on the road, pinpointing its location based on known locations, etc.

Travel Pace

The map shows Hexagons, which are about 6 km in width. Depending on roads, or the wilderness. You can cross multiple hexagons a day, or cross one hexagon in multiple days. Down below you find a table, how you could define the travel pace of the party.

Terrain	Days	Km	Hex-Tiles	Travel on Foot	Riding Machine
Difficult Wilderness	1	12 Km	2	+0 Hex	x 2 Hex
Wilderness	1	24 Km	4	+0 Hex	x 2 Hex
Road	1	30 Km	5	+0 Hex	x 2 Hex

Difficult Wilderness

Difficult wilderness is marked by dense foliage, uneven ground, or steep travel.

Wilderness

Undeveloped ground, wild landscapes, forests and open prairie mark wilderness.

Road

Roads often lead from one major settlement to another. roads evened the ground and cut through difficult terrain for easier and faster movement.

Travel Speed

The party can decide their active movement speed while travelling through the wilderness. These can provide benefits and penalties depending on the speed the party travels with.

Speed	Benefit	Penalty
Slow	Stealth checks are at a Benefit, reducing the target number for the successes by 1.	Your movement speed is halved for the days travel.
Normal	No Change	No Change
Fast	Your movement speed for the days travel is doubled.	You gain a detriment on every stealth check. You gain one fatigue at the end of the day.

Speed Modifiers

Various influences could increase or decrease the movement speed, down below you can find some examples.

Influence Examples	Hex-Tile Change
	-3
Carrying something heavy, like a log or heavy boulder.	-2
Pulling or pushing a heavy object such as a cart.	-1
	+1
	+2

Travel Roles

Each character has a role during travel, this can entail scouting ahead, protecting the party or hunting for food and water. During travel, individual roles or characters can be directly affected by the event, making them engage with the issue before the rest of the party.

Scout

A scout treads ahead and tries to lead the party along the trail or even find shortcuts or warnings about dangers which might lie ahead.

Each start of a day of travel, one of the scouts rolls a tracking check to determine if they are still en route. If there are more scouts, the other scouts can decide to help. You must achieve a certain number of successes, depending on the environment you are navigating.

Terrain

Terrain	Tracking DC
Difficult Wilderness	3
Wilderness	2
Road	1

Other influence

Effect	DC change
Harsh Weather	+1
Slow Travel Speed	-1
Fast Travel Speed	+1

Failure

On a failed tracking check, the party gets slightly lost and needs to find their way again. The travel distance will be reduced by one hex (6 km), a minimum of one, for the day.

On a critical failure, the party is completely lost; they have either travelled in a circle or gone in the wrong direction. The travel distance will be reduced entirely, you haven't managed to make any progress on the day.

Success

On a successful tracking check, you do not lose any days' travel.

On a critical success, you find a quicker path and can travel one Hex (6 km) further for the day's travel.

Hunter

A hunter makes sure the party has food and water during their travels. Sometimes gaining access to them can become troublesome. Too many days without eating or drinking can cause Problems for the party.

Each start of a day of travel, one of the hunters roll a scavenging check to see if the party can find a day's worth of food and drink. If there are more hunters, the other hunters can decide to help. You must achieve a certain number of successes, depending on the environment you are navigating.

Terrain

Terrain	Scavenge DC
Difficult Wilderness	2
Wilderness	1
Road	3

Other influence

Effect	DC change
Barren Lands	+1
Harsh Season	+1
Lush Region	-1

Failure

On a failure, you do not gain sufficient food and water for the party. You can either half your daily rations and everyone gains 1 fatigue, or have half of the party not eat and gain 2 fatigue.

On a critical failure, you cannot find any food or water; the entire party gains 2 fatigue.

Failure can be mitigated if the party decides to bring rations with them. They have to consume a ration if they do not wish to be affected by the fatigue gain.

Success

On a success, you find sufficient supplies for your party and everyone eats well.

On a critical success, you find enough supplies to either last for another day of travel, or all of you eat more for the day and remove one level of fatigue.

Protector

The protector makes sure the party is guarded during travel, but also during rests. Protectors can often face minor threats on their own.

Each start of a day of travel, one of the protectors rolls a perception check to find any possible dangers on the day's journey. If there are more protectors, the other protectors can decide to help. You must achieve a certain number of successes, depending on the environment you are navigating.

Terrain

Terrain	Perception DC
Difficult Wilderness	3
Wilderness	2
Road	2

Other influence

Effect	DC change
Secured Route	-1
Dangerous Path	+1
Hostile Environment	+1

Failure

On a failure, the event danger for the day is increased by 1, increasing the chance of negative events, and all protectors gain 1 injury.

On a critical failure, the event danger for the day is increased by 2, increasing the chance of negative events and the entire party gains one injury, through traps, environmental dangers, an ambush, etc.

Success

On a success, the travel runs smoothly and nobody gains an injury.

On a critical success, the travel danger decreases by 1, increasing the chance of positive events.

Events

Every day's travel has a possibility of an event taking place or not. Events can be positive, neutral or negative, which can change depending on the player's actions and decisions. Each start of an event will first interact with one player character, depending on the role they are acting on: Hunter, Scout or Protector. The player can decide to resolve the event by themselves, or, after the first decision and check was made, call for their party to come and support them.

Events can take place during the journey or while at rest. Depending on the environment the party is travelling through, and the decisions made by the Chaplain.

Determining an Event

Choosing a Character

Before rolling for or choosing an event, first define which player character will engage with the event first. This can be accomplished in several ways.

1. Assign a number to each player character and then roll a die
2. Let every player roll a dice and choose the one that rolls the highest or lowest
3. If you do not wish to randomise it 100% you can make sure that each player gets their turn in resolving an event, before randomising the rolls again.

Depending on which character is affected and what role they took, events can take a different turn.

Roles	Description
Hunter	An event that affects the hunter can occur during their hunt and potentially interrupt the action. It can cause the hunter to not find any food or water for the party.
Scout	An event which affects the scout can take place during their scouting and determining a new route or possibly finding a shortcut.
Protector	An event which affects the protector can take place during the day's rest, during the day or night, or while travelling with the party.

Event Table

In this section, you can find a general table of events, which do not go into detail. Depending on the regions the party is crossing through, event tables can be specified further.

D12 +	Attitude	Event
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Modifiers		
-1	Negative	An incredibly negative and hindering event happens
0		A more significant negative event, resulting in detriment.
1		A more significant negative event, potentially causing harm.
2		A minor negative event, possibly providing a detriment.
3		The travel is quiet, but there appears to be a minor inconvenience.
4	Neutral	The Travel is Peaceful, nothing happens
5		An individual or creature of neutral attitude towards the party appears in front of them
6		The Travel is Peaceful, nothing happens
7		The Travel is Peaceful, nothing happens
8		An individual or creature of neutral attitude towards the party appears in front of them
9		The Travel is Peaceful, nothing happens
10	Positive	The travel is quiet, but there is a possibility of a minor benefit.
11		A minor positive event, possibly providing a benefit.
12		A greater positive event, possibly providing a benefit.
13		A greater positive event, providing a benefit.
14		An incredibly positive and supportive event happens

Event Type

D6	Event Type
1	Creatures of Nature
2	One or more Machines
3	An individual or a group
4	Environmental impacts
5	Weather impacts
6	Choose one above

Resting is integral to recuperating after a fight or a long journey, regaining HP, Fatigue and Stamina, among others.

Fatigue

Fatigue can affect any living creature and, depending on its severity, can negatively affect any actions taken by the creature.

Gaining Fatigue

There are various ways of gaining fatigue. During journeys, you can accumulate fatigue through events, lack of rest, or failed tracking checks. Outside of a journey, you gain fatigue in similar ways, but is much reduced in intensity and amount.

Levels of Fatigue

Points	Name	Effect
1	Drowsy	-1d6 to all skill checks (not including attacks, minimum of 0d6)
2	Tired	-1d6 to all skill checks (not including attacks, minimum of 0d6) -1m movement
3	Weary	-1d6 to all skill checks (not including attacks, minimum of 0d6) -1d6 to all attack rolls (minimum of 0d6) -2m movement
4	Sluggish	-1d6 to all skill checks (not including attacks, minimum of 0d6) -1d6 to all attack rolls (minimum of 0d6) -3m movement
5	Fatigued	-2d6 to all skill checks (not including attacks, minimum of 0d6) -1d6 to all attack rolls (minimum of 0d6) -4m movement
6	Drained	Total Stamina is Halved -2d6 to all skill checks (not including attacks, minimum of 0d6) -1d6 to all attack rolls (minimum of 0d6) -5m movement
7	Faintness	Total Stamina is Halved -2d6 to all skill checks (not including attacks, minimum of 0d6) -2d6 to all attack rolls (minimum of 0d6) -6m movement
8	Exhausted	No Concentration Regain Total Stamina is Halved -2d6 to all skill checks (not including attacks, minimum of 0d6) -2d6 to all attack rolls (minimum of 0d6) -7m movement
9	Depleted	No Concentration Regain Total Stamina is Halved -3d6 to all skill checks (not including attacks, minimum of 0d6) -2d6 to all attack rolls (minimum of 0d6) -8m movement

10	Burnout	No Concentration Regain Total Stamina is Halved -3d6 to all skill checks (not including attacks, minimum of 0d6) -2d6 to all attack rolls (minimum of 0d6) -9m movement
11	Collapse	No Concentration Regain Total Stamina is Halved -3d6 to all skill checks (not including attacks, minimum of 0d6) -3d6 to all attack rolls (minimum of 0d6) -10m movement
12	Death	Permanent Death

Breather

A breather takes about 10 minutes. During this time, you may only do light activities such as reading, writing or talking. No physical straining activities or the breather will be interrupted.

During a breather, you regain all of your stamina and concentration. While any elemental conditions or afflictions on you fade.

Night's Rest

A night's rest is a minimum of 8 hours of sleep or light activity if watches are taken, with a minimum of 2 hours per watch. During a night's rest, characters are considered unconscious and unaware. You can and must make only one night's rest per day. If you fail or choose not to do one, you will gain certain penalties, as shown below. The comfort level of the rest also defines how many of your abilities you regain.

Night's Rest Comfort

Comfort level	Effect
No Sleep	Your valour does not get reset, but you do not regain your stamina, HP, Concentration and gain one point of fatigue.
Poor	You regain your stamina and concentration, while your valour resets to 0.
Decent	You regain your stamina, concentration and half of your total HP. Your valour resets to 0. You remove one level of Injury
Comfort	You regain your stamina, concentration, and all of your HP, and you lose 1 point of Fatigue. Your valour resets to 0. You remove one level of Injury
Luxurious	You regain your stamina, concentration, and all of your HP, and you lose 2 points of Fatigue. Your valour does not reset. You remove two levels of Injury

Environmental Comfort Influence

Environmental effects can have an influence on your comfort level; it can increase or decrease the level, and certain actions from the player characters can negate an environmental effect.

Increase	Cave, Wind-Protected Area, Large Campfire
Decrease	Blizzard, Heavy Rain, Scolding Sun, Wet Ground, Deafening Noises

Weather

The weather can have a great influence of ones comfort and ease during a journey or their rest. Harsh weather can reduce your comfort while sleeping or making your journey more difficult than it already is.

Down below you find a list of weather and which effects they could have on various journey difficulty checks.

Weather	Travel	Scout Check	Hunter Check	Protector Check	Rest
Calm, Clear Sky, Cloudy	No effect	No effect	No effect	No effect	+1 Quality Level
Mild Winds	No Effect	No Effect	No Effect	No Effect	No effect
Heavy Winds, Rainfall	-1 Hex-Travel per day	+1 Difficulty	+1 Difficulty	+1 Difficulty	-1 Quality Level
Extreme Heat, Cold	1 Fatigue per daily travel	+1 Difficulty	+1 Difficulty	+1 Difficulty	-2 Quality Level
Storm, Sandstorm, Blizzard	1 Fatigue and -1 Hex-Travel per day,	+2 Difficulty	+2 Difficulty	+2 Difficulty	-2 Quality Level

You can also randomize the current weather per days travel.

1d6	Weather	Description
1	Overcast	
2	Precipitation	
3	Extreme Temperatures	
4	Heavy Winds	
5	Clear Sky	
6	Storm	

Daily Activity

While journeying, it is possible to stop for a day and do other activities. During your daily activity, you do not have to make any role checks. These activities are purely optional.

Prepare the journey

You can spend a day preparing for your journey ahead. For every day you prepare your journey, you can add 1d6 to each individual role check during travel. You can accumulate up to 7 days' worth of preparation for a total of 7d6, which you can spend as bonus dice to your role checks on any day. You can decide to spend one or more dice after knowing the result of your check.

You have to prepare for the journey together and can't do individual activities.

Recuperate

Instead of taking a day's worth of travel, you can take a day's worth of rest and recuperate from a difficult stretch of the journey. For the rest of the day, you are only allowed to engage in light activities, such as reading, writing, talking, or similar activities.

During a day's rest, you can remove up to 2 fatigue in addition to any fatigue you would lose through your night's rest. You also regain half of your total HP, all your stamina and all of your concentration, while your valour is not reset.

Gather Resources

Depending on the region you are located in, you can spend the day gathering resources from the surrounding area. You spend the entire day searching for scraps and pieces to fill up your resource pouches.

Region	Loot Table
Ruins	Common Ancient Crate
Wilderness	Plant loot table based on the foliage density
Settlement	Common Supply Crate
Scrapyards	Machine Loot tables, depending on the size of the scrapyard

Crafting

Crafting or upgrading a weapon or outfit requires one day of continuous work without distractions. You can spend that day tinkering away with the resources you have at hand.

You can check Chapter XX Equipment for the rules for crafting.

Earn Shards

While staying in a city or town, you can spend the time of a day by earning some shards through various ways. You can perform in front of a crowd, tell exciting stories, steal some shards yourself, repair minor damages or help people in other ways. The Chaplain defines the skill check you must make. If you decide to use the 3

action rules, the DC for the first two checks will be 3 successes to reduce the target number for the final check.

Depending on your number of successes, you earn a different amount of shards.

Successes	Earnings
0	4d6 (12) Metal Shards
1	7d6 (21) Metal Shards
2	10d6 (30) Metal Shards
3	13d6 (39) Metal Shards
4+	16d6 (48) Metal Shards

Search Location

If you are unaware of the exact location of your target location, you can spend a day to search for clues and possibly find the spot you are looking for. You search in a radius of 2 Hex-Tiles around your current location. When the target location is within this space, you do not have to make any checks and find the location, otherwise you must make a tracking check. If you decide to use the 3 action rules, the DC for the first two checks will be 3 successes to reduce the target number for the final tracking check.

Successes	Result
0 - 1	Cannot find any clues
2 - 3	Find a rough direction
4+	Find a specific direction

Various situations could increase or decrease the difficulty of the tracking check.

Success Change	Definition
-1	Large location such as a ruined city, a tall tower, or located in an obvious location
+1	A small target such as a house, a hamlet or a geographical location such as a waterfall.
+2	A very hidden location, a tiny target object.

Alternating Journey Rules

Journeying might not be the main focus of your party, and you just wish to get to the location of your adventure. You can use the alternating journey rules

Events only

Instead of rolling for the various role checks each day of travel, you can roll only for the events. If events happen on this day, and if so, what sort of event it could be.

Small parties

Chapter 6 Adventures

The world of Horizon is not only vast and dangerous but also filled with opportunities for brave adventurers to test their skill, earn renown, and uncover secrets of the old world. Adventures are self-contained quests, objectives, or locations that serve as core gameplay experiences, often tied into larger stories or played as standalone content.

Whether a party is infiltrating a bandit camp, exploring a derelict ruin, facing deadly machines in open terrain, completing a task or errand for an NPC, each type of adventure offers unique challenges and rewards for players to engage with.

Given Quests

Given Quests are structured, narrative-driven missions that typically originate from a specific NPC, faction, or storyline. These quests often revolve around helping others with personal dilemmas, solving mysteries, delivering items, or investigating strange occurrences in the wilds. Players might be tasked with escorting a trader through machine-infested territory, investigating the sabotage of a water filtration system in a remote settlement, uncovering the truth behind a vanished scouting party, or helping a grieving family recover a lost heirloom. These quests allow for a deeper exploration of the world's characters and themes, often building emotional stakes or offering moral dilemmas. *Given Quests* may stand alone or be part of a larger narrative arc and are a powerful tool for Chaplains to develop meaningful interactions and long-term story threads through.

Given Quest Builder Tools

Quest Hook Table (Roll 1d6 or choose)

What draws the party into this quest?

D6	Adventure Hook
1	A traveler arrives at a settlement seeking urgent help
2	A strange signal or ancient transmission has been detected..
3	A local's relative vanished during a routine expedition.
4	A machine or herd has been spotted and is behaving erratically or aggressively.
5	A nearby village is put on edge by a hidden threat.
6	A recently exposed ruin or forbidden place has become accessible.

NPC Motivation Table (Roll 1d6 or choose)

Why is this quest being offered?

D6	Adventure Motivation
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1	To protect loved ones or the community
2	Recover lost knowledge or heirlooms
3	Restore reputation or fulfill a personal vow
4	Secure rare resources or forge alliances
5	Avenge a wrongdoing or crime
6	Keep a dangerous secret buried

3. Quest Objective Table (Roll 1d6 or choose)

What must the party do?

D6	Adventure Objective
1	Rescue or escort a person or group
2	Investigate a location, event, or disappearance
3	Retrieve a stolen or lost item.
4	Hunt down or confront a dangerous foe
5	Scout an area and report back
6	Perform a social or political task

4. Complication Table (Roll 1d6 or choose)

What unexpected twist complicates the mission?

D6	Adventure Complication
1	The quest-giver is hiding key information
2	A rival or enemy faction is also involved
3	Dangerous machines have been drawn to the area
4	The “victim” is actually the antagonist
5	Natural hazards disrupt the plan
6	Completing the mission causes new problems

5. Sample Quest Prompt Template

[NPC Name] of [Location] asks the party to [Objective] because they/their [Motivation]. However, [Complication] threatens to derail the mission. Success could yield [Reward], but may come with [Twist or Consequence].

Side Quests

In the world of **Horizon** there are many different *Side Quests*, that are persistently common in the world of Horizon. They have no specific character or NPC tied to them instead easily stumbled upon and many different people would appreciate being completed. Each of the following categories outlines a common type of community quest, providing tools for *Chaplains* to create compelling scenarios and players to immerse themselves in the post-apocalyptic wilds of the Horizon world.

Bandit Camps

Bandit Camps are hostile encampments run by outlaws, mercenaries, and rogue tribes. These locations are often hidden or fortified and can serve as critical threats to nearby settlements or trade routes.

Depending on the task, the players can eliminate the leader, rescue captives, retrieve stolen resources and/or clear the entire camp. They must deal with the bandits of the stronghold all while avoiding potential traps, alarm systems, and overridden machines. Rewards are typically a big cache of plundered Shards, gear and other ill-gotten supplies from the bandits' stores as well as potential NPC Allies and unlocking a new safe settlement for the region to rest and recuperate.

Bandit camps are ideal for stealth missions, frontal assaults, or long-term infiltration. Dynamic responses, such as calling for reinforcements or changing patrol routes, can heighten the tension.

Stage 1 Scouting

A Bandit Camp is much more organised than at first glance, so the players need to scout and gather intel to come up with the best plan. They might observe the camp to find points of entry or map patrol schedules, as well as locate the camp's makeshift "Alarm System". They might find NPCs that can give them intel on their operations or might inform them that captives are being held. They might also find clues in the environment that could help the mission, distracting or hindering the bandits in the camp. Checks like ones in Perception, Survival and Stealth can be utilised to add skill and tension to the planning phase.

Bandit Camp Difficulty

Through scouting the party can figure out the difficulty of the camp, how many enemies are present and how well equipped they are. To roughly balance a bandit camp to the players abilities, the players can take on double their party size of one tier lower human enemies, or a small camp of the same tier human enemies of roughly the same as the party size.

Party Tier	Description
1	A Large camp of Tier 0 enemies A small camp of Tier 1 enemies
2	A small camp of Tier 1 enemies and some T1 machines A Large camp of Tier 1 enemies A Small camp of Tier 2 enemies
3+	Continue with the same structure

Camp Types

Ancient Ruins Camp

Open Prairie Camp

Cliff Camp

River Camp

Mountain Camp

Forest Camp

Stage 2 Infiltration or Assault

After the Players have scouted the camp, they have two decisions they can make. If they feel confident and prepared, they can simply assault the camp; otherwise, they can infiltrate the camp using stealth and tactics. If they go for the assault option, players will have to either quickly eliminate all bandits in the area and their leader before the alarm is sounded and reinforcements arrive en masse. Or simply endure the potential waves of combatants until the leader is eliminated.

However, if the party choose to infiltrate the camp, the party will have to carefully sneak through, eliminating all potential threats without alerting the wider camp. Doing so includes performing stealthy takedowns on unaware patrolling bandits, eliminating the camp's alarm system to prevent more bandits mobilising or exploiting traps and environmental hazards like explosive barrels or unstable rubble. It can even include finding and freeing imprisoned captives to provide extra support or as a distraction.

Enemy Behaviour

Stage 3 Defeat the Leader

Every camp has some kind of Leader running it. Usually a brutal warrior but Chaplains can shake things up by having one be a clever tactician, a challenging fighter or even a rouge machine tamer. Regardless of their capabilities, if the Leader is removed the remaining bandits will eventually scatter and never return. This is the climax of the encounter and can include an elaborate setup like unique enemy abilities or environmental setups. If alerted and enough of the cam is cleared out, the Leader may try to retreat. If wounded enough they may call for backup by a personal guard or even a captured or overridden machine to by them time to escape. If players are stealthy enough they can remove the Leader without even triggering an encounter and immediately liberate the camp.

Unique Adversary

Stage 4 Liberation

Once the camp has been liberated and cleared of threats the players can receive several kinds of rewards. Firstly, a claim to the stolen and salvaged loot, gear and supplies found in the camp. Second, the camp then can become a new friendly settlement that the players can use that will have discounts on items, supplies and can even lead to increased attitude of the local tribe(s) in the area. Or they can even destroy the camp area to ensure it cannot be used by bandits again if they do choose. They can also just leave the area as is and risk it being a potential reoccurring encounter that players can deal with again until the previous two options are decided on.

Rewards

- **Stolen Goods**
- **Unique Gear**
- **New Safe Settlement**

Additional Notes

Chaplains shouldn't be afraid to give Bandit Camps more of a purpose in their campaigns. Give the camps a running storyline or an opportunity to do settlement and region management to let players feel like they're making an impact in dealing with bandits. Also while the original Horizon games have established camps at specific locations, don't be afraid to either reuse them or to just make up new camps to make new original settlements for your players to enjoy.



Ruin Delving

Ruins are remnants of the Old World, containing advanced technology, hidden knowledge, and potential loot all while navigating environmental dangers and unconventional pathways. These areas often require puzzle-solving, agility, and sometimes combat to navigate successfully.

Players discover a still standing structure of the Old World and assess the possibility of entering and find what may lie inside. All while avoiding collapsing structures, rival delvers, and other possible hazards. Rewards from these quests are often High-tech equipment, useful tools, uncommon resources, ancient knowledge of the Old Ones, legacy gear.

Ruins are perfect for parties interested in exploration, history, deciphering past mysteries or the thrill of discovering ancient treasure.

Stage 1 Entrance

The entrance to a Ruin Delve can be as obvious or less obvious to enter depending on the Chaplain and the given environment. They can be obscured or easily open to the open air. They can be as secured, undisturbed or as unstable at the Chaplain's discretion or description. Regardless the players must decide on if or how to enter the Ruin or how many shouts even go. After the party or number of players should be given the chance to make Perception or other kinds of relatively achievable checks to see how secure or unstable the entrance is. If it is a more secured entrance it may require some Checks to solve a puzzle or check for boobytraps. If the entrance is blocked or inaccessible the players should make checks to scout and track an alternative access point like a hidden opening or an obscured cavity. Players should also be aware of any roaming machines or territorial delvers that may notice their activity or presence while searching for the entrance.

Stage 2 Exploration

Once inside, players will face maze-like layouts, or multiple branching and looping paths. Players will have to have their characters pay attention and keep track of where they're going while also avoiding potential environmental hazards like collapsing rubble, flooding waters, or toxic leaks. Players will also have to pay attention to descriptions of the environment for potential clues about the Ruin for it's potential contents or for finding bits of lore and data from the Old Ones.

Stage 3 Challenges

Multiple challenges can open itself up to the players. These can be skill challenges, puzzles or adversaries.

Skill Challenge

Depending on the difficulty of the challenge and its resulting reward, a skill checks difficulty can increase and the number of skills which need to be made. Refer to the difficulty chart during chapter 2.

Puzzles

Adversaries

Stage 4 Exit

Once the puzzle is complete and the treasure(s) are acquired, players will then have to exit the Ruin to properly appraise their find. Exiting the Ruin can range from the Players simply leaving the way they came, following an exit that leads from the treasure room, or having to escape from a potential collapse from all the poking around they've done. Regardless of how simple or dangerous the Chaplain wants to make the Ruins

exit is up to them. They can even present an encounter for the players to deal with once they've exited the Ruin like a rival delver crew or a machine(s).

Rewards

- **Key Resources**
- **Legendary valuable resources**
- **Legacy Gear**
- **Old World Knowledge**

Additional Notes

Don't be afraid to come up with your own lore on the Old Ones and their structures. Feel free to figure out what kind of information you might want your players to notice that might tie to one of your campaigns existing adventures or storylines.

Cauldrons

Cauldrons are ancient machine production facilities. Mysterious, highly secure, and filled with hostile denizens of their creation. These are dungeon-like challenges that often require teamwork, combat strategy, and overcoming environmental hazards.

Players must reach the Cauldron's Core in order to unlock new overrides, disrupt machine production and even find rare crafting sources or legendary artifacts. Sentry machines patrol the halls while environmental puzzles and dangers block the way forward. However the prize of new override capabilities, understanding of machine logs and valuable resources are the incentive that keep players going.

Each Cauldron has its own mechanical identity, requiring different tactics and often concluding in a boss-style encounter with a guardian machine.

Cauldrons are hard to locate, often hidden in difficult to reach places and protected by a herd of machines. A cauldron can be located by a surge of Machine sightings within a known area. The act of locating a Cauldron can be a challenge in itself, see: Chapter 5 Travel, for more details.

Stage 1 The Entrance

A Cauldron's outer entrance is constantly protected by a group of machines, these can vary from Cauldron to Cauldron. Each Cauldron provides a powerful upgrade which your players could use. High tech equipment, unique weaponry, Legendary loot or additional machine overrides. Depending on the party class level and the loot which can be found inside the Cauldron, will define the difficulty of the machines which guard the entrance.

You can allow your players to search for a secret entrance, allow them to make a roll if you want to allow them to actually find a hidden side entrance. If you want them to go through the main door, do not make them roll to search for a side entrance.

After the machines are dispatched, the doors can be opened. This can also be made a challenge or a Puzzle, but you can also simply allow them access to it.

Stage 2 Exploration

A Cauldron's interior is winded with corridors, large manufacturing facilities, and machines building machines. A Cauldron's interior is not made for humans to traverse through. This can provide many physical challenges the players have to overcome to reach different goals of theirs.

The interior is also guarded and patrolled by various machines, these can be avoided or engaged by the players. What the players like to find within the Cauldron, determines the path which they have to take, not every Reward can be found in the same place. Possible places can be:

- Machine Assembly Area
- Resource Collection Docks
- Refineries
- Cauldron Core
- Cauldron Databanks

Rest

It is possible for the party to take a night's rest within a Cauldron, since traversing it can be an arduous and difficult task. A Cauldron is a hostile place, its environment is not meant for Human comfort, it is damp, hot or frigidly cold, acidic smell in the hair and various other chemicals and gases which linger within the facility.

Resting within a Cauldron provides a -2 environmental penalty on Resting Comfort, with a minimum of poor quality. Prepared adventurers might negate this penalty.

Stage 3 Acquisition

Acquiring such valuable loot or information is always well guarded, this could be through various security measures. Puzzles to unlock and access the data or powerful combat machines which guard key locations.

This last challenge will be the peak of the adventure inside the Cauldron. It will be of much higher difficulty, either by the power of machine, or the lack of supplies, heightened exhaustion and used up ammunition and other resources on the side of the player characters.

Stage 4 Escape

After successfully or unsuccessfully acquiring their loot, the party now has to escape the Cauldron. They can trace their way backwards, or they can find hidden passageways, which reveals an easier path out of the Cauldron. If the party decides to visit other parts of the Cauldron and find different Loot, this exit point can subsequently be used by the party as a new entrance.

Every area within a Cauldron does not regenerate the loot found, but a cauldron can have multiple refineries, databanks, or other storage facilities. Which the party has to find once more.

Rewards

- **Key Crafting Resources**
Usually found only through fighting the machines and detaching the Key Resources from their body before destroying the machine. Key crafting resources can also be found deep within a Cauldron's caches.
- **Legendary Artefacts**
These can be found mostly in the shape of extremely rare materials, or valuable parts of machines, such as their hearts.
- **Machine Overrides**
Once acquired the player can choose 1 Heavyweight Machine, which they can now Override themselves.

Additional Notes

Each Cauldron is unique in its layout and challenges the party has to face. Be creative, they are high tech-machine made factories, built deep within the earth. Many consider them to be alien in nature in their design and layout.

Machine Hunts

Machine Hunts are a specific type of Side Quest. It involves tracking, trapping, and battling wild machines that are causing trouble in the region the bounty is posted and offers a cut of their materials as incentive. The Largest Machines take a lot of effort to hunt and destroy as well as large herds of smaller machines. A machine hunt can take many phases and in multiple different locations, depending on the machine and their fighting ability. Successful hunts will earn players respect and renown to either the locals or the institute who issued the hunt.

This type of adventure benefits from careful planning. Choosing the right traps, ammo, and terrain to exploit machine weaknesses.

Stage 1 Tracking

The first step Players must do is to start tracking the machine. This begins by go to the location specified on the contract. Then players perform checks by scanning and observing the environment for clues as to where the machine ran off to. Once the machine's trail has picked up, players will then follow it avoiding or engaging with any possible threats along the way.

Stage 2 Preparation

Once the machine has been located, your players can make a plan to either simply take the machine head on or prepare themselves to set up a coordinated ambush. This preparation phase can include setting up explosive, or special traps in strategic locations. It can also include consuming prepared meals and potions to buff and synergyze with their skills before the fighting starts and distracts them. It can also include coordinating with players by splitting them up around the targets territory to better distract or pin it down.

Stage 3 The Hunt

Once the players plan is in motion, it is time to begin the hunt! The players will either go in loud, trying to strike fast and true to end the hunt before it can begin. Or they'll execute their plan, popping off coordinated skills, applying elemental weaknesses or driving the machine into their series of traps. Crippling the machine before it has a chance to counterattack. If either of their methods fail however, the Players may be in for a long and arduous battle and may have to retreat. Doing so may put the risk of the machine leaving the area and they will have to track and find the machine again. This happens too many times and the machine will be lost and attitude may drop with the associated Legacy that posted the bounty.

Stage 4 Success

When the Players successfully hunt the machine, they must first select a piece that will be a Trophy proving that it has been properly slain. This can be any designated part of the machine and it might even prevent a potential resource usually found on the machine. This Trophy will be used to compensate the group who posted the hunt and then the rest of the rewards and resources may be split among the party.

Rewards

- **Machine Parts**
- **Bounty Rewards**
- **“???”**

Additional Notes

Feel free to have the hunt be in multiple stages as well and/or creating uniquely new or modified machines. A hunt is not a simple battle and its location and environment can continuously change, or additional machines can show up to support the hunted machine.

Melee Pits

Melee Pits are arenas, often found in major settlements or outlaw strongholds, where warriors test their strength against one another under various conditions. Players win matches under the specific trial's conditions to hone skills they want to practice from their chosen destiny and prove their worth to the rough and tumble members of a local legacy's people.

Players will have to face tempered melee fighters one-on-one or maybe even face multiple fighters. But when all of the Pit's trials are successfully achieved then the player(s) will have to face the Pit Champion and use all the skills they've learned to beat this particular master of them all.

Melee Pits can serve as both a narrative proving ground and a challenge mode for players to test builds and tactics.

Stage 1 Trials

Each pit will present the players with a set of trials that will have to be successfully completed. These trials can be unique in their chosen enemies, number of them or the types of weaponry allowed.

Stage 2 The Pit Master

Once the list of trials have properly been completed, it will be time to face the final challenge. Facing the Pit Master who owns and operates the pit itself. They are usually a uniquely skilled combatant and a challenging fight.

Rewards

- **Weapon Techniques**

Additional Notes

A Melee pit can differ from the next, depending on the weapon technique and its specific weapon reward the player is provided after succeeding.

Light Swift Blades

Medium Strike Blades

Large Swing Blades

Powercrusher

Hunting Grounds

Hunting Grounds are challenge-based areas where players are tested under specific conditions—timed hunts, limited equipment, or specialized tasks. They can test one's gear and abilities and provide bonuses. Similar to Machine Hunts, Hunting Grounds are more regulated and ask for specific accomplishments in order to consider a player's skill at hunting machines in specific circumstances. Doing so will earn specific kinds of rewards called Marks. Depending on the what region's Lodge owns the Hunting Grounds depends on what Marks they reward and exchange, Sun Marks for the Hunters Lodge in Meridian, Stripe Marks for the Tenakth, and so on.

These make excellent quests for those who want to prove themselves in their mastery over machine mechanics and systems in battle as opposed to human foes and can also reward players in increasing techniques in their weapons.

Stage 1 Trials

The Player(s) choose one of the several trials available to them at the chosen hunting ground. The hunting grounds usually consist of about three challenges revolving around the 2 or 3 types of machines corralled at them. Avoiding detection from Recon class machines, exploiting elemental weaknesses from exploding associated containers or tearing off specific components and heavy weapons are some of the possible options a hunting ground can offer.

Stage 2 Limits

Typically each trial has a specific time limit in which it must be completed in order to achieve the highest marks. Players who take longer than the quickest time bracket will receive a reward rank just below that. And if they take longer than that, they will receive the lowest amount of Marks. Sometimes the trial(s) can restrict the types of weapons or gear that can be used. While some will ask a certain Destiny's will have to accomplish certain tasks outside their tool kit.

Stage 3 Execution

When the trial is chosen and the limits are set, players will have to accomplish it as quickly and as efficiently as possible. There are three levels of success players can achieve based on the time they complete them. Achieving the fastest time will award the player several Full or High marks. Achieving a middling time will reward player(s) with Half Marks, and achieving the lowest time will award players Low Marks. Marks can be exchanged at the local Lodge which sponsors the hunting grounds and all marks are with at least something but it's the Full Marks that will allow players to acquire the best prizes.

Stage 4 Success

Once all trials are completed with the best possible times and Marks, players can earn a Completed Mark for that hunting ground. Proving their achievement. Earning 3 "High Marks" usually grants player's access to the local Lodge, but completing all hunting grounds and achieving the highest marks may unlock something special for the players.

Rewards

- **Marks**
 - **Carja** (Blazing Suns, Full Sun or Half Suns)
 - **Tenakth** (Full Stripes, Half Stripes, or Quarter Stripes)
 - **Whatever other Marks Chaplains wish to come up with.**
- **Weapon Techniques**
- **Gear and Loot**

Additional Notes

???

Warrior Bow

Hunter Bow

Sharpshot Bow

Slings

Blastsling

Spike Thrower

Rattling Cannon

Dart Gun

Ropecaster

Spitter

Bomb Launcher

Boltblaster

Rattler

Shredder Gauntlet

Tripcaster

Stand Trap

Tearblaster

Gambler Dens

Gambler Dens are hidden areas of risk and reward woven into the greater underworld of the tribes. These illicit and concealed halls of chance attract smugglers, thieves, corrupt traders, and information brokers who operate outside the local law. Players may stumble across them or be led there through shady contacts. These dens host games of both skill and chance. Some are universally familiar like cards and dice. But depending on tribe some can be more popular or unique to the region, like Machine Strike that's popular in the Forbidden West. Winning earns favor with criminal networks and grants rare opportunities, and helps lead to the location of other Dens to continue the Player's winning streak. Losing, however, may cost more than just Shards. Players reputation, safety, and trust can all be wagered and lost.

These side quests offer a unique change of pace from all the combat or exploration heavy adventures. They lean into roleplay, strategy, deception, and risk-taking, and are often part of the hidden social web that can link the tribes through criminal channels. Success may lead to valuable alliances and black-market resources; failure could turn allies into enemies or tarnish the party's standing with local Legacies if caught.

Stage 1 Entry

Gaining access to a Gambler Den is never straightforward. Some dens are literal backrooms guarded by brooding bouncers, others may be disguised as traveling caravans or set up deep within abandoned ruins. The Dens all have a specific marking hidden in the world for players to find that they can accidentally discover or can be led to by a shady NPC. After discovering a Den, players may have to have heard a specific password, presenting a token or completing a favor. They could bribe or intimidate the bouncers or lookouts of the den. They could be vouched for by an existing underworld contact. They may even simply have to just win an introductory game of chance and be so good that the players can be told where they can "play more". Failure to enter however may bar the Players entirely or even attract unwanted attention.

Stage 2 The Games

Once inside, the party is presented with a series of games or challenges and these vary by region or den. Strategic card or board games, Dice or shell-like guessing games, even simple physical gambling challenges like throwing darts or arm wrestling. Each game can be resolved using a combination of roleplay, rolls such as Dexterity, Deception, or Perception. Chaplains should design at least 2-3 stages of increasing risk and reward. Losing too often however may result in owing debts, being tipped off to authorities by informants, or just being barred by the sheer shame of being unlucky.

Stage 3 The Wager

At a climactic point, players will then be visited by the the Den Lord, the "proprietor" of the establishment, and will be asked to stake something very meaningful, often beyond just Shards. This could be information the party could have, owing a favor to the Den Lord as an unspecified job at a later date, a vast cut of resources repeatedly owed or even their very freedom. Winning the Wager though will bring high-tier underworld favors offered by the Den Lord. This phase is narrative-heavy and encourages intense roleplay and moral choices. Bluffing, betting, or walking away, all can have major consequences.

Stage 4 Outcomes

Once the games conclude, the outcome determines the party's standing with the underworld and possibly the surrounding region's authorities. Positive outcomes might include, significant deals off the black market, access to restricted safehouses and loyalty to various smugglers, spies or even assassins.

Negative outcomes could lead to situations like being marked for debt collection or death, alerting officials and impacting Attitude scores negatively in the area and even retaliation by criminal enemies if the party cheated, won too much, or made an enemy.

Chaplains may present options like covering tracks, bribing witnesses, or fleeing to avoid such consequences if possible.

Rewards

- **Black Market Deals**
- **Underworld Contacts**
- **Other Den Locations**

Additional Notes

???

Chapter 7 Social Encounters

Social encounters are an integral part of the Horizon TTRPG System. It not only covers everyday interactions, such as trading, gathering news and making new acquaintances, but especially focuses on gaining allies and enemies.

Attitude

Every NPC has an attitude towards the party. Usually, everyone starts out as neutral unless they have a predetermined reason to think positively or negatively about the party. Entire groups, such as bandits or rival adventurers, have a collective attitude towards the party, unless stated otherwise by the Chaplain.

Positive Attitudes

Once the party has shown kindness or help towards an individual, their attitude can change positively towards the player characters. A positive attitude can help you ask for help from the individual or group and increase your chances of getting it. The higher the attitude, the more likely they are to assist you with your needs.

<i>Familiar</i>	+
<i>Friendly</i>	++
<i>Ally</i>	+++

Negative Attitudes

If the party has shown previous hostility or has been inconsiderate towards a character, their attitude will decrease. A negative attitude shows increasing hostility towards a player or the party, and at higher attitudes, it could mean the party is attacked on sight.

<i>Wary</i>	-
<i>Hostile</i>	--
<i>Enemy</i>	---

Extreme Attitudes

Extreme attitudes, positive or negative, can only affect one player at a time, but usually mean an allied +++ or enemy --- attitude towards the rest of the party. Extreme attitudes are rare and do not appear often; the characters will either do anything to support or hinder the players' goals at any cost. Although this does not always result in mindless loyalty or anger.

<i>Lover</i>	++++
<i>Rival</i>	----

Standing

A standing is an entire town, region or tribes attitude towards the party. A standing can both be positive and negative and affects every individual within that region or part of the tribe, except for some exceptions stated by the Chaplain. For a party to gain a standing, its actions must have been wide-reaching and extremely influential. At the beginning of a Campaign of Tier 0 or Tier 1 level characters, you will not start with a positive

or negative standing. At higher tiers, it is possible to be already known enough by a town, city, or even a region or an entire tribe to have either a positive or negative standing towards the party.

Personality

Each character has at least one personality. Personalities can influence interactions in both positive and negative ways. If the Players are aware of an individual's personality, they can play into it and use it to their advantage. If they aren't aware of an individual's personality, they could accidentally go against their personality and gain a penalty on their roll.

Social Interactions

You can interact with any NPC in a social interaction; they do not require any skill check, unless you are trying to gain a benefit from such an interaction. This can be, bartering for more Metal Shards in a trade, gaining information, succeeding in a lie, etc. Social interactions can also influence your attitude towards a particular character or your standing within an entire group, such as a town, region, or tribe. Trying to lie to someone and failing can sour your relationship, while trying to befriend them and give them gifts can improve their attitude toward you.

Interaction Stages

An influential social interaction usually runs in three stages, similar to any other check. It uses the three-action economy. Depending on what you wish to gain from a social interaction, the difficulty of each check in the conversation varies. It is possible to use other skills, which are not social skills, to influence the interaction.

Introduction

During the introduction, the topic of this influential interaction is set. Are you trying to barter with a trader, figure out information by questioning a prisoner or try to talk your way out of a hairy situation? Choose one skill, which can be a social skill or any other, which reflects the introduction of the topic. On a success, you gain a benefit on your final check, which reduces its target number for successes by one. On a failure, the target number (TN) is increased instead. This step can be made without the need for a check.

Conversation

In this conversation, the topic is addressed by the members. You can try and influence the conversation in a direction of your choice, choosing another skill. You can hone in on the prowess of a guard and their combat ability, or you can amaze them with your knowledge on a relevant topic. On a success, you gain a benefit on your final check, which reduces its target number for successes by one. On a failure, the target number (TN) is increased instead. This step can be made without the need for a check.

Resolution

The Resolution is the final and critical check you make; it must be a social skill and cannot be the same skill as chosen in the previous two stages. The Resolution ends the current social interaction with the initial goal set in the introduction.

Interaction Results

Succeeding Interactions

If you succeeded in the interaction, your initial goal has been reached, and its influence is set. You have bartered for more metal shards in selling your goods, or you successfully convinced someone of your innocence.

Critically succeeding in the interaction allows you to gain more. The trader might make you a special deal, or the interaction partner gains a positive attitude towards you because of your honesty, or perceived honesty.

Failing Interactions

Failing in an interaction could see the cost for some goods rise, or, depending on how the interaction went, decrease the attitude of a character towards you.

Critically failing could mean consequences further down the line. The trader might no longer want to trade with you, or, in a simple misunderstanding, the guards could be called to arrest you.

Chapter 8 Combat

A combat encounter does not have to start once the first damage is dealt, but once the players enter an area surrounded by enemy creatures.

It is possible to go an entire combat encounter without actually engaging in combat by sneaking through a perilous area filled with machines or enemy humans.

Ranges

Ranges can be dealt with in two ways.

Precise Ranges

Precise ranges uses exact numbers for distances between you and other objects or creatures. Ranges are given in meters (m). There is no imperial version of the game, to roughly translate it into feet, multiply the meters by 3.3.

Rough Ranges

Rough ranges allow you to handwave non-exact distances, if you prefer this type of play. It can help with theatre of the mind. Rough ranges, based on precise ranges can be seen below.

Rough Ranges	Precise Ranges
Melee	1m
Close	2m - 10m
Near	10m - 30m
Ranged	30m - 60m
Distance	60m - 90m
Far	90m +

Initiative

Once a perilous area is entered, the players roll for initiative using their initiative skill. Once rolled, they will be put into one initiative tier; multiple players and enemy creatures can have their turn simultaneously in the same initiative tier.

Every NPC, creature or machine will have a predetermined initiative tier depending on how quickly or dangerously a machine is. One singular machine can also be part of multiple initiative tiers. Generally speaking, the larger the machine, the more dangerous it is and the more often it gets to act each round.

Turns and Rounds

A Round covers all turns and every initiative tier. Once every creature has had its turn, one round of combat has passed. Every player character can have one turn during one of the Initiative tiers. While a machine can have multiple turns.

Events, features and abilities can last for one or more rounds. This means an entire round must pass before the same time when the feature or ability was activated. When a feature or ability is mentioned until the beginning or end of a particular creature's next turn, it does not matter when the feature or ability was activated; its duration will run out as soon as the creature's turn has started or ended. For machines with multiple turns in one round, such a duration can last less than one round.

Initiative Tiers

Once the initiative is rolled, each creature is entered into one initiative tier, equal to the number of successes on their dice rolls. The higher the rolls, the faster a creature can act during combat. Tiers range from 0 to 12. Premade creatures, enemies and machines do not roll and are already set into various initiative tiers.

Simultaneous Turns

It is possible for player characters, enemies and machines to end up in the same initiative tier. Players and allies can take their turn simultaneously. If two enemy creatures act hostile to one another by making an attack, one can decide to wait until the other has acted, or if both wish to act first, they must roll a single d12; the one who rolls the highest acts first. On a tie, the roll is redone.

Stealthy Approach

Once a perilous area is entered, it does not mean combat begins right away. The players can decide to sneak past the enemies and avoid combat altogether or set up an ambush. Initiative order will go through, and any NPCs or machines will continue their regular routine, following a path, guarding an entrance, or engaged in other activities.

Awareness Status

While an encounter is engaged and initiative has been rolled, but combat has not yet started, and the players are still hidden. Each NPC and machine has an awareness status. This determines whether they are aware of the player character's presence or not. A creature can be taken down or a machine destroyed before its awareness status changes.

Unaware

Unaware creatures will go about their day, fulfilling their ordered task, following their patrol pattern, or simply standing sentry.

Suspicious

A creature can become suspicious if it hears a noise or suspects it has seen something in the distance or in the darkness.

Suspicious creatures will not be alarmed and will inspect the noise or anomaly. If no threat can be found, they return to unaware and resume their tasks.

Aware

Once a suspicious creature spots their enemies or a dead comrade, they become aware. This can happen during their turn or a player's turn.

Aware creatures are on high alert and are actively searching for any intruders. They can use their action to call an alarm, making all their allies aware of the threat as well. If they get killed before getting the chance to use an action to call an alarm, the alarm is not sounded, and their allies stay unaware or suspicious.

Aware creatures stay in groups and protect entrances or important assets of their base. They cannot lose their aware status again until a day has passed without conflict.

Engaged

Once an enemy is found and attacked the creature becomes engaged and are actively following and hunting them down. They can call forth more of their allies and have them engage the enemy as well.

Engaged creatures can lose track of what they are hunting. Once successfully disengaged the creature leaves the engaged status and returns to the aware status.

Actions

Combat uses a three-action economy, allowing each player character and NPC to use three actions during their turn for various activities. Not every activity costs the same number of actions, this depends on the complexity of the activity. Every activity defines how many and what actions you must take to use them.

Free actions

Free actions are minor actions you can make without needing to spend any of your actions. You can only use one free action per turn.

Possible free actions can be:

- Speaking to allies
- Opening or closing an unlocked door
- Picking up an object
- Equipping a weapon
- etc.

Reactions

Reactions are used outside of your turn in reaction to another person's action. You only have one reaction until your next turn, unless stated otherwise.

Dodge

If you get attacked, you can use your reaction and spend 2 stamina to dodge out of the way, making an acrobatics skill check. The result replaces your own to-hit DC and possibly prevents you from being damaged.

Actions

Actions you take during your turn each action requires a certain number of action points. 1, 2 or 3. You have a total of 3 action points to spend each of your turns.

Walking/Sneaking

You can spend one action to walk your total movement of 10m. You can also use your movement to climb up trees, boulders or cliffs at half of your movement speed.

When you decide to sneak, you can use your total movement, and you must roll a dexterity (stealth) check, and the resulting successes are your DC to be found by others.

If you wish to climb quickly at your full movement, you must succeed on a prowess (climb) check against a DC defined by the Chaplain.

Sprinting

You can spend 2 actions and 2 stamina to sprint and move double your normal movement speed for a total of 18m. You cannot move stealthily while sprinting. Whenever you climb, you must succeed on a climbing check against a DC defined by your Chaplain, which is more difficult to achieve while sprinting.

Quick Craft

By using 3 Actions, if you run out of ammunition for any of your weapons, you can perform a quick craft and create an amount of ammunition based on the weapon type, spending double the usual resources.

Attack

Attack actions can range from one action up to all three at once. Each weapon type is used differently and requires a different number of actions.

You will roll your dice according to your combat skill to make an attack against the enemy trying to reach their to-hit DC. Depending on the weapons, it is possible to attack components or armour of the machine or human, generally, hitting those components has a higher to-hit DC.

Distract

You can spend one action to distract an enemy by making a noise, either from your location or by throwing an object, such as a rock to a near distance. Creatures in the immediate vicinity of the noise will become suspicious and investigate. If nothing is found, they remain unaware and return to their duties.

Replenish

Replenish allows you to consume medicinal herbs and berries to replenish your HP lost during combat. For each action you take, you consume one berry or herb and replenish 1 HP.

You can also use this action to replenish the HP of an ally which is within melee range of you.

Quick Rest

By spending all 3 actions, you can regain up to 3 stamina at once. For each additional valour spent, you regain 2 more stamina.

Regain Concentration

By spending 1 action and 1 valour, you can regain 1 concentration.

Use Item

You can use various amounts of items during combat by using 2 actions. Most notable are potions. They can replenish your HP, Stamina or remove elemental states on you.

Set Trap

You can use 2 actions to plant any trap on the ground and make it ready to trigger. You can use the same action to remove a trap again.

Block

You can use an action to go into the block stance, and it will last until the start of your next turn, or when you move or are forced to move. While in this stance, your THD is increased by 1. For every additional action used, you add one additional THD until the start of your next turn.

Pained Attack

If you are unable to make an attack with your weapon because your maximum actions per turn have been reduced, you can still try to strike at your enemy. Make a normal attack action with your weapon, but gain a detriment of 1 for the attack.

Prying Armour

When in melee combat with an adversary, you can spend one additional action with your normal attack (maximum of 3) and deal one additional tear against the adversary's armour.

Aid wounds

You can spend one or more actions to aid yourself or someone else with their wounds. For each action, you spend one medicinal berry. Make a medicine check. On a successful check against a DC of 3, you heal double the amount of your chosen berries; on a successful check against a DC of 6, you heal 4 times as much. On a failure, you spend the berries and heal them as if you had used the Replenish action.

Shoving

You can spend an action to shove a human or a lightweight machine 1m away from you.

You can spend one additional action for a total of 2 to shove a creature further away from you. Both make a prowess check; if you roll lower than your adversary, they are only pushed 1m away from you. If you roll higher, count the number of successes you rolled more than your adversary, and they are shoved for that amount in m, a minimum of one. If you try to shove a higher-weighted machine, the distance you can shove it is reduced due to its weight and size. Mediumweight -2m, heavyweight -4m, minimum of 1m.

Additionally, you can spend 2 actions and try to push a human or lightweight machine prone. Both make a prowess check; if you roll lower, nothing happens; if you roll higher, the enemy is pushed prone until they stand up again.

Hide

You can spend 2 actions to hide where you stand. Make a dexterity (stealth) check against a DC of the creature's Perception check. The creature only makes a perception check if it knew where you were before, or when you made an attack against it.

Cover

Cover allows a creature to be partially or fully hidden from the eyes of their adversaries. Cover is any object or material which cannot be fired through. While you can be hidden behind a bush or in high grass, you can still be attacked in those situations.

Half Cover

With half cover, your body is partially hidden behind a solid object or material. You gain a THD bonus of +2 as long as you are in Half Cover. You can fire normally from behind half cover and do not have to move yourself.

Full Cover

When in full cover, you are fully hidden behind a solid object or material. You cannot be attacked unless an ability or a feature states otherwise. To fire against a creature while in full cover, you first have to move out of cover to do so.

Unique Covers

Depending on the cover, different rules can be applied. A brittle wooden door could be destroyed with an attack, removing the cover entirely. Or a thin wall could be shot through with certain weaponry. It is the Chaplain's discretion to decide which rules apply and which custom rules to add for specific situations.

Falling

Damage Types

There are multiple different damage types which can leave multiple different effects on a creature.

Strike

Any physical damage, which is not particularly specified, is considered strike damage. Most weapons deal strike damage as their base attack type. Any improvised damage, such as throwing a rock, hitting someone with a chair or falling down, can be considered strike damage.

Tear

Tear does not deal direct damage to a creature or machine, but allows the attacker to target specific components or armour of the enemy and possibly tear it off the body.

Explosive

Explosive damage results from a high-velocity impact, such as an explosion or shockwave. Explosion damage can build up to knock an enemy creature or machine prone.

Acid

Acid damage is anything which quickly corrodes most materials, such as metal, wood, or other organics. Acid damage mainly comes from the ingredient Metalbite, which machines produce, carry and use. It builds up to provide a creature with the corrosion state.

Fire

Fire damage comes from any hot source, such as a campfire, wildfire or boiling hot water. Elemental fire damage often comes from the ingredient Blaze, which machines produce, carry and use. Fire can build up to provide the burning state to a creature.

Frost

Frost damage comes from any immediate freezing cold material, if metal, water/ice, or other ice-cold liquids such as chillwater. Frost can build up to provide the brittle state to an enemy.

Shock

Shock damage is any damage coming from electricity, artificial or natural such as lightning. Elemental shock is stored in the sparker resource, which machines use for energy. Shock damage can build up to provide the shocked state to an enemy.

Adhesive

Adhesive damage is extremely sticky, clogging important parts of a machine. Adhesive mainly comes from the Stickpaste resource, which machines produce. Adhesive can build up to apply the slowed affliction to an enemy.

Purgewater

Purgewater is a heavily processed kind of regular water, which is much heavier and more toxic. Purgewater is produced and carried by machines in containers. Purgewater damage can build up to cause the drenched state on an enemy.

Plasma

Plasma is a mass of highly charged particles, overcharging the more plasma is applied. Plasma is produced and carried by machines, used to fuel some of their weaponry. Plasma can build up to cause the Plasma Blast state.

Conditions

There are various conditions a creature can be affected by, of elemental nature or other afflictions. Conditions can either affect a creature instantaneously through an action or be increased by building up elemental damage over time.

Elemental States

Elemental and Aberrant damage can build up to cause an elemental state to a creature. A creature can only be affected by one elemental state at a time. Additionally, certain elements or aberrant damage can immediately remove the elemental state off of a creature.

Burning

The burning state is caused by fire buildup that causes continuous damage to the burning creature, by dealing 1 damage for a duration of 4 rounds or the maximum buildup it requires, unless stated otherwise. Burning damage ignores any armour and cannot be resisted. Creatures vulnerable to fire damage still gain double the damage.

The burning state can end early if another elemental state affects the creature, or if it is attacked by purgewater or frost damage.

Brittle

The brittle state is caused by frost buildup and causes the creature to freeze up for a duration of 4 rounds or the maximum buildup it requires, unless stated otherwise. Any attacks made against the brittle creature are automatically doubled as its natural protection is weakened. Armour is not ignored.

The brittle state can end early if another elemental state affects the creature, or if it is attacked by fire damage.

Shocked

The shocked state is caused by shock buildup and causes the creature to be paralysed for a duration of 4 rounds or the maximum buildup it requires, unless stated otherwise. The next melee strike is an automatic hit and is considered critical, once hit it ends the state.

The shocked state can end early if another elemental state affects the creature, or if it is attacked by purgewater or plasma damage.

Drenched

The drenched state is caused by purgewater buildup and causes the creature to be drenched in heavy water for a duration of 4 rounds or the maximum buildup it requires, unless stated otherwise. The creature loses all of its resistances to any elemental or aberrant damage for the duration.

The drenched state can end early if another elemental state affects the creature.

Corroding

The corroding state is caused by acid buildup and causes the creature to be covered in corrosive acid for a duration of 4 rounds or the maximum buildup it requires, unless stated otherwise. Any tear damage made against armour or components is automatically doubled.

The corroding state can end early if another elemental state affects the creature, or if it is attacked by purgewater damage.

Plasma Blast

The plasma blast state is caused by plasma buildup and causes the creature to be surrounded by heated plasma energy for a duration of 4 rounds or the maximum buildup it requires, unless stated otherwise. Plasma damage, which can be dealt equal to the maximum buildup within the duration, will be tripled once it's reached.

The plasma blast state can end early if another elemental state affects the creature.

Afflictions

Afflictions are various states a creature can be in.

Prone

A prone creature has fallen to the ground or has decided to throw itself onto the ground by itself. Prone creatures can hide more easily behind low lying cover. Melee attacks made against prone creatures are with a benefit of 1 and, on a hit, are automatic critical hits. If medium or large machines fall prone, hard to reach components can be reached by melee weapons.

A prone creature must use one action to stand back up again.

Tracked

A creature is tracked for the duration of 1 round unless stated otherwise. Any creature with the tracked affliction cannot hide or stealthily approach the enemy for the duration.

Unconscious

An unconscious creature has no functioning sensory apparatus. It cannot move and any attacks made against it is an automatic hit.

Restrained

A restrained creature has its movement speed reduced to 0. To free itself the creature must spend 3 actions.

Hidden

A hidden creature is unseen by one or multiple creatures. A hidden creature gains advantage on their attacks against any creature that is unaware of their position. Once you attacked you become seen.

Poisoned

Only organic creatures can be affected by poisoned afflictions. Each poison can be found in 3 tiers. If a creature is affected by a tier 1 poison and gains another tier 1 of the same poison, it adds up to a tier 2. The maximum tier is always a tier 3. These afflictions can still be gained through other means. Machines can gain these afflictions through other means.

Blinded

A blinded creature cannot see for the duration of 1 round unless stated otherwise.. If you try to attack a creature which has moved since the last time you have seen it, you must make a perception check at a detriment of 1. Any actions where vision is required will be at the following detriment:

- Tier 1: A detriment of 1 for the duration.
- Tier 2: A detriment of 2 for the duration.
- Tier 3: A detriment of 3 for the duration.

Confused

A creature is confused for 1 round unless stated otherwise. A confused creature loses actions as per following tiers:

- Tier 1: One action for the duration.
- Tier 2: Two actions for the duration.
- Tier 3: Three actions for the duration.

Berserk

A creature can go berserk for the duration of 1 round unless stated otherwise. Berserked creatures use their action to attack the creature closest to themselves, nomatter if former friend or foe. A berserked creature will see every formerly positively seen creature as neutral and the following:

- Tier 1: Sees Familiar (+) attitude creatures as enemies.
- Tier 2: Sees Friendly (++) attitude creatures as enemies.
- Tier 3: Sees Allied (+++) attitude creatures as enemies.

Slowed

A creature is slowed for the duration of 1 round unless stated otherwise. A creature's movement is reduced by the following:

- Tier 1: The movement speed is quartered (25%) 10m → 7.5m
- Tier 2: The movement speed is halved (50%) 10m → 5m
- Tier 3: The movement speed is three-quartered (75%) 10m → 2.5m

Sleep

A creature Sleeps for the duration of 1 round unless stated otherwise. An Sleeping creature has no regularly functioning sensory apparatus. The following applies:

- Tier 1: You are groggy, you gain a detriment of 2 on all of your checks for the duration.
- Tier 2: You are sleepy, any attacks made against you are at advantage + Tier 1 for the duration.
- Tier 3: You are asleep, you are prone and unconscious + Tier 2 for the duration,

Sickened

A creature is Sickened for the duration of 1 round unless stated otherwise. You gain the following:

- Tier 1: You gain a detriment of 1 on all your attack rolls.
- Tier 2: You gain a detriment of 2 on all your attack rolls.
- Tier 3: You gain a detriment of 3 on all your attack rolls.

Injury

Every creature can be injured in one way or another. This can happen due to critically failing a physical check, during combat, or while on a journey, or through an enemy critically succeeding in an attack against you. Injuries can be treated directly, or be removed by taking nights rests.

Injury Table

Every Injury applies directly to one skill. You can flavour the cause of the injury yourself, as long as it makes sense for the skill check which gets temporarily reduced. You can roll on the table below, to randomly determine which kind of skill is affected by the injury. Unless it makes sense through the action or skill check failed.

D6	Skill Category	Example
1	Physical Skills	Spraining an ankle, breaking a bone, loss of breath, etc.
2	Intuition Skills	Partial blinding, ringing in the ears
3	Knowledge Skills	Head trauma, concussion,
4	Social Skills	Disfiguring scratches, strained vocal cords,
5	Combat Skills	Breaking an arm or hand, straining muscle, dislocating shoulder
6	Attributes	Any of the above

Choose or roll from the skill category and apply the injury. All skills in the skill category have halved their proficiency bonus rounded down for a minimum of 0d6. Attributes totals are also halved, rounded down to a minimum of 0.

Each skill category can reach an injury level of 2, which reduced the proficiency bonus gained for any skills of the category to 0.

Permanent Injuries

While injuries can be treated and removed again, some might decide to keep a scar for flavour, or even have the injury permanently for story related reasons. Always make sure to award your players, if they decide to do actions which enhance the story or the roleplay. A permanent injury does not have to effect all skills in a skill category, but can only effect one individual skill.

Treating Injuries

Any injuries can be treated and removed by either drinking a healing potion or by spending a breather with a successful Medicine check against a DC of 3 if the injury is level 1, or a DC of 5 if the Injury is 2.

Unconsciousness & Death

Once you reach 0 HP you go unconscious. For every turn you stay unconscious and are not healed, you gain one level of fatigue. Once you reach maximum fatigue you die immediately.

Once a character has died, there is only one last chance to bring them back to life. Within the duration of 1 hour, you must succeed on a medicine check against a DC of 6. You can only make the check once, per dead character. If you fail, the character is dead forever.

Consequences

If a character has gained at least 5 fatigue while being unconscious and being healed again. You can exchange all the additional fatigue you have gained with one level of injury.

Additionally, if you have died and are healed, you wake up again with 2 levels of injury.

Injury against Death

It is possible to exchange a permanent consequence against death. If the medicine check has failed, you can decide to gain one permanent injury, which cannot be healed, but you will stay alive.

Last Stand

After having been unconscious long enough to gain maximum fatigue, but before you pass on and die. You can choose for your character to make a last stand. They briefly wake up again and gain one entire turn to make their actions. For the duration of that turn they do not have to spend concentration, stamina or valour on anything they do.

Alternatively, you can decide to make a last stand earlier, before you reach maximum fatigue. Either way, your character dies and does not gain a chance to be healed anymore and is permanently dead.

Chapter 9 Equipment

Daily Income

The daily income defines how much an average person is meant to earn during a days work. This is the basis for any crafting costs as is listed in this Chapter. When making your own equipment, base it off of the daily income chart below.

Livestyle	Daily Income
Wretched	5 Metal Shards
Poor	15 Metal Shards
Average	30 Metal Shards
Rich	60 Metal Shards
Very Rich	120 Metal Shards

Crafting

Much of the equipment shown in this chapter can be crafted, upgraded and repaired. Crafting is an integral part of this system, creating new weaponry or outfits but also filling up ammunition which is used up quite frequently. Every item, standard or unique, has a set amount of resources required to craft it, and each level, common, uncommon, rare or very rare, has a set difficulty attached to it. Unique items increase the difficulty again.

Each crafting process can take up to 3 skill checks, the first two skill checks can be any skill which can support the crafting process, if it is a heavy weapon, prowess could apply well, if it is mechanical, machine knowledge could work, etc. You can also use your combat skill of the weapon type for one of the checks. On a successful roll, the last check gains a benefit, reducing its target number, while a failure provides a detriment, increasing its target number. The third and last skill check must be a crafting skill check. You can also just roll one of the preparing checks or none at all and go directly to the crafting skill check.

On a successful crafting check, the item is crafted and all the resources are spent. On a failed crafting check a quarter of the resources are spent, while a critical failure costs you half of the resources, and you must start again. Key resources are not affected by this and will only be spent on a successful check.

Upgrading

Upgrading equipment uses the same process as crafting, but checks become generally more challenging and require more resources.

Time Spent

Crafting ammunition does not require any specific amount of time and can even be done during combat, if double the resources are spend. Crafting or upgrading weapons or outfits require one entire days worth of time, if you get distracted, you must begin a new but do not loose any resources.

Crafting DC

All weapons and outfits presented are considered standard. Unique weapons and outfits provide minor benefits but require more complex resources to craft. Weapons and Outfits each have a section describing what the unique features are and which weapon types they can be applied to.

	Standard	Unique
Common	DC 1	DC 2
Uncommon	DC 2	DC 3
Rare	DC 3	DC 4
Very Rare	DC 4	DC 5
Legendary	DC 5	DC 6

Coils & Weaves

Coils & Weaves are upgrades you can add to weapons and outfits, coils do not require a crafting check to apply, but coils cannot be replaced. Once a coil is attached to a weapon or a Weave to an outfit it cannot be removed anymore.

Coil/Weave	Tier	Effect	Description	Cost
Tear Coil	1	Tear +1	The additional Tear only applies to direct attacks with the weapon.	75 Metal Shards
	2	Tear +2		120 Metal Shards
	3	Tear +3		240 Metal Shards
Strike Coil	1	Strike Damage +1	The additional damage only applies to weapons which deal strike Damage.	75 Metal Shards
	2	Strike Damage +2		120 Metal Shards
	3	Strike Damage +3		240 Metal Shards
Elemental Coil	1	Elemental Damage +1	The additional damage only applies to weapons which deal elemental Damage.	75 Metal Shards
	2	Elemental Damage +2		120 Metal Shards
	3	Elemental Damage +3		240 Metal Shards
Stamina Coil	1	Weapon Technique stamina -1	Only reduced the stamina Cost of a Weapon Technique of the weapon the coil is attached to.	75 Metal Shards
	2	Weapon Technique stamina -2		120 Metal Shards
	3	Weapon Technique stamina -3		240 Metal Shards
Lingering Coil	1	Damage from lingering +1	Increased the damage from lingering effects.	75 Metal Shards
	2	Damage from lingering +2		120 Metal Shards
	3	Damage from lingering +3		240 Metal Shards
Stealth Weave	1	Stealth check Bonus 1d6	Increased your bonus to stealth checks.	75 Metal Shards
	2	Stealth check Bonus 2d6		120 Metal Shards
	3	Stealth check Bonus 3d6		240 Metal Shards
Resistance Weave	1	Elemental Damage reduction 1	Only reduced the damage of Elemental nature	75 Metal Shards
	2	Elemental Damage reduction 2		120 Metal Shards
	3	Elemental Damage reduction 3		240 Metal Shards

Valour Weave	1	Valour Gain 1	Increased the Valour Gain by the given amount.	75 Metal Shards
	2	Valour Gain 2		120 Metal Shards
	3	Valour Gain 3		240 Metal Shards
Light Weave	1	Dodge Reaction bonus 1d6	Provides your dodge reaction with a bonus.	75 Metal Shards
	2	Dodge Reaction bonus 2d6		120 Metal Shards
	3	Dodge Reaction bonus 3d6		240 Metal Shards
Armour Weave	1	Armour +1	Increases your armour by the given amount.	75 Metal Shards
	2	Armour +2		120 Metal Shards
	3	Armour +3		240 Metal Shards

Quality

On special occasions, equipment, such as weapons or outfits, can be made at a higher quality. Each item with a quality level gains a slight benefit on its uses. Weapons deal one additional base damage, while outfits provide one additional base to hit DC.

Higher quality items can also be found or won through special missions or quests. Having an item of higher quality does not increase its upgrade cost, but it does increase its selling cost by 25% for every quality level.

Broken Items

Weapons and outfits can break during combat, or broken items can be found and repaired. For every break level on a weapon, the weapon deals 1 less damage, for a minimum of 1, and any outfit provides 1 less to hit DC and 1 less armour for a minimum of 0.

Repair

For every break level, you have to make a crafting check equal to the crafting DC of the item level. For every repair, you must pay half of the metal shards cost to repair the item.

Resources

There are many different resources which are required for various weapons, outfits, potions and more. Resources can be found, salvaged, gathered, hunted or traded. All resources are shown with their selling price attached; buying resources from a trader is always more expensive.

Resource Rules

There are two major ways in which a Chaplain and their players can go about dealing with resources. One reduces the complexity while the other increases it. It is free for the Chaplain and players to decide which to use, or even to use a combination of both. Every crafting recipe presents recipes for both resource rules.

Resource Rarity

Each type of resource is divided up into multiple rarities based on the rarity of the resource. These often go from common, uncommon, rare, very rare, all the way up to legendary.

Individual Resources

Within every resource category is a list of resources which are part of it. Not every resource within a category is equal and has to be collected from different sources. This makes crafting a little more complex, as more varied resources must be collected to craft different objects.

Resource Category

Some resources are categorised into different groups. Such as poisonous plants, animal meats, elemental resources, etc. These can be important for crafting purposes.

Monetary Resources

Metal shards are the main monetary resource, used all across the known world as currency as well as a standard crafting component. Additionally, there are various valuable objects and artefacts which can be found in the ruins of the old world or made. These objects have no function and are mainly sold to collectors.

Common Artefact (5 Shards)

- Ancient Toothpick
- Iron Ingot
- Processed Metal Block
- Metal Fertiliser Pod

Uncommon Artefact (10 Shards)

- Bronze Ingot
- Ancient Ring
- Ancient Wreath
- Pristine Tooth
- Desert Glass

Rare Artefact (25 Shards)

- Ancient Chimes
- Ancient Bright Bracelet
- Silver Ingot
- Pristine Skull
- Slagshine Glass
- Ancient Charms

Very Rare Artefact (50 Shards)

- Ancient Black Bracelet
- Ancient Metal Eye
- Ancient Necklace

Legendary Artefact (100 Shards)

- Ancient Sculpture
- Gold Ingot

Standard Resources

Standard resources are the most commonly used resources for crafting and upgrading. They can be frequently scavenged from scrap piles or dead machines.

Common Standard (4 Shards)

- Elemental
 - Sparker (Shock)
 - Metalbite (Acid)
 - Blaze (Fire)
 - Chillwater (Frost)
- Braided Wire

- Sturdy Hardplate
- Metal Vessel
- Sharpblade

Uncommon Standard (8 Shards)

- Aberrant
 - Glowblast (Plasma)
 - Purgewater (Purgewater)
 - Stickpaste (Adhesive)
- Machine Muscle
- Echo Shell

Rare Standard (16 Shards)

- Blastpaste
- Metal Bone
- Piercing Spike

Very Rare Standard (32 Shards)

- Crystal Braiding
- Volatile Sludge
- Luminous Brainstem
- Spikeglass

Weighted Resources

Weighted resources are gathered from different machine weight classes: light-, medium- and heavyweight. The resources themselves are the same, but differ in their size and complexity, depending on the weight class they are gathered from.

- Machine Core
- Primary Nerve
- Circulator
- Machine Heart
- Machine Lens

Small (Lightweight) (50 Shards)

Medium (Mediumweight) (75 Shards)

Large (Heavyweight) (100 Shards)

Natural Resources

Natural resources are gathered from the flora and fauna of the known world. Plants, animals, roots, flowers and more. They are often used to prepare meals and brew potions.

Common Natural (4 Shards)

- Animal
 - Rich Meat
 - Bony Meat
 - Fatty Meat
 - Wild Meat
 - Shell Meat

- Crunchy Meat
- Herbs & Spices
 - Bitter Leaf
 - Riverbloom Leaf
 - Kindleweed oil
 - Redthorn Pepper
 - Seabrine Stem
 - Goldthorn Pepper
 - Winter Paleberry
 - Frostriver Frond
- Wild Bean
- Sweet Grain
- Ridgewood

Uncommon Natural (8 Shards)

- Elemental Plant
 - Freeze Rime Root (Frost)
 - Fire Kiln Root (Fire)
 - Shock Wax Root (Shock)
 - Acidic Slime Root (Acid)
- Poisonous Plant
 - Slugleaf (Slowed)
 - Dazzle Root (Confused)
 - Eyebite Bloom (Blinded)
 - Guttear Leaf (Sickened)
 - Everslumber Petal (Sleep)
 - Redrage Tupa (Berserk)
- Corruption Glaze Root
- Soothing Flower

Rare Natural (16 Shards)

- Aberrant Plant
 - Plasmoid Tail Root (Plasma)
 - Sticky Amber Root (Adhesive)
 - Drenched Sour Root (Purgewater)
- Animal Hide
- Animal Feathers
- Vigorstem

Very Rare Natural (32 Shards)

- Animal Bones
- Animal Shell
- Fiberzest

Key Resources

Unique weapons and outfits, or higher quality ones, often require unique resources gathered from various machines to craft or upgrade.

Rare Key (100 Shards)

- Grazer Rotor Horn

- Scrounger Power Cell
- Leaplasher power Cell
- Scrapper Radar
- Spikesnout Sac Webbing
- Charger Horn
- Bellowback Sac Webbing
- Snapmaw Sac Webbing
- Sunwing Shield Caster
- Frostclaw Sac Webbing
- Fireclaw Sac Webbing
- Bilegut Sac Webbing
- Broadhead Horns
- Watcher's Eye

Very Rare Key (150 Shards)

- Burrower Soundshell
- Skydrifter Razor Tail
- Lancehorn Drill Horn
- Fanghorn Antler
- Widemaw Tusk
- Glinthawk Beak
- Shell-Walker Lightning Gun
- Clamberjaw Tail Duster
- Rockbreaker Mining Claw
- Behemoth Force Loader
- Dreadwing Metal Fang
- Tideripper Tail Fin
- Shellsnapper Shell Bolt
- Slitherfang Earthgrinder

Legendary Key (200 Shards)

- Plowhorn Horn
- Longleg Wing Burner
- Bristleback Tusk
- Clawstrider Razor Tail
- Stalker Stealth Generator
- Rollerback Hammer Tail
- Stormbird Storm Cannon
- Thunderjaw Tail
- Scorcher Scanning Ear
- Tremmortusk Tusk
- Slaughterspine Tooth
- Trampler Excavation Horns

Adventuring Gear

Adventuring gear is any gear necessary to survive in the wilderness.

Sleeping Conditions

While on the road, especially in the wilderness, comfortable sleeping conditions can be the difference between life and death. Each Item provides a different level of comfort while sleeping outside.

Comfort Level	Possible Items	Crafting Cost
Poor	Simple Hammock, Tattered Bedroll, Torn Blanket	20 Metal Shards
Decent	Sleeping Bag, Simple Tent, Blanket	120 Metal Shards
Comfort	Tent setup, Stuffed Sleeping Bag, Isolation Matte	400 Metal Shards
Luxurious	Mattress, Stuffed Woollen Blanket	1200 Metal Shards

Travel Gear

There are many environmental effects which can influence a character while travelling. Travel Gear allows a character to negate some of these effects while being worn. This Gear can be worn simultaneously with combat outfits.

Each character can carry up to two different Travel outfits simultaneously.

Travel Outfit	Effect	Crafting Cost
Cold-Resistant Hide	You reduce fatigue caused by extreme cold weather.	300 Metal Shards
Cold Protective Hide	Not affected by extreme cold weather conditions while travelling.	600 Metal Shards
Heat-Resistant Wear	You reduce the fatigue caused by extreme heat.	300 Metal Shards
Heat Protective Wear	Not affected by extreme heat weather conditions while travelling.	600 Metal Shards
Smoke-Resistant Mask	Reduced effects by inhaling gases. Halving the damage or increasing the check by +2d6	300 Metal Shards
Smoke Protection Mask	Not affected by any effects through smoke or gases when inhaled.	600 Metal Shards
Weather-Resistant Wear	Reduce the amount of fatigue gained through extreme weather, such as storms.	300 Metal Shards
Diving Cannister	Increases diving time to 4 hours per dive.	800 Metal Shards

Useful Items

Useful Items allow you to increase a skill permanently, giving it a +1d6 bonus on any rolls when the skill is used. It is up to you to decide what flavour the item will have. Try to make it make sense for the skill it is trying to improve. Down below you can find a small list of possible useful items.

Every Character can carry up to 5 useful items at a time. You cannot get two or more useful items for the same skill. You must choose a different skill for every useful item.

Example of Useful Items

Skill Bonus	Example Item	Buying Cost
+1d6 Acrobatics	Sprinting Shoes, Climbing Kit,	
+1d6 Dexterity	Tricksters Tools, Magnifier	
+1d6 Endurance	Small Shield, Padded Layer	
+1d6 Prowess	Crowbar, Weighted Gloves	
+1d6 Deception	Costume, Makeup Kit	
+1d6 Diplomacy	Fine Clothes, Valuable Mark	
+1d6 Insight	Group Badge, War Paint, Medallion of Recognition	
+1d6 Intimidation	Warpaint, Spiked Outfit	
+1d6 Medicine	Tourniquet, Medicine Bag, Sewing Kit	
+1d6 Perception	Spyglass, Magnifying Glass	
+1d6 Scavenge	Saw, Sledgehammer, Screwdriver	
+1d6 Tracking	Survival Guide book, Scanner	
+1d6 Crafting	Crafting Tools, Blueprint Bag	
+1d6 Lore	Scroll of Tribes, The Histories, Legends book	
+1d6 Machine	Ledger, Notebook	
+1d6 Old World	Ancient Tablet, Ancient Parchment	

Weapons

There are multiple weapon types a character can fight machines with. Some of them are easy to use, while others are mechanical wonders of their time and thus more complex. Most weapons are ranged, keeping distance from the much more powerful machines and requiring a lot of ammunition. While some even dare to strike at those beasts in melee using all kinds of blades.

The weapons are categorised into three groups by complexity, and those categories do not affect the mechanical side of things. For new players to the system, trying out the simple weapons first is recommended, as they are mechanically simpler.

Legendary Weapons

The standard weaponry goes from common all the way up to very rare. It is possible to find Legendary Weapons. These are custom weapons that can have multiple unique attributes and are generally much stronger, better-made, and more efficient.

Weapon Techniques

Weapon Techniques are 3 unique abilities for each weapon. They can be acquired in two separate ways. They can be gained by spending 3 skill points for each Technique. Additionally, they can be acquired by succeeding in Hunting Grounds or Fighting Pit challenges.

Weapon Overview

A character can have expertise in different categories of weapons, depending on the technological and mechanical complexity. A bow is easier to use and maintain than a shredder gauntlet.

Simplistic Weapons

Simplistic weapons are mechanically simple and only require a simple attack roll, which is pretty straightforward. Weapons categorised as mechanically simplistic are:

Light Swift Blades	Light swift blades are any weapons which are light, small and often easy to conceal. Knives, Daggers, Small Hammers, etc.
Medium Strike Blades	Medium Strike Blades are melee weapons of medium size, swords, short spears, battleaxes, warhammers, and various others.
Warrior Bow	The warrior bow is a small, quick-firing bow. It is best used in conjunction with melee attacks.
Hunter Bow	The hunter bow is your average go-to bow when going out into the wild and hunt some machines.
Sharpshot Bow	The sharpshot bow is a powerful bow with a heavy draw weight and far-flying arrows.
Slings	While simple, the sling can be a deadly weapon just like any other. Constructed with a simple rope, the sling can fling projectiles at incredible speeds, tearing apart enemy armour.
Dart Gun	The dart gun is a heavy weapon, salvaged from machines and modified to fire a singular heavy bullet at an enemy at a long distance.

Advanced Weapons

Advanced weapons are mechanically more advanced. Weapons categorised as mechanically advanced are:

Large Swing Blades	Large swing blades are weapons of large proportions for greater reach, greatswords, greataxes, mauls, spears, pikes, halberds and more.
Blastsling	Blastslings can hurl small bombs at a short range. They explode in a small radius and can deal some amount of elemental damage.
Rattling Cannon	The rattling cannon is a heavy weapon required to be wielded with two hands to wield and slows you down. It continuously fires bullets with increasing knockback with each shot.
Ropecasters	Ropecasters allow you to fire a hook at a machine and anchor the rope into the ground, restraining the machine to a fixed position.
Spitters	The spitter is fueled with elemental liquid, which is sprayed in a short range onto enemies. It deals a high amount of buildup at once.
Spike Thrower	The spike thrower allows you to hurl large spikes the size of short spears at a decent range. With a heavy throw, it can even pierce the armour protection of an enemy.
Bomb Launcher	The bomb launcher hurls large bombs at a decent range, causing large explosions, possibly knocking down enemies within blastrange.

Complex Weapons

Complex weapons are mechanically more advanced. Weapons categorised as mechanically complex are:

Rattler	The rattler fires a collection of bolts in a short range.
Boltblaster	The boltblaster fires a short burst of bolts at enemies within a decent range.
Shredder Gauntlet	The shredder gauntlet launches a disc at an enemy, which shreds through its armour plating. It has the possibility of rebounding and being caught and launched again.
Tripcasters	The tripcaster fires two anchors into the ground, creating a tethered line. When triggered, the two anchors explode on the creature.
Stand Traps	Stand traps are placed on the field and explode when approached.
Tearblaster	The Tearblaster blasts a compressed hair current at an enemy, tearing away armour and components and possibly knocking them down.
Powercrusher	The powercrusher is a mechanically supported heavy gauntlet which allows the wearer to make heavy strikes against an enemy in melee.

Simplistic Weapons

Light Swift Blades

Swift Blades are small, short and light melee weaponry, often used for quick and dexterous movement and attacks.

A Swift Blade requires one action to make an attack roll.

Swift Blade Table

Level	Range	Damage	Tear	Crafting Cost	Coil Slots
Common	1m (melee)	1	0	120 Metal Shards 2 Sharpblade (Common)	0
Uncommon	1m (melee)	3	1	360 Metal Shards 4 Sharpblade (Common)	1
Rare	1m (melee)	5	3	900 Metal Shards 6 Sharpblade (Common) 2 Luminous Brainstem (Very Rare)	2
Very Rare	1m (melee)	7	5	1800 Metal Shards 8 Sharpblade (Common) 4 Luminous Brainstem (Very Rare)	3

Swift Blade Techniques

Tearoff

You can use 2 actions and spend 3 Stamina and make one attack roll with your Swift Blade. After a successful attack against a target, bury your weapon into your enemy to violently dislodge it in an acrobatic flourish, leaving them staggered & landing within 2m (close) of them.

Flying Strike

Use 2 Actions and make 2 Attack rolls, by spending 5 Stamina. Bridge a gap of up to 3m to your enemy in a vaulting attack, following up with a quick strike.

Destroyer

Spend 8 Stamina, use three actions and make 5 consecutive attacks. You unleash a flurry of lightning quick strikes, leaving you temporarily exhausted, gaining the confused Affliction until the end of your next turn.

Medium Strike Blades

Strike Blades are medium sized, swords, axes and spears. They have a balanced weight, not too heavy not too light.

A Strike Blades requires two actions to make an attack roll.

Strike Blades Table

Level	Range	Damage	Tear	Crafting Cost	Coil Slots
Common	2m (close)	2	0	150 Metal Shards 2 Sharpblade (Common)	0
Uncommon	2m (close)	4	1	450 Metal Shards 4 Sharpblade (Common)	1
Rare	2m (close)	6	2	1125 Metal Shards 6 Sharpblade (Common) 2 Luminous Brainstem (Very Rare)	2
Very Rare	2m (close)	8	3	2250 Metal Shards 8 Sharpblade (Common) 4 Luminous Brainstem (Very Rare)	3

Strike Blades Techniques

Seize

When an enemy moves out of your weapons reach, you can use your reaction, spend 3 Stamina and make one attack against your enemy. On a hit they gain the damage and the slowed Affliction.

Block Breaker

Use 2 actions, spend 5 Stamina and make one attack against a creature which used the block action on their turn. By force & finesse, break through the defenses of your enemy, negating their block action, in addition to your regular attack.

Reaching Advance

By using 3 actions and spending 8 Stamina, you can focus yourself in a straight line. Move yourself a total of your movement speed or less, to one creature at the end. Any other creature within melee range of that path can be made an attack against. They gain half your damage on a cussful attack, while the end creature gains your regular amount.

Warrior Bow

A warrior bow is a short, rapid-fire bow using light arrows. It does deal minor tear damage and is mainly used to shoot elemental arrows.

Making an attack roll with the warrior bow requires one action.

Warrior Bow Table

Level	Range	Damage	Tear	Crafting Cost	Coil Slots
Common	15m (near)	0	0	120 Metal Shards 2 Braided Wire (Common)	0
Uncommon	20m (near)	1	1	360 Metal Shards 4 Braided Wire (Common)	1
Rare	25m (near)	2	2	900 Metal Shards 6 Braided Wire (Common) 2 Luminous Brainstem (Very Rare)	2
Very Rare	30m (near)	3	3	1800 Metal Shards 8 Braided Wire (Common) 4 Luminous Brainstem (Very Rare)	3

Light Arrow Table

Light Arrow Type	Base Damage	Base Tear	Buildup	Crafting Cost	Amount
Light Arrow (Regular)	1	0	/	2 Metal Shards 4 Ridge-Wood (Common)	14
Elemental Light Arrow (Ingredient)	0	/	1	4 Metal Shards 2 Ridge-Wood (Common) 2 "Elemental Plant"(Common)	6
Aberrant Light Arrow (Ingredient)	0	/	1	4 Metal Shards 2 Ridge-Wood (Common) 2 "Aberrant Plant" (Uncommon)	6

Light Arrow Quiver

Quiver Level	Capacity	Crafting Cost
Common	42 (Regular) 12 (Ingredient)	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	49 (Regular) 18 (Ingredient)	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)

Rare	56 (Regular) 24 (Ingredient)	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	63 (Regular) 30 (Ingredient)	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	70 (Regular) 36 (Ingredient)	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Warrior Bow Techniques

Detonator You make an attack, using 2 Actions and 3 Stamina. Spend one standard arrow in this attack, deal normal damage and tear and the arrow is stuck, creating an opening. A subsequent melee attack on the same creature, deals the weapon attack and deals the damage of the arrow again, but doubled.

Burst Fire You quickly fire 3 arrows, making 3 attack, using 2 Actions and 5 Stamina. Make 3 individual attacks against enemies within Range.

Cone Shot You fire multiple arrows in a cone in front of you. Make 3 Actions and spend 8 Stamina, every creature within the cones range, equal to half your weapons range, must make an acrobatics check, equal to your successes when making a normal attack roll with the weapon. On a success they only gain half the damage.

Hunter Bow

Hunter bows are the most used bow among warriors and rangers, having a large variety of uses and are rather easy to use.

To attack with a hunter bow, you are required to use two actions.

Hunter Bow Table

Level	Range	Damage	Tear	Crafting Cost	Coil Slots
Common	45m (ranged)	1	0	150 Metal Shards 2 Braided Wire (Common)	0
Uncommon	50m (ranged)	2	1	450 Metal Shards 4 Braided Wire (Common)	1
Rare	55m (ranged)	3	2	1125 Metal Shards 6 Braided Wire (Common) 2 Luminous Brainstem (Very Rare)	2
Very Rare	60m (ranged)	4	3	2250 Metal Shards 8 Braided Wire (Common) 4 Luminous Brainstem (Very Rare)	3

Hunter Arrow Table

Hunter Arrow Type	Base Damage	Base Tear	Buildup	Crafting Cost	Amount
Hunter Arrow (Regular)	1	0	/	2 Metal Shards 4 Ridge-Wood (Common)	10
Advanced Hunter Arrow (Advanced)	2	1	/	10 Metal Shards 4 Ridge-Wood (Common)	6
Elemental Hunter Arrow (Ingredient)	0	/	1	4 Metal Shards 2 Ridge-Wood (Common) 2 "Elemental Plant" (Common)	5
Advanced Elemental Hunter Arrow (Adv. Ingre.)	1	/	2	10 Metal Shards 4 Ridge-Wood (Common) 4 "Elemental Plant" (Common) 2 Volatile Sludge (Very Rare)	5
Berserk Hunter Arrow (Special)	0	/	1	10 Metal Shards 4 Ridge-Wood (Common) 2 Redrage Tupa (Uncommon) 2 Crystal Braiding (Very Rare)	4
Tracking Hunter Arrow (Special)	0	/	1	10 Metal Shards 4 Ridge-Wood (Common) 1 Scrapper Radar	4

				2 Crystal Braiding (Very Rare)	
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Hunter Arrow Quiver

Quiver Level	Capacity	Crafting Cost
Common	20 (Regular) 12 (Advanced) 10 (Ingredient) 5 (Adv. Ingre.) 4 (Special)	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	40 (Regular) 18 (Advanced) 15 (Ingredient) 10 (Adv. Ingre.) 8 (Special)	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)
Rare	60 (Regular) 24 (Advanced) 20 (Ingredient) 15 (Adv. Ingre.) 12 (Special)	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	80 (Regular) 30 (Advanced) 25 (Ingredient) 20 (Adv. Ingre.) 16 (Special)	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	100 (Regular) 36 (Advanced) 30 (Ingredient) 25 (Adv. Ingre.) 20 (Special)	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Hunter Bow Techniques

- High Volley*** By using 2 Actions and 3 Stamina, you can shoot at an high arch, attacking a creature which is behind full cover and not under any roof. Make a standard attack against a creature you do not have line of sight with, but you know is there.
- Precise Shot*** Make a standard attack roll by using 2 Actions and spending 5 Stamina. If you hit the THD, you can hit any other component on that creature without having to spend a concentration.
- Tripple Notch*** With 3 Actions and 8 Stamina, you notch three arrows onto your bow. Make one attack roll, on a hit you deal 3 times your normal damage with that weapon.

Sharpshot Bow

The Sharpshot bow is a precise and long-ranged bow with a lot of power behind its arrows. They deal a lot of precise damage and tear against machines.

A sharpshot bow requires three actions to make an attack roll.

Sharpshot Bow Table

Level	Range	Damage	Tear	Crafting Cost	Coil Slots
Common	75m (distance)	2	1	180 Metal Shards 2 Braided Wire (Common)	0
Uncommon	80m (distance)	3	2	540 Metal Shards 4 Braided Wire (Common)	1
Rare	85m (distance)	4	3	1350 Metal Shards 6 Braided Wire (Common) 2 Luminous Brainstem (Very Rare)	2
Very Rare	90m (distance)	5	4	2700 Metal Shards 8 Braided Wire (Common) 4 Luminous Brainstem (Very Rare)	3

Precision Arrow Table

Precision Arrow Type	Base Damage	Base Tear	Buildup	Crafting Cost	Amount
Precision Arrow (Regular)	1	0	/	4 Metal Shards 2 Machine Muscle (Uncommon)	4
Advanced Precision Arrow (Advanced)	2	1	/	16 Metal Shards 6 Machine Muscle (Uncommon) 2 Volatile Sludge (Very Rare)	2
Elite Precision Arrow (Elite)	3	2	/	24 Metal Shards 10 Machine Muscle (Uncommon) 2 Volatile Sludge (Very Rare)	2
Aberrant Precision Arrow (Ingredient)	0	/	1	10 Metal Shards 4 Machine Muscle (Uncommon) 4 "Aberrant Plant" (Uncommon)	4
Advanced Aberrant Precision Arrow (Adv. Ingre.)	1	/	2	20 Metal Shards 8 Machine Muscle (Uncommon) 6 "Aberrant Plant" (Uncommon) 2 Volatile Sludge (Very Rare)	2
Explosive Precision Arrow (Ingredient)	0	/	1	10 Metal Shards 4 Machine Muscle (Uncommon) 2 Blastpaste (Rare)	4

Advanced Explosive Precision Arrow (Adv. Ingre.)	1	/	2	30 Metal Shards 12 Machine Muscle (Uncommon) 8 Blastpaste (Rare)	2
Tear Precision Arrow (Special)	0	3	/	20 Metal Shards 12 Machine Muscle 6 Echo Shell	2
Strikethrough Precision Arrow (Special)	3	/	/	12 Metal Shards 4 Machine Muscle 4 Piercing Strike	2

Precision Arrow Quiver

Quiver Level	Capacity	Crafting Cost
Common	8 (Regular) 4 (Advanced) 2 (Elite) 4 (Ingredient) 2 (Adv. Ingre.) 2 (Special)	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	12 (Regular) 8 (Advanced) 3 (Elite) 8 (Ingredient) 4 (Adv. Ingre.) 4 (Special)	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)
Rare	16 (Regular) 12 (Advanced) 4 (Elite) 12 (Ingredient) 6 (Adv. Ingre.) 6 (Special)	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	20 (Regular) 16 (Advanced) 5 (Elite) 16 (Ingredient) 8 (Adv. Ingre.) 8 (Special)	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	24 (Regular) 20 (Advanced) 6 (Elite) 20 (Ingredient) 10 (Adv. Ingre.) 10 (Special)	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Sharpshot Bow Techniques

Fast Draw

Instead of 3, you can use 2 Actions instead and spend 3 Stamina to make a standard attack action using your sharpshot bow.

Knockdown Shot

You can use 3 Actions and spend 5 Stamina to overdraw your bow and make a powerful shot. Make a normal attack with your bow. On a hit a lightweight machine is automatically knocked Prone. Mediumweight and heavyweight machines must make a physical acrobatics check against a DC equal to your attacks successes. On a Failure they are also knocked Prone.

Double Notch

With 3 Actions and 8 Stamina, you notch two arrows onto your bow. Make one attack roll, on a hit you deal 2 times your normal damage with that weapon.

Slings

Slings seem like simple weapons but are quite deadly in its use. It consists out of a simple sling with cheap and small projectiles.

Slings require one action to make an attack roll.

Slings Table

Level	Range	Damage	Tear	Crafting Cost	Coil Slots
Common	75m (distance)	0	1	100 Metal Shards 2 Light Primary Nerve (Uncommon)	0
Uncommon	80m (distance)	0	2	300 Metal Shards 4 Light Primary Nerve (Uncommon)	1
Rare	85m (distance)	0	3	750 Metal Shards 6 Light Primary Nerve (Uncommon) 2 Crystal Braiding (Very Rare)	2
Very Rare	90m (distance)	0	4	1500 Metal Shards 8 Light Primary Nerve (Uncommon) 2 Crystal Braiding (Very Rare)	3

Metal Bullet Table

Metal Bullet Type	Base Damage	Base Tear	Buildup	Crafting Cost	Amount
Metal Bullet (Regular)	1	2	/	2 Metal Shards	10
Advanced Metal Bullet (Advanced)	2	3	/	4 Metal Shards 2 Metal Bones (Uncommon)	6
Poisoned Bullet (Special)	2	/	/	4 Metal Shards 4 "Poison Plant" (Uncommon)	2

Poison Bullets

If hit with a poisoned bullet, make an endurance ability check against the difficulty of the weapons level (1 Common, 2 Uncommon, 3 Rare, 4 Very Rare), or gain the respective poisoned affliction.

Bullet Satchel

Quiver Level	Capacity	Crafting Cost
Common	30 (Regular) 24 (Advanced) 4 (Special)	25 Metal Shards 1 Animal Hide (Rare)

Uncommon	40 (Regular) 30 (Advanced) 6 (Special)	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)
Rare	50 (Regular) 36 (Advanced) 8 (Special)	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	60 (Regular) 42 (Advanced) 10 (Special)	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	70 (Regular) 48 (Advanced) 12 (Special)	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Sling Techniques

Potent Poison

When you spend 3 Stamina and use 1 Action to attack, while shooting a poisoned bullet, increase the check difficulty to resist the poisoned effect by 1.

Lingering Reactant

By Spending 5 Stamina and using 2 Actions, shooting a metal bullet at an enemy within range, on a successful hit the bullet lodges inbetween its armour. You do not have to spend a concentration to hit its armour and the bullet lingers, dealing half of its tear damage for 2 rounds.

Poisenous Cloud

Make an attack roll using 3 Actions and spending 8 Stamina, you fire as hard as you can onto the ground, the poison bullet explodes and releases a gas in a 2m radius around the impact. Every creature within that radius have to make a endurance check against a DC equal to your normal poison bullet DC.

Dart Gun

The dart gun is a large single-shot weaponry with extremely far-range. Dart guns use machine cannon technology to fire their darts at a straight and far distance.

To make an attack roll with the dart gun, you must use two actions. It fires a singular, powerful shot and must be reloaded using one action.

Dart Gun Table

Level	Range	Damage	Tear	Crafting Cost	Coil Slots
Common	95m (far)	2	2	180 Metal Shards 2 Medium Machine Core (Rare) Detached Machine Cannon	0
Uncommon	100m (far)	3	3	540 Metal Shards 4 Medium Machine Core (Rare)	1
Rare	105m (far)	4	4	1350 Metal Shards 6 Medium Machine Core (Rare) 2 Luminous Brainstem (Very Rare)	2
Very Rare	110m (far)	5	5	2700 Metal Shards 8 Medium Machine Core (Rare) 2 Luminous Brainstem (Very Rare)	3

Blasting Dart Table

Blasting Dart Type	Base Damage	Base Tear	Buildup	Crafting Cost	Amount
Blasting Dart (Regular)	1	1	/	8 Metal Shards 2 Blastpaste (Rare)	5

Reloading

The Dart Gun must be reloaded after every shot, costing one action to do so.

Heavy

The Dart Gun is heavy and reduces the movement speed of its user by half.

Blasting Satchel

Quiver Level	Capacity	Crafting Cost
Common	60 (Blasting Bullet) 10 (Blasting Dart)	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	90 (Blasting Bullet) 15 (Blasting Dart)	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)

Rare	120 (Blasting Bullet) 20 (Blasting Dart)	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	150 (Blasting Bullet) 25 (Blasting Dart)	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	180 (Blasting Bullet) 30 (Blasting Dart)	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Dart Gun Techniques

Ranged Shot

Making an attack with 3 Actions and spending 3 Stamina, you gain double your usual range with the dart gun.

Resonating Shot

using 3 Actions and spending 5 Stamina, you can make an attack lodging a resonating dart within its armour. On a subsequent melee attack from an ally before your next round begins, makes the shot explode dealing double the tear damage of the dart gun attack.

Charged Shot

You charge up your weapon with 3 Actions and spending 8 Stamina. In a straight line equal to half of your total range, you make an attack roll for every creature within that line. For every success the bolt passes through the enemy and onto the next, making another attack roll. This continues until you miss or the range is reached.

Advanced Weapons

Large Swing Blades

Swing Blades are long and large weapons, such as polearms, greataxes, greatswords and pikes. They are long enough to gain some additional reach and heavy in their strikes.

To make an attack with a Swing Blade you must spend at least 2 actions. You can also spend 3 actions instead and deal one additional damage per strike.

Swing Blade Table

Level	Range	Damage	Tear	Crafting Cost	Coil Slots
Common	3m (close)	2	0	180 Metal Shards 2 Sharpblade (Common)	0
Uncommon	3m (close)	4	1	540 Metal Shards 4 Sharpblade (Common)	1
Rare	3m (close)	6	2	1350 Metal Shards 6 Sharpblade (Common) 2 Luminous Brainstem (Very Rare)	2
Very Rare	3m (close)	8	3	2700 Metal Shards 8 Sharpblade (Common) 4 Luminous Brainstem (Very Rare)	3

Swing Blade Technique

Adrenaline Surge

You reach beyond your limits, spend 3 Actions and 3 Stamina allowing you to make 2 subsequent attacks at enemies within your Swing Blade Range.

Spinning Doom

If you use 3 Actions and spend 5 Stamina, you Leverage the reach advantage of your weapon to strike at every target in an 2m extended weapon reach radius around you. Make an attack roll for each creature within your weapons reach.

Warrior's Strike

You fuel all your strength into this attack, using 3 Actions and 8 Stamina, you make an attack against an enemy within range. On a hit you topple lightweight machine and make them fall prone, while medium and heavyweight machines become confused for the next 2 round.

Blastslings

Blastslings use an elastic band to slingshot ex-plosive projectiles at a decent range. Providing a lingering area of effect that provides elemental buildup.

To make an attack with the blastsling, you must take two actions. Spending three actions expands the range by 30m, from near to ranged. Blastslings cannot target individual components.

Blastsling Table

Level	Range	Damage	Tear	Crafting Cost	Coil Slots
Common	15m (near)	2	/	150 Metal Shards 2 Light Primary Nerve (Uncommon)	0
Uncommon	20m (near)	3	/	450 Metal Shards 4 Light Primary Nerves (Uncommon)	1
Rare	25m (near)	4	/	1125 Metal Shards 6 Light Primary Nerves (Uncommon) 2 Crystal Braiding (Very Rare)	2
Very Rare	30m (near)	5	/	2250 Metal Shards 8 Light Primary Nerves (Uncommon) 4 Crystal Braiding (Very Rare)	3

Blastsling Bomb Table

Bomb Type	Base Damage	Base Tear	Buildup	Crafting Cost	Amount
Explosive Bomb (Regular)	0	/	1	10 Metal Shards 2 Machine Muscle (Uncommon) 4 Blastpaste (Rare)	2
Advanced Explosive Bomb (Advanced)	1	/	2	20 Metal Shards 8 Machine Muscle (Uncommon) 6 Blastpaste (Rare) 2 Volatile Sludge (Very Rare)	2
Elemental Bomb (Ingredient)	0	/	1	10 Metal Shards 2 Machine Muscle (Uncommon) 4 "Elemental Plant" (Common)	2
Advanced Elemental Bomb (Adv. Ingre.)	1	/	2	20 Metal Shards 4 Machine Muscle (Uncommon) 10 "Elemental Plant" (Common) 2 Volatile Sludge (Very Rare)	2
Aberrant Bomb (Ingredient)	0	/	1	10 Metal Shards 2 Machine Muscle (Uncommon) 4 "Aberrant Plant" (Uncommon)	2

Explosive

All bombs have an effective radius of 2m (close) range, any creature not directly hit, but within the radius must make an acrobatics check against the difficulty of the weapons level (1 Common, 2 Uncommon, 3 Rare, 4 Very Rare) plus one if the ammunition is advanced or gain the applied damage and buildup. This is increased to 4m (close) for advanced bombs.

Lingering

Elemental bombs have a lingering effect, where the element retains its effect within the radius of the impact. For the duration of 12 rounds, the effect lingers, and any creature finishing their turn within the radius or walking into the radius for the first time in their round will gain the elemental buildup. This duration is increased to 4 rounds with advanced elemental bombs.

Bomb Satchel

Quiver Level	Capacity	Crafting Cost
Common	6 (Regular) 4 (Advanced) 6 (Ingredient) 4 (Adv. Ingre.)	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	8 (Regular) 6 (Advanced) 8 (Ingredient) 6 (Adv. Ingre.)	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)
Rare	10 (Regular) 8 (Advanced) 10 (Ingredient) 8 (Adv. Ingre.)	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	12 (Regular) 10 (Advanced) 12 (Ingredient) 10 (Adv. Ingre.)	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	14 (Regular) 12 (Advanced) 14 (Ingredient) 12 (Adv. Ingre.)	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Blastsling Techniques

Bouncing Bomb

By using 3 Actions and spending 3 Stamina, you can bounce the bomb off of a surface, once. For every additional Stamina point spend, you can bounce the bomb once more before it explodes.

Bomb Dodge

Using a Reaction and 5 Stamina, if you are attacked by a creature within Close range of you, you can use your reaction to make an attack with your Blastsling and move back until you are out of close range with that creature.

Sticky Delay

Make an attack using 2 actions and spend 8 Stamina. On a hit do you deal the normal damage of the attack, but the bomb sticks and only explodes after 1 Round, dealing the same amount of damage again.

Spike Thrower

The spike thrower is a simple but deadly weapon, a small handle allowing you to hurl a spear sized javelin at enemies in the distance.

Making an attack roll you are required to use 2 actions. You can spend one additional action for a total of three, to make a heavy throw and pierce any armour, ignoring 100% of the enemies armour when hit.

Spike Thrower Table

Level	Range	Damage	Tear	Crafting Cost	Coil Slots
Common	45m (ranged)	1	/	180 Metal Shards 2 Braided Wire (Common)	0
Uncommon	50m (ranged)	2	/	540 Metal Shards 4 Braided Wire (Common)	1
Rare	55m (ranged)	3	/	1350 Metal Shards 6 Braided Wire (Common) 2 Luminous Brainstem (Very Rare)	2
Very Rare	60m (ranged)	4	/	2700 Metal Shards 8 Braided Wire (Common) 4 Luminous Brainstem (Very Rare)	3

Impact Spike Table

Impact Spike Type	Base Damage	Base Tear	Buildup	Crafting Cost	Amount
Impact Spike (Regular)	1	/	/	4 Metal Shards 2 Metal Bones (Rare)	6
Advanced Impact Spike (Advanced)	2	/	/	16 Metal Shards 4 Metal Bones (Rare) 2 Piercing Spikes (Rare)	4
Explosive Spike (Ingredient)	1	/	2	10 Metal Shards 2 Metal Bones (Rare) 4 Blastpaste (Rare)	4
Advanced Explosive Spike (Adv. Ingre.)	2	/	3	24 Metal Shards 2 Metal Bone (Rare) 10 Blastpaste (Rare) 2 Volatile Sludge (Very Rare)	2
Drill Spike (Special)	0	2	/	4 Metal Shards 2 Metal Bone (Rare) 2 Piercing Spike (Rare)	2

Elemental Spike (Ingredient)	0	/	1	6 Metal Shards 2 Metal Bone (Rare) 4 "Elemental Plant" (Common)	4
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Impact Spike Quiver

Quiver Level	Capacity	Crafting Cost
Common	12 (Regular) 8 (Advanced) 8 (Ingredient) 4 (Adv. Ingre.) 4 (Special)	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	16 (Regular) 12 (Advanced) 12 (Ingredient) 8 (Adv. Ingre.) 8 (Special)	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)
Rare	20 (Regular) 16 (Advanced) 16 (Ingredient) 12 (Adv. Ingre.) 12 (Special)	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	24 (Regular) 20 (Advanced) 20 (Ingredient) 16 (Adv. Ingre.) 16 (Special)	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	28 (Regular) 24 (Advanced) 24 (Ingredient) 20 (Adv. Ingre.) 20 (Special)	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Spike Thrower Techniques

Spike Trap

You make an attack roll using 2 Actions and 3 Stamina, you fire on an open space, ground, wall, roof, and stick the spike in. It acts as a trap and will explode if anyone comes near it in a radius of 2m around it. Any creature within that range must make an endurance check or gain the spikes damage. Count the number of successes on your attack roll, this will be the DC to beat.

Glancing Spike

Make a normal attack using either two or three actions and spend 5 Stamina. If you miss by 2 or fewer successes, you hit a glancing blow, dealing half the damage.

Piercing Spike

Spending 8 Stamina and instead of using three but only two actions, you can pierce a creatures armour, dealing all the damage directly, ignoring any amount of armour it has.

Rattling Cannon

The rattling cannon is similar to a Boltblaster, but much larger and harder to handle. A Rattling Cannon fires multiple bullets per attack and can empty an entire magazine within seconds.

To make an attack roll with the Rattling Cannon, you must at least spend three actions to use it. With each attack, the cannon fires up to 5 bullets in short succession. Make one attack roll using your d12 and d6. Keep the result of the d12 and reroll the d6 for every shot fired, count up how many successful hits you got and apply damage. You can decide to fire more than the five bullets, but for each subsequent bullet fired, you must count -1 on every d6 roll to every subsequent bullet fired. On the 6th bullet, it's -1; on the 7th, it's -2; on the 8th, it's -3, etc.

Rattling Cannon Table

Level	Range	Damage	Tear	Crafting Cost	Coil Slots
Common	45m (ranged)	0	1	160 Metal Shards 2 Medium Machine Core (Rare) Detached Machine Cannon	0
Uncommon	50m (ranged)	1	2	480 Metal Shards 4 Medium Machine Core (Rare)	1
Rare	55m (ranged)	1	3	1200 Metal Shards 6 Medium Machine Core (Rare) 2 Luminous Brainstem (Very Rare)	2
Very Rare	60m (ranged)	2	4	2400 Metal Shards 8 Medium Machine Core (Rare) 2 Luminous Brainstem (Very Rare)	3

Blasting Bullet Table

Blasting Bullet Type	Base Damage	Base Tear	Buildup	Crafting Cost	Amount
Blasting Bullet (Regular)	1	1	/	8 Metal Shards 2 Blastpaste (Rare)	20

Magazine Reloading

The Rattling Cannon can hold up to 20 bullets simultaneously in its magazine. To reload the cannon, you must take three actions.

Heavy

The Rattling Cannon is heavy and reduces the movement speed of its user by half.

Blasting Satchel

Quiver Level	Capacity	Crafting Cost
Common	60 (Blasting Bullet) 10 (Blasting Dart)	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	90 (Blasting Bullet) 15 (Blasting Dart)	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)
Rare	120 (Blasting Bullet) 20 (Blasting Dart)	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	150 (Blasting Bullet) 25 (Blasting Dart)	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	180 (Blasting Bullet) 30 (Blasting Dart)	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Rattling Cannon Techniques

Quick Load

Instead of spending 3, you can spend 2 actions instead in addition to 3 Stamina and reload your Rattling Canon.

Stationary Cannon

You place down your Rattling Cannon on a free space using 3 Actions and 5 Stamina. While in this position you cannot move or dodge with the weapon. Your reduction in attack rolls only starts after your 8th shot, as long as you are in this position. To pick up the Cannon again you must use 2 Actions.

Overheat

You make one attack roll using 3 actions and spending 8 Stamina. You fire 10 bullets immediately, you either miss or hit all of them, depending on your attack roll. You deal double the damage of 10 bullets if you hit. When Overheat is used, you cannot use the Rattling Cannon on your next turn.

Ropecaster

Ropecasters are a unique weaponry created to pin down enemy machines. Despite the ropes being sturdy, machines can try to get free and larger machines might require more than one rope to pin them down. If your damage is reduced to 0, due to armour, you don't successfully attach the rope.

To make an attack roll with the Ropecaster you must use two actions. To anchor the rope into the ground you must use one action.

Ropecaster Table

Level	Range	Damage	Tear	Crafting Cost	Coil Slots
Common	15m (near)	1	/	100 Metal Shards 2 Braided Wire (Common)	0
Uncommon	20m (near)	2	/	300 Metal Shards 4 Braided Wire (Common)	1
Rare	25m (near)	3	/	750 Metal Shards 6 Braided Wire (Common) 2 Luminous Brainstem (Very Rare)	2
Very Rare	30m (near)	4	/	1500 Metal Shards 8 Braided Wire (Common) 4 Luminous Brainstem (Very Rare)	3

Binding Rope Table

Binding Rope Type	Base Damage	Base Tear	Buildup	Crafting Cost	Amount
Binding Rope (Regular)	0	/	/	4 Metal Shards 2 Machine Muscle (Uncommon)	4
Advanced Binding Rope (Advanced)	1	/	/	10 Metal Shards 6 Machine Muscle (Uncommon) 2 Volatile Sludge (Very Rare)	2
Elemental Binding Rope (Ingredient)	0	/	3	10 Metal Shards 4 Machine Muscle (Uncommon) 4 "Elemental Plant"(Common)	2

Anchor

Once a rope is successfully attached to a machine and anchored down into the ground with its movement action. To free itself, a machine must use an action against a Physical Difficulty Check equal to your Ropecaster's weapon level (1 Common, 2 Uncommon, 3 Rare, 4 Very Rare) plus one if an advanced rope is used. A machine can use its dash action to try to get free again.

A lightweight machine requires only one rope to be anchored on the ground and lose its entire movement.

A mediumweight machine requires two ropes to be anchored on the ground and lose its entire movement. If it is only anchored by one rope, its movement is halved.

A heavyweight machine requires three ropes to be anchored to the ground and lose its entire movement. If it is only anchored by two ropes, its movement is halved.

Elemental Anchor

Similar to binding ropes, elemental binding ropes can tie down an enemy machine, but to do so requires twice as many ropes. Once an elemental binding rope is attached to a machine and anchored to the ground, the machine takes elemental buildup every start of your next turn for as long as it is connected.

Ropedcanister

Ropecannister can be used with the Ropecaster as well. It is special ammunition which attaches an elemental canister to the machine.

Cannister Table

Canister Type	Base Damage	Base Tear	Buildup	Crafting Cost	Amount
Elemental Canister (Special)	/	/	/	10 Metal Shards 4 Machine Muscle (Uncommon) 4 "Elemental Plant"(Common)	1
Aberrant Canister (Special)	/	/	/	10 Metal Shards 4 Machine Muscle (Uncommon) 4 "Aberrant Plant" (Uncommon)	1

Canister

You have to be able to target components to shoot an elemental canister with the same elemental ammunition. The to hit difficulty for the Canister is a 3. If hit, the canister explodes and every creature within a radius of 10m (close) must make a physical or acrobatics check against a DC of 3, on a failure the creature takes 6 elemental damage and 12 elemental buildup, while on a success, the damage and buildup is halved.

Rope Satchel

Quiver Level	Capacity	Crafting Cost
Common	8 (Regular) 6 (Advanced) 6 (Ingredient) 2 (Special)	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	12 (Regular) 8 (Advanced) 8 (Ingredient) 3 (Special)	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)
Rare	16 (Regular) 10 (Advanced) 10 (Ingredient) 4 (Special)	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	20 (Regular) 12 (Advanced)	200 Metal Shards 2 Animal Bones (Very Rare)

	12 (Ingredient) 5 (Special)	1 Animal Shell (Very Rare)
Legendary	24 (Regular) 14 (Advanced) 14 (Ingredient) 6 (Special)	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Ropercaster Techniques

Quick Anchor

By using 2 Actions and 3 Stamina, you make an attack roll against a creature. On a success, you immediately anchor the rope to the ground, no additional action required.

Penetrating Rope

If you spend 5 Stamina and make a normal attack with the ropercaster. As long as you hit, the rope is attached to the enemy, no matter their armour.

Heavy Anchor

Make an attack roll using 3 Actions and spending 8 Stamina. On a hit, you anchor the rope to the ground and the DC to get free of the rope is increased by +1. Additionally, you require one fewer ropes to anchor down a medium- or heavyweight machines.

Spitters

Spitters mimic the ability of some machines to spray acid or fire upon their enemies. They have a relatively short radius of effect but apply a lot of elemental damage and buildup. A spitter can only use one type of element, when crafting a spitter, you must choose the proper elemental components: blaze for fire, chillwater for frost, metalbite for acid or sparker for shock and thus its ammunition must be of the same type.

When making an attack, you must use two actions, every creature within a cone equal to the weapons range must make a physical acrobatics check against a DC of the weapon level (uncommon 1, rare 2, very rare 3, legendary 4) on a failure it gains the full damage and buildup of the weapon, while on a success the affected creatures only take half. You can decide to use three actions instead of two, this uses up one additional ammunition, but the effect will linger until the end of your next turn, dealing damage at the start of a creatures turn.

Spitters Table

Level	Range	Damage	Tear	Crafting Cost	Coil Slots
Common	4m (close)	1	/	150 Metal Shards 2 Medium Machine Core (Rare) 4 "Elemental Plant"(Common) or 4 "Aberrant Plant" (Uncommon)	0
Uncommon	6m (close)	2	/	450 Metal Shards 4 Medium Machine Core (Rare) 8 "Elemental Plant"(Common) or 8 "Aberrant Plant" (Uncommon)	1
Rare	8m (close)	3	/	1125 Metal Shards 6 Medium Machine Core (Rare) 2 Luminous Brainstem (Very Rare) 12 "Elemental Plant"(Common) or 12 "Aberrant Plant" (Uncommon)	2
Very Rare	10m (close)	4	/	2250 Metal Shards 8 Medium Machine Core (Rare) 4 Luminous Brainstem (Very Rare) 16 "Elemental Plant"(Common) or 16 "Aberrant Plant" (Uncommon)	3

Fuel Canister Table

Fuel Canister Type	Base Damage	Base Tear	Buildup	Crafting Cost	Amount
Elemental Fuel Canister (Ingredient)	0	/	4	10 Metal Shards 4 Metal Vessels (Uncommon) 12 "Elemental Plant"(Common)	8
Aberrant Fuel Canister (Ingredient)	0	/	4	16 Metal Shards 4 Metal Vessels (Uncommon) 12 "Aberrant Plant" (Uncommon)	4

Magazine Reloading

Each spitter magazine holds up to 4 fuel canisters at a time. You must use two actions to Reload the spitter with a new batch of 4 fuel canisters.

Lingering

By spending three actions instead of two, the area of effect will linger until the end of your next turn. Any creature that starts its turn within the area of effect or gets in there for the first time during its round must make the same physical acrobatics check as the initial difficulty.

Heavy

The Elemental Spitter is heavy and reduces the movement speed of its user by half.

Fuel Canister Satchel

Quiver Level	Capacity	Crafting Cost
Common	12 (Ingredient)	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	20 (Ingredient)	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)
Rare	28 (Ingredient)	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	36 (Ingredient)	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	44 (Ingredient)	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Spitter Techniques

Intense Blast

Make a standard attack action and spend 3 Stamina. All the buildup on this next attack is increased by 1.

Focused Spitter

By Spending 5 Stamina, you can make a standard attack roll and focus your spitter attacking in a straight line. The line's range is doubled and its effects stay the same.

Spiral Spitter

With a standard attack roll and spending 8 Stamina, you attack in a circle around you at half of your weapons range. Its effects stay the same.

Bomb Launcher

Bomb launchers are comparable to blastslings, but much heavier and more powerful. They hurl large bombs over a decent distance and deal an incredible amount of damage.

Making an attack using the bomb launcher requires you to use three actions.

Bomb Launcher Table

Level	Range	Damage	Tear	Crafting Cost	Coil Slots
Common	15m (near)	2	/	180 Metal Shards 2 Medium Machine Core (Rare) 1 Detachable Machine Launcher	0
Uncommon	20m (near)	3	/	540 Metal Shards 4 Medium Machine Core (Rare)	1
Rare	25m (near)	4	/	1350 Metal Shards 6 Medium Machine Core (Rare) 2 Luminous Brainstem (Very Rare)	2
Very Rare	30m (near)	5	/	2700 Metal Shards 8 Medium Machine Core (Rare) 2 Luminous Brainstem (Very Rare)	3

Large Bomb Table

Bomb Type	Base Damage	Base Tear	Buildup	Crafting Cost	Amount
Large Bomb (Regular)	2	/	3	10 Metal Shards 2 Machine Muscle (Uncommon) 4 Blastpaste (Rare)	1
Elemental Large Bomb (Advanced)	2	/	3	20 Metal Shards 8 Machine Muscle (Uncommon) 8 "Elemental Plant"(Common)	1

Explosive

All large bombs have an effective radius of 5m (close) range, any creature not directly hit, but within the radius must make a physical acrobatics check against the difficulty of the weapons level (1 Common, 2 Uncommon, 3 Rare, 4 Very Rare). On a failure, the creature takes the damage and buildup. On a success, it takes half of the damage and buildup.

Lingering

Elemental large bombs have a lingering effect, where the element retains its effect within the radius of the impact. For the duration of 2 rounds, the effect lingers, and any creature finishing their turn within the radius or walking into the radius for the first time in their round will gain the elemental buildup.

Large Bomb Satchel

Quiver Level	Capacity	Crafting Cost
Common	2 (Large Bombs)	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	4 (Large Bombs)	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)
Rare	6 (Large Bombs)	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	8 (Large Bombs)	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	10 (Large Bombs)	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Bomb Launcher Techniques

Greater Explosion

Make a standard attack action and spend 3 Stamina. Your bombs explosion radius is increased by 2m, otherwise they function as normal

Bomblings

By using 3 Actions and spending 5 Stamina, you shoot a bomb which splits into three smaller bomblings. They each explode within a 2m radius which must touch eachother. They deal half of your bombs damage, but can affect one creature up to 3 times, if it is in all 3 radii.

Lingering

Spending 8 Stamina and 3 Actions, the lingering effect of your next bomb attack lasts for 10 rounds.

Complex Weapons

Boltblaster

A Boltblaster is a heavy bolt thrower that shoots bolts in short bursts, from four to six bolts.

A boltblaster can only be fired once per turn. You must decide before you make an attack roll if you would like to spend one, two or three actions. The number of actions defines how many bolts are fired out of the boltblaster. There are 2 bolts for one action, 4 for two, and 6 for three. Make one attack roll using your d12 and d6. Keep the result of the d12 and reroll the d6 for every shot fired, count up how many successful hits you got and apply damage.

Boltblaster Table

Level	Range	Damage	Tear	Crafting Cost	Coil Slots
Common	5m (close)	1	/	180 Metal Shards 1 Light Circulator (Uncommon) 1 Light Machine Core (Uncommon)	0
Uncommon	10m (close)	2	/	540 Metal Shards 2 Light Circulator (Uncommon) 2 Light Machine Core (Uncommon)	1
Rare	15m (near)	3	/	1350 Metal Shards 3 Light Circulator (Uncommon) 3 Light Machine Core (Uncommon) 2 Crystal Braiding (Very Rare)	2
Very Rare	20m (near)	4	/	2700 Metal Shards 4 Light Circulator (Uncommon) 4 Light Machine Core (Uncommon) 4 Crystal Braiding (Very Rare)	3

Magazine Reloading

A boltblaster can hold up to 30 bolts at a time. To reload the Boltblaster you must use two actions to reload half of the maximum magazine capacity (15 bolts) or use three actions to reload the full capacity. A boltblaster can only hold one type of bolt at a time. To change the ammunition, you must remove the old and reload it with the new ammunition.

Boltblaster Techniques

Arching Bolts Making a standard attack and spending 3 Stamina, you can increase the range of your bolts by double your max range.

Hook Bolts Spending 5 Stamina and making a standard attack. Your bolts become lodged into the enemy, slowing them down. On a successful hit, the enemy must make an endurance check against a DC of your attacks successes. On a failure the enemy is slowed until all bolts are removed. A Bolt can be removed with one action.

Sustained Burst Empty your entire magazine of 30 bolts. Using 3 Actions and 8 Stamina, you make an attack roll every 5 bolts, on a hit you deal your bolts damage times 3. You are unable to use the dodge reaction, until your next turn.

Rattler

A Rattler is a heavy bolt thrower which shoots all its chambered bolts in one blast. A chamber can hold from 2 up to 6 bolts.

A Rattler can only be fired once per turn. You must decide before you make an attack roll if you would like to spend one, two or three actions. The number of actions defines how many bolts are fired out of the rattler. There are 2 bolts for one action, 4 for two, and 6 for three. Every creature within a cone equal to the weapons range must make a physical acrobatics check against a DC of the weapon level (1 Common, 2 Uncommon, 3 Rare, 4 Very Rare). On a failure, it gains the full damage and buildup of the bolts fired, while on a success, the affected creatures only take half.

The Rattler cannot attack components.

Rattler Table

Level	Range	Damage	Tear	Crafting Cost	Coil Slots
Common	4m (close)	0	/	180 Metal Shards 1 Light Circulator (Uncommon) 1 Light Machine Core (Uncommon)	0
Uncommon	6m (close)	1	/	540 Metal Shards 2 Light Circulator (Uncommon) 2 Light Machine Core (Uncommon)	1
Rare	8m (close)	2	/	1350 Metal Shards 3 Light Circulator (Uncommon) 3 Light Machine Core (Uncommon) 2 Crystal Braiding (Very Rare)	2
Very Rare	10m (close)	3	/	2700 Metal Shards 4 Light Circulator (Uncommon) 4 Light Machine Core (Uncommon) 4 Crystal Braiding (Very Rare)	3

Chamber Reloading

A rattler can hold up to 6 Bolts at a time in its Chamber. You can spend one action to reload 2 Bolts, two actions to reload 4 bolts and 3 actions for 6 bolts.

Bolt Table

Bolt Type	Base Damage	Base Tear	Buildup	Crafting Cost	Amount
Bolt (Regular)	1	/	/	16 Metal Shards 2 Metal Bone (Rare)	30
Advanced Bolts (Advanced)	2	/	/	24 Metal Shards 4 Metal Bone (Rare)	24
Explosive Bolts (Ingredient)	1	/	2	20 Metal Shards 4 Metal Bone (Rare) 8 Blastpaste (Rare)	12

Elemental Bolts (Ingredient)	0	/	1	16 Metal Shards 2 Metal Bone (Rare) 4 “Elemental Plant”(Common)	12
Aberrant Bolts (Ingredient)	0	/	1	16 Metal Shards 2 Metal Bone (Rare) 4 “Aberrant Plant” (Uncommon)	12

Bolt Quiver

Quiver Level	Capacity	Crafting Cost
Common	60 (Regular) 48 (Advanced) 30 (Ingredient)	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	90 (Regular) 60 (Advanced) 42 (Ingredient)	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)
Rare	120 (Regular) 72 (Advanced) 54 (Ingredient)	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	150 (Regular) 84 (Advanced) 66 (Ingredient)	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	180 (Regular) 96 (Advanced) 78 (Ingredient)	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Rattler Techniques

Slug Blast Make a standard attack with the Rattler, using the Boltblaster firing rules, attacking a singular enemy, and spend 3 Stamina. You concentrate your ammunition into a single slug shot. You deal an addition +1 Damage for every bolt used for a total of +6.

Rattling Blast By spending 5 Stamina and using all 3 Actions, you fire all 6 bolts simultaneously and the DC of the acrobatics check is increased by 1.

Fire and Load Spend 8 Stamina and use 3 Actions. You make 6 quick successive attacks loading and firing 2 bolts per attack automatically. For each attack the creatures must make a new acrobatics check.

Shredder Gauntlets

Shredder gauntlets require much skill to use effectively but deal a lot of damage if hit properly.

You must take two actions to make an attack roll with the shredder. Once thrown and hit, the shredder will keep dealing damage to the enemy for three more turns, unless they move or are moved out of the way. Once the three turns end or the enemy has left the area, the shredder disc returns to you and you can use your reaction to try and catch it, making an acrobatics check against a DC of 3.

If the shredder disc is caught again, you can make a new attack roll on your turn using the caught shredder disc. This doesn't cost any additional ammunition, and the damage will be increased by 1 for every time the disc is caught. If this is successfully done three rounds in a row, the disc will explode and knock the enemy prone.

Shredder Gauntlet Table

Level	Range	Damage	Tear	Crafting Cost	Coil Slots
Common	15m (near)	1	0	160 Metal Shards 2 Light Machine Core (Uncommon)	0
Uncommon	20m (near)	1	1	480 Metal Shards 4 Light Machine Core (Uncommon)	1
Rare	25m (near)	2	1	1200 Metal Shards 6 Light Machine Core (Uncommon) 2 Crystal Braiding (Very Rare)	2
Very Rare	30m (near)	2	2	2400 Metal Shards 8 Light Machine Core (Uncommon) 4 Crystal Braiding (Very Rare)	3

Shredder Disc Table

Shredder Disc Type	Base Damage	Base Tear	Buildup	Crafting Cost	Amount
Shredder Disc (Regular)	0	0	/	10 Metal Shards 4 Machine Muscle (Uncommon)	6
Advanced Shredder Disc (Advanced)	1	1	/	20 Metal Shards 6 Machine Muscle (Uncommon) 2 Piercing Spikes (Rare)	4
Elemental Shredder Disc (Ingredient)	0	/	1	10 Metal Shards 4 Machine Muscle (Uncommon) 6 "Elemental Plant"(Common)	4
Piercing Shredder Disc (Special)	2	/	/	8 Metal Shards 4 Machine Muscle (Uncommon) 2 Piercing Spikes (Rare)	1
Tear Shredder Disc	0	2	/	8 Metal Shards 4 Machine Muscle (Uncommon)	1

(Special)				4 Echo Shell (Uncommon) 2 Piercing Spikes (Rare)	
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Shredder Satchel

Quiver Level	Capacity	Crafting Cost
Common	8 (Regular) 4 (Advanced) 4 (Ingredient) 2 (Special)	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	12 (Regular) 6 (Advanced) 6 (Ingredient) 3 (Special)	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)
Rare	16 (Regular) 8 (Advanced) 8 (Ingredient) 4 (Special)	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	20 (Regular) 10 (Advanced) 10 (Ingredient) 5 (Special)	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	24 (Regular) 12 (Advanced) 12 (Ingredient) 6 (Special)	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Shredder Gauntlet Techniques

Fast Return

Using your reaction and 3 Stamina, when a Shredder disc returns to you and you successfully catch it, you can make a subsequent attack roll with the same action and shredder disc.

Ricochet Disc

By using 2 Actions and 5 Stamina, you can make an attack with your shredder gauntlet. The shredder disc can ricochet one time off of an object or an enemy, it deals half as much damage on a success, then continues to a second target dealing your total damage.

Tripple Shredder

Spending 8 Stamina and using 3 Actions, you fire 3 Shredder discs at 3 distinct targets within range. Each shredder disc can be retrieved and shot again.

Tripcasters

Tripcasters are a modified version of the ropecaster. It allows you to anchor two points into the ground connected with a rope. Anything that moves the rope activates the trap and gets damaged.

You do not have to make an attack roll with the tripcaster. You have to take one action: shoot the first anchor into the ground, and then take another action to shoot the second anchor into the ground. The two anchors cannot be further away from one another than 10m.

Tripcaster Table

Level	Range	Damage	Tear	Crafting Cost	Coil Slots
Common	15m (near)	0	/	150 Metal Shards 2 Braided Wire (Common)	0
Uncommon	20m (near)	1	/	450 Metal Shards 4 Braided Wire (Common)	1
Rare	25m (near)	2	/	1125 Metal Shards 6 Braided Wire (Common) 2 Luminous Brainstem (Very Rare)	2
Very Rare	30m (near)	3	/	2250 Metal Shards 8 Light Machine Core (Uncommon) 4 Luminous Brainstem (Very Rare)	3

Tripwire Table

Tripwire Type	Base Damage	Base Tear	Buildup	Crafting Cost	Amount
Explosive Tripwire (Regular)	2	/	4	12 Metal Shards 2 Metal Bone (Rare) 4 Blastpaste (Rare)	1
Advanced Explosive Tripwire (Advanced)	4	/	6	16 Metal Shards 4 Metal Bone (Rare) 12 Blastpaste (Rare) 2 Volatile Sludge (Very Rare)	1
Elemental Tripwire (Ingredient)	0	/	8	16 Metal Shards 2 Metal Bone (Rare) 8 "Elemental Plant"(Common)	1

Explosive

All Tripwires have an effective radius of 5m (close) range around the creature which activates the trap, any creature within the radius must make an acrobatics check against the difficulty of the weapons level (1 Common, 2 Uncommon, 3 Rare, 4 Very Rare) plus one if the ammunition is advanced, or gain the applied damage and buildup.

Tripwire Satchel

Quiver Level	Capacity	Crafting Cost
Common	4 (Tripwires)	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	6 (Tripwires)	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)
Rare	8 (Tripwires)	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	10 (Tripwires)	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	12 (Tripwires)	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Tripcaster Techniques

- Quick Wire*** Use 1 Action and spend 3 Stamina, you can fire 2 tripwires at a time, anchoring them onto the ground with 5m distance from one another.
- Wire Triplet*** By spending 5 Stamina and using 2 Actions, you can anchor 3 tripwire hooks, which are attached to one another. They cannot be further away than 10m from one another.
- Tangle Shot*** Make an attack action against an enemy within range, on a hit they are restrained and must use 3 actions to and a Dexterity check against your explosive tripwire DC to remove the tripwire. On a failure it explodes, dealing total damage.

Stand Trap

Stand traps are placed on the ground and triggered if a creature walks within 2m nearby.

To deploy a trap you must take two actions, if you wish to hide the trap, you can take one additional action and make a dexterity check. The resulting successes will be the difficulty check for creatures trying to find it.

Traps Table

Trap Type	Base Damage	Base Tear	Buildup	Crafting Cost	Amount
Blast Trap	6	/	6	10 Metal Shards 4 Machine Muscle (Uncommon) 2 Blastpaste (Rare)	1
Advanced Blast Trap	8	/	8	48 Metal Shards 8 Machine Muscle (Uncommon) 6 Blastpaste (Rare)	1
Elite Blast Trap	10	/	10	120 Metal Shards 12 Blastpaste (Rare) 4 Voletile Sludge (Very Rare)	1
Elemental Trap	4	/	8	10 Metal Shards 4 Machine Muscle (Uncommon) 2 "Elemental Plant"(Common)	1
Advanced Elemental Trap	8	/	10	48 Metal Shards 8 Machine Muscle (Uncommon) 6 "Elemental Plant"(Common)	1
Elite Elemental Trap	10	/	12	120 Metal Shards 16 "Elemental Plant"(Common) 4 Voletile Sludge (Very Rare)	1
Aberrant Trap	4	/	8	10 Metal Shards 4 Machine Muscle (Uncommon) 2 "Aberrant Plant" (Uncommon)	1
Advanced Aberrant Trp	8	/	10	48 Metal Shards 8 Machine Muscle (Uncommon) 6 "Aberrant Plant" (Uncommon)	1
Elite Aberrant Trap	10	/	12	120 Metal Shards 16 "Aberrant Plant" (Uncommon) 4 Voletile Sludge (Very Rare)	1

Explosive

All Stand Traps have an effective radius of 5m (close) range around the trap, any creature within the radius must make an acrobatics check against the difficulty of the trap level (2 Regular, 4 Advanced and 6 Elite) or gain the applied damage and buildup.

Disarming

Tripwires and Traps can be disarmed. The difficulty challenge for the dexterity check is equal to the weapons (1 Common, 2 Uncommon, 3 Rare, 4 Very Rare). On a critical failure, the trap explodes anyway. On a success, the trap is disarmed but unusable anymore. On a critical success, the trap can be collected and reused.

Trap Pouch

Quiver Level	Capacity	Crafting Cost
Common	3 (Stand Traps)	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	6 (Stand Traps)	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)
Rare	9 (Stand Traps)	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	12 (Stand Traps)	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	15 (Stand Traps)	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Stand Trap Techniques

Complex Trap

You place a complex trap on the ground. Use 3 Actions and 3 Stamina and increase the DC to save against its explosion or to disarm, by 1. You can also use this to disarm a trap and reduce its DC by 1.

Mass Explosion

When placing a trap using 3 Actions and 5 Stamina, you increase its explosion radius by 2m and its trigger radius by 1m.

Lure Trap

Spending 8 Stamina and using 3 Actions, you place a trap with a mechanical lure, affecting machines within a 40m range around the trap. They must make an insight check against your traps DC, on a failure they move their total movement towards the trap on their turn. On a success they are no longer affected by the lure. They can remake the check after every turn.

Tearblaster

The tearblaster punches highly compressed air at a rapid pace at a short distance. Loosely worn or attached armour is blasted off.

A Tearblaster can only be fired once per turn. You must decide before you make an attack roll if you would like to spend one, two or three actions. For every action taken additionally, the range of the tearblaster is increased by 2m. Any creature within a straight line within range must make a acrobatics check against the weapons level (1 Common, 2 Uncommon, 3 Rare, 4 Very Rare) + 1 if advanced blaster charge is used. On a failure the enemies are pushed back by that range. On a success only by half and they don't gain the damage.

Tearblaster Table

Level	Range	Damage	Tear	Crafting Cost	Coil Slots
Common	2m (close)	/	2	160 Metal Shards 2 Light Machine Core (Uncommon)	0
Uncommon	4m (close)	/	3	480 Metal Shards 4 Light Machine Core (Uncommon)	1
Rare	6m (close)	/	4	1200 Metal Shards 6 Light Machine Core (Uncommon) 2 Crystal Braiding (Very Rare)	2
Very Rare	8m (close)	/	5	2400 Metal Shards 8 Light Machine Core (Uncommon) 4 Crystal Braiding (Very Rare)	3

Blaster Charge Table

Blaster Charge Type	Base Damage	Base Tear	Buildup	Crafting Cost	Amount
Blaster Charge (Regular)	/	0	2	8 Metal Shards 2 Metal Vessel (Common) 2 Echo Shells (Uncommon)	5
Advanced Blaster Charge (Advanced)	/	2	4	16 Metal Shards 4 Metal Vessel (Common) 4 Echo Shells (Uncommon)	5

Blaster Charge Satchel

Quiver Level	Capacity	Crafting Cost
Common	10 (Regular) 5 (Advanced)	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	15 (Regular) 10 (Advanced)	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)

Rare	20 (Regular) 15 (Advanced)	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	25(Regular) 20 (Advanced)	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	30 (Regular) 25 (Advanced)	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Tearblaster Techniques

Wide Blast Make a standard attack and spend 3 Stamina. Your blast range is halved but you shoot in a cone instead of a straight line. Your pushback range stays as normal.

Infused Blast By using 5 Stamina and a standard attack, you blast steaming hot or freezing cold air against an enemy, dealing buildup of Frost or Fire (your choice) equal to double your normal buildup.

Prone Blast Instead of pushing a creature back, you try to push them prone instead. Spend 8 Stamina and use 1 action for lightweight machines, two actions for mediumweight machines and 3 actions for heavyweight machines. They must make an prowess check against your weapons DC.

Powercrusher

The powercrusher is a mechanical gauntlet which is powered by pneumatic energy to deliver heavier blows against enemies.

To use a powercrusher, you can decide to use two or three actions to make an attack. On two actions you deal the damage and the targeted creature must make an acrobatics check against the weapons level (2 Common, 3 Uncommon, 4 Rare, 5 Very Rare) or be pushed 5m away from you. On three actions the targeted creature must make an acrobatics check against the weapons level (2 Common, 3 Uncommon, 4 Rare, 5 Very Rare) or be pushed 5m away from you and be knocked prone.

Powercrusher Table

Level	Range	Damage	Tear	Crafting Cost	Coil Slots
Common	1m (melee)	3	0	180 Metal Shards 2 Light Machine Core (Uncommon)	0
Uncommon	1m (melee)	5	1	540 Metal Shards 4 Light Machine Core (Uncommon)	1
Rare	1m (melee)	7	2	1350 Metal Shards 6 Light Machine Core (Uncommon) 2 Crystal Braiding (Very Rare)	2
Very Rare	1m (melee)	9	3	2700 Metal Shards 8 Light Machine Core (Uncommon) 4 Crystal Braiding (Very Rare)	3

Powercrusher Techniques

Bone Fisure When making a standard attack and spending 3 Stamina, on a successful hit you render the enemy slowed, cracking their browns in the process.

Concussion Use either 2 or 3 actions and spend 5 Stamina, on a successful hit, you render them confused tier 1 for 2 actions or confused tier 2 if you used 3 actions. They are confused until the end of your next turn.

Ground Crush By using 3 Actions and spending 8 Stamina, you attack a creature which lies prone on the ground. Make an attack action and on a hit you deal double damage on a hit and 4 times as much on a critical hit.

Unique Weapons

When crafting a weapon, one unique attribute can be applied to the weapon. This will increase the crafting cost and require some key resources found and collected from different machines. Not all unique attributes can be applied to every weapon, down below you can see a list which define the cost and abilities at the different weapon levels and to which weapons they can be applied to.

Pristine

Pristine weapons have been well crafted and perform much more proficiently than their regular counterparts.

Weapon Level	Additional Weapon Cost	Description
Common	50 Metal Shards 1 Medium Primary Nerve	Base Damage is raised by +1 on all attacks.
Uncommon	100 Metal Shards 1 Watcher's Eye 1 Medium Machine Lens	The critical hit threshold is reduced by one from 12 to 11.
Rare	200 Metal Shards 1 Skydrifter Razor Tail 1 Heavy Primary Nerve	Base Damage is again raised by +1 on all attacks.
Very Rare	400 Metal Shards 1 Tremmortusk Tusk 1 Heavy Machine Lens	The critical hit threshold is reduced by one from 11 to 10.

Scourge

Scourge weapons only affect elemental and aberrant attacks and increase their power.

Weapon Level	Additional Weapon Cost	Description
Common	50 Metal Shards 1 Medium Circulator	All elemental and aberrant attacks have an increase of +1 to all their buildups.
Uncommon	100 Metal Shards 1 Scrounger Power Cell 1 Medium Machine Core	When rolling a critical hit on a 12 with an elemental or aberrant attack, the target instantly gains the appropriate elemental or aberrant condition.
Rare	200 Metal Shards 1 Clamberjaw Tail Duster 1 Heavy Circulator	All elemental and aberrant attacks have an increase of +1 to all their buildups.
Very Rare	400 Metal Shards 1 Clawstrider Razor Tail 1 Heavy Machine Core	Instant elemental and aberrant conditions' critical hit threshold is reduced by one from 12 to 11.

Hardweave

Hardweave weapons increase the durability of the weapon allowing projectiles to go further.

Weapon Level	Additional Weapon Cost	Description
Common	50 Metal Shards 1 Medium Machine Lens	Weapon Range is increased by 5m
Uncommon	100 Metal Shards 1 Spikesnout Sac Webbing 1 Medium Circulator	Weapon Range is increased by 10m for a total of 15m
Rare	200 Metal Shards 1 Lncehorn Drill Horn 1 Heavy Machine Lens	Weapon Range is increased by 15m for a total of 30m
Very Rare	400 Metal Shards 1 Scorcher Scanning Ear 1 Heavy Circulator	Weapon Range is increased by 20m for a total of 50m

Slicing

Slicing weapons increases the amount of tear damage to detach machine components and armour.

Weapon Level	Additional Weapon Cost	Description
Common	50 Metal Shards 1 Medium Machine Core	The base tear is increased by +1 for all attacks.
Uncommon	100 Metal Shards 1 Grazer Rotor Horn 1 Medium Circulator	On a critical hit to any part of the body, remove one armour from the enemy.
Rare	200 Metal Shards 1 Slitherfang Earthgrinder 1 Heavy Machine Core	The base tear is increased by +1 for all attacks.
Very Rare	400 Metal Shards 1 Trampler Excavation Horns 1 Heavy Circulator	On a critical hit to any part of the body, remove a total of two armour from the enemy.

Vanguard

Vanguard weapons are ideal in conjunction with melee attacks, allowing to possibly dual-wield two weapons at once. One secondary weapon must be a regular-bladed weapon.

Weapon Level	Additional Weapon Cost	Description
Common	50 Metal Shards 1 Medium Machine Core	After attacking within melee range, you can make one additional attack with your secondary weapon.
Uncommon	100 Metal Shards 1 Bellowback Sacwebbing 1 Medium Machine Heart	Gain +1 to attacks on your secondary weapon when within melee range.
Rare	200 Metal Shards 1 Tideripper Tail Fin 1 Heavy Machine Core	After attacking within melee range, you can make a total of two additional attacks with your secondary weapon.
Very Rare	400 Metal Shards 1 Bristleback Tusk 1 Heavy Machine Heart	Gain +1 to attacks on your secondary weapon when within melee range.

Brawlbearer

Brawlbearer weapons come with a heavy hit, enemies can be knocked prone instantly if struck well and hard.

Weapon Level	Additional Weapon Cost	Description
Common	50 Metal Shards 1 Medium Circulator	All explosive attacks have an increase of +1 to their knockdown buildups.
Uncommon	100 Metal Shards 1 Broadhead Horns 1 Medium Machine Heart	When rolling a critical hit with an explosive attack on a 12 with the weapon, the enemy is knocked prone immediately.
Rare	200 Metal Shards 1 Shellsnapper Shell Bolt 1 Heavy Machine Core	All explosive attacks have an increase of +1 to their knockdown buildups.
Very Rare	400 Metal Shards 1 Rollerback Hammer Tail 1 Heavy Machine Heart	The instant knockdown condition critical hit threshold is reduced by one from 12 to 11.

Strongarm

Strongarm weapons deal additional damage and provide possibility of knocking an enemy prone immediately.

Weapon Level	Additional Weapon Cost	Description
Common	50 Metal Shards 1 Medium Circulator	All non-elemental and non-aberrant attacks have an increase of +1 to their damage.
Uncommon	100 Metal Shards 1 Broadhead Horns 1 Medium Machine Heart	When rolling a critical hit on a 12 with the weapon, the enemy is knocked prone immediately.
Rare	200 Metal Shards 1 Shellsnapper Shell Bolt 1 Heavy Machine Core	All non-elemental and non-aberrant attacks have an increase of +1 to their damage.
Very Rare	400 Metal Shards 1 Rollerback Hammer Tail 1 Heavy Machine Heart	The instant knockdown condition critical hit threshold is reduced by one from 12 to 11.

Swift

Swift weapons are made for quick attacks and precise strikes.

Weapon Level	Additional Weapon Cost	Description
Common	50 Metal Shards 1 Medium Machine Heart	Weapons with two actions or less to make an attack roll can attack once per round for free.
Uncommon	100 Metal Shards 1 Fireclaw Sacwebbing 1 Medium Circulator	1d6 bonus to attack rolls from your acrobatics skill proficiency. (minimum of 0)
Rare	200 Metal Shards 1 Glinthawk Beak 1 Heavy Machine Heart	Use your reaction to make one attack with your weapon.
Very Rare	400 Metal Shards 1 Slaughterspine Tooth 1 Heavy Circulator	Weapons with two actions or less to make an attack roll can attack a total of twice per round for free.

Storm

Storm weapons gain the ability to deal one additional elemental or aberrant damage type if they were able to do so before or not. Choose one Element or Aberrant as the primary weapon damage type.

Weapon Level	Additional Weapon Cost	Description
Common	50 Metal Shards 1 Medium Circulator	All non-elemental or aberrant attacks gain one additional damage and two buildups of the chosen Element or Aberrant type on all their damage rolls.
Uncommon	100 Metal Shards 1 Leaplasher Power Cell 1 Medium Machine Core	The additional Elemental or Aberrant damage is increased by +1.
Rare	200 Metal Shards 1 Shell-Walker Lightning Gun 1 Heavy Circulator	The additional Elemental or Aberrant buildup is increased by +2.
Very Rare	400 Metal Shards 1 Stormbird Storm Cannon 1 Heavy Machine Core	The additional Elemental or Aberrant damage is increased by +1.

Rattle

Rattle weapons are provided with larger magazines and a quicker reload time.

Weapon Level	Additional Weapon Cost	Description
Common	50 Metal Shards 1 Medium Circulator	The magazine capacity increases by 25% (rounded down)
Uncommon	100 Metal Shards 1 Frostclaw Sacwebbing 1 Medium Machine Core	The magazine capacity increases by 50% (rounded down)
Rare	200 Metal Shards 1 Behemoth Force Loader 1 Heavy Circulator	Reloading the weapon requires one action less.
Very Rare	400 Metal Shards 1 Longleg Wingburner 1 Heavy Machine Core	The magazine capacity increases by 100% (rounded down)

Whisper

Whisper weapons are silent and quick, striking from hidden locations and making barely any sound when used.

Weapon Level	Additional Weapon Cost	Description
Common	50 Metal Shards 1 Medium Machine Lens	1d6 bonus to attack rolls from your acrobatics skill proficiency. (minimum of 0)
Uncommon	100 Metal Shards 1 Sunwing Shield Caster 1 Medium Machine Heart	2d6 bonus to attack rolls from your acrobatics skill proficiency. (minimum of 0)
Rare	200 Metal Shards 1 Rockbreaker Mining Claw 1 Heavy Machine Lens	3d6 bonus to attack rolls from your acrobatics skill proficiency. (minimum of 0)
Very Rare	400 Metal Shards 1 Stalker Stealth Generator 1 Heavy Machine Heart	+1 Benefit to dexterity stealth checks when hiding after making an attack roll.

Puncturing

Puncturing weapons are extremely sharp and can pierce armour with ease.

Weapon Level	Additional Weapon Cost	Description
Common	50 Metal Shards 1 Medium Machine Heart	Weapon does not deal Tear damage anymore. 1 point of Armour is ignored.
Uncommon	100 Metal Shards 1 Charger Horn 1 Medium Machine Lens	2 points of Armour is ignored.
Rare	200 Metal Shards 1 Dreadwing Metal Fang 1 Heavy Machine Heart	3 points of Armour is ignored.
Very Rare	400 Metal Shards 1 Plowhorn Horn 1 Heavy Machine Lens	4 points of Armour is ignored.

Combat Outfits

Outfits provide an adventurer with protection or freedom of movement. You can either focus on heavy outfits, providing you with an armour bonus or you focus on your agility and benefits to dodging.

Outfits range from light to bulky providing benefits to movement or your active defence.

Regular Outfits

The regular outfits define an outfit used during combat. How much protection and armour it provides and how much freedom of movement.

Light Outfits

Light outfits do not cover much protection themselves but allow the wearer maximum freedom of movement and agility.

Light Outfit Table

Level	THD Bonus	Effect	Crafting Cost	Coil Slot
Common	+1	+1d6 to every acrobatics skill checks when dodging.	90 Metal Shards 2 Sturdy Hardplate (Common)	0
Uncommon	0	+1 reaction per round to use the dodge action.	270 Metal Shards 4 Sturdy Hardplate (Common)	1
Rare	+1	+1d6 to every acrobatics skill checks when dodging.	675 Metal Shards 6 Sturdy Hardplate (Common) 2 Luminous Brainstem (Very Rare)	2
Very Rare	0	+1 reaction per round to use the dodge action.	1350 Metal Shards 8 Sturdy Hardplate (Common) 4 Luminous Brainstem (Very Rare)	3

Medium Outfits

Medium outfits strike a balance between agility and armour. lightly armoured plates cover the most vital parts of the character while still being light enough to move well.

Level	THD Bonus	Effect	Crafting Cost	Coil Slot
Common	+1	+1d6 to every acrobatics skill checks when dodging.	120 Metal Shards 2 Sturdy Hardplate (Common)	0
Uncommon	+1		360 Metal Shards 4 Sturdy Hardplate (Common)	1
Rare	0	+1 reaction per round to use the dodge action.	900 Metal Shards 6 Sturdy Hardplate (Common) 2 Luminous Brainstem (Very Rare)	2

Very Rare	+1	+1 Armour	1800 Metal Shards 8 Sturdy Hardplate (Common) 4 Luminous Brainstem (Very Rare)	3
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Heavy Outfits

Heavy armour provides a steady bonus to your defence and provides more protection against direct attacks from enemies.

Level	THD Bonus	Effect	Crafting Cost	Coil Slot
Common	+1	+1 Armour	150 Metal Shards 2 Sturdy Hardplate (Common)	0
Uncommon	+1		450 Metal Shards 4 Sturdy Hardplate (Common)	1
Rare	+1	+1 Armour	1125 Metal Shards 6 Sturdy Hardplate (Common) 2 Luminous Brainstem (Very Rare)	2
Very Rare	+1		2250 Metal Shards 8 Sturdy Hardplate (Common) 4 Luminous Brainstem (Very Rare)	3

Bulky Outfits

Bulky outfits are extremely heavily armoured but also carry quite some weight while wearing them.

Level	THD Bonus	Effect	Crafting Cost	Coil Slot
Common	+2	+1 Armour Unable to use the dodge action.	180 Metal Shards 2 Sturdy Hardplate (Common)	0
Uncommon	+1	+1 Armour	540 Metal Shards 4 Sturdy Hardplate (Common)	1
Rare	+1	+1 Armour Movement speed is halved.	1350 Metal Shards 6 Sturdy Hardplate (Common) 2 Luminous Brainstem (Very Rare)	2
Very Rare	+1	+1 Armour	2700 Metal Shards 8 Sturdy Hardplate (Common) 4 Luminous Brainstem (Very Rare)	3

Unique Outfits

When crafting an outfit, it is possible to apply one unique attributes to the outfit. This will increase the crafting cost and require some key resources found and collected from different machines. Not all unique attributes can be applied to every outfit, down below you can see a list which defines the cost and abilities at the different outfit levels.

Warrior

A warrior's outfit is explicitly made for melee combatants, allowing benefits to melee attacks.

Outfit Level	Additional Outfit Cost	Description
Common	50 Metal Shards 1 Medium Primary Nerve	+1d6 to all Melee attack rolls
Uncommon	100 Metal Shards 1 Watcher's Eye 1 Medium Machine Lens	+1 to all Melee damage.
Rare	200 Metal Shards 1 Skydrifter Razor Tail 1 Heavy Primary Nerve	+1 to all Melee damage.
Very Rare	400 Metal Shards 1 Tremmortusk Tusk 1 Heavy Machine Lens	+1 free melee attack per round.

Stalker

A stalker's outfit is made for stealth and concealment, allowing wearers to go in and out of hiding spots quickly.

Outfit Level	Additional Outfit Cost	Description
Common	50 Metal Shards 1 Medium Machine Lens	+1d6 on all dexterity rolls when hiding.
Uncommon	100 Metal Shards 1 Sunwng Shield Caster 1 Medium Machine Heart	+1d6 on all attacks made from a hidden position.
Rare	200 Metal Shards 1 Rockbreaker Mining Claw 1 Heavy Machine Lens	+1d6 on all dexterity rolls when hiding.
Very Rare	400 Metal Shards 1 Stalker Stealth Generator 1 Heavy Machine Heart	+1d6 on all attacks made from a hidden position.

Weaved

Weaved outfits support greater protection against elemental damage.

Outfit Level	Additional Outfit Cost	Description
Common	50 Metal Shards 1 Medium Circulator	-1 on the chosen Elemental buildup.
Uncommon	100 Metal Shards 1 Scrounger Power Cell 1 Medium Machine Core	-1 on the chosen elemental damage
Rare	200 Metal Shards 1 Clamberjaw Tail Duster 1 Heavy Circulator	Elemental resistance on the chosen Element.
Very Rare	400 Metal Shards 1 Clawstrider Razor Tail 1 Heavy Machine Core	Elemental immunity on the chosen Element

Harvester

A harvester outfit provides the wearer with additional components for healing and health.

Outfit Level	Additional Outfit Cost	Description
Common	50 Metal Shards 1 Medium Machine Core	+1 Healing from Berries
Uncommon	100 Metal Shards 1 Bellowback Sacwebbing 1 Medium Machine Heart	+2 to character Maximum Health
Rare	200 Metal Shards 1 Tideripper Tail Fln 1 Heavy Machine Core	+4 Healing from Potions
Very Rare	400 Metal Shards 1 Bristleback Tusk 1 Heavy Machine Heart	+2 to character Maximum Health

Artificer

The Artificer provides special equipment and expansive pouches to store traps and scavenge more resources.

Outfit Level	Additional Outfit Cost	Description
Common	50 Metal Shards 1 Medium Machine Lens	+1d6 on scavenging checks when looting machines.
Uncommon	100 Metal Shards 1 Spikesnout Sacwebbing 1 Medium Circulator	Trap capacity maximum +2
Rare	200 Metal Shards 1 Lancehorn Drill Horn 1 Heavy Machine Lens	+1d6 on scavenging checks when looting machines.

Very Rare	400 Metal Shards 1 Scorcher Scanning Ear 1 Heavy Circulator	Trap Capacity of the trap pouch is doubled.
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Skirmisher

A skirmisher outfit focuses more on mobility and even allows heavy outfits more freedom of movement.

Outfit Level	Additional Outfit Cost	Description
Common	50 Metal Shards 1 Medium Machine Lens	-1 stamina use for dodge actions.
Uncommon	100 Metal Shards 1 Spikesnout Sacwebbing 1 Medium Circulator	+1 total dodge reaction every round.
Rare	200 Metal Shards 1 Lancehorn Drill Horn 1 Heavy Machine Lens	-1 stamina use for dodge actions.
Very Rare	400 Metal Shards 1 Scorcher Scanning Ear 1 Heavy Circulator	+1 total dodge reaction every round.

Behemoth

Behemoth outfits protect greatly from explosive damage.

Outfit Level	Additional Outfit Cost	Description
Common	50 Metal Shards 1 Medium Circulator	-1 Damage from explosive damage.
Uncommon	100 Metal Shards 1 Broadhead Horn 1 Medium Machine Heart	-1 Damage from explosive damage.
Rare	200 Metal Shards 1 Shellsnapper Shell Bolt 1 Heavy Circulator	-1 Damage from explosive damage.
Very Rare	400 Metal Shards 1 Rollerback Hammer Tail 1 Heavy Machine Heart	-1 Damage from explosive damage.

Valiant

The valiant outfits protect the wearer from being knocked prone and give them greater footing.

Outfit Level	Additional Outfit Cost	Description
Common	50 Metal Shards	Roll 1d12 on a critical roll of 12, you are not knocked

	1 Medium Machine Core	prone.
Uncommon	100 Metal Shards 1 Grazer Rotor Horn 1 Medium Circulator	Critical no knockdown is reduced to 11.
Rare	200 Metal Shards 1 Slitherfang Earthgrinder 1 Heavy Machine Core	Critical no knockdown is reduced to 10.
Very Rare	400 Metal Shards 1 Trampler Excavation Horn 1 Heavy Circulator	Immunity from being knocked prone.

Protector

Protector outfits provide greater armoured protection.

Outfit Level	Additional Outfit Cost	Description
Common	50 Metal Shards 1 Medium Machine Core	+1 Armour
Uncommon	100 Metal Shards 1 Snapmaw Sac Webbing 1 Medium Machine Heart	Knockdown Buildup -1
Rare	200 Metal Shards 1 Widemaw Tusk 1 Heavy Machine Core	+1 Armour
Very Rare	400 Metal Shards 1 Thunderjaw Tail 1 Heavy Machine Heart	Knockdown Buildup -1

Noble

The noble outfits present one's status and wealth, providing a higher view of society.

Outfit Level	Additional Outfit Cost	Description
Common	50 Metal Shards 1 Medium Machine Heart	+1d6 to all diplomatic social checks.
Uncommon	100 Metal Shards 1 Charger Horn 1 Medium Machine Lens	+1d6 to all diplomatic social checks.
Rare	200 Metal Shards 1 Dreadwing Metal Fang 1 Heavy Machine Heart	+1d6 to all diplomatic social checks.
Very Rare	400 Metal Shards 1 Plowhorn Horn	+1d6 to all diplomatic social checks.

	1 Heavy Machine Lens	
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Thresher

Thresher outfits provide tools and expansive pouches to gather herbs and medicine and carry more potions.

Outfit Level	Additional Outfit Cost	Description
Common	50 Metal Shards 1 Medium Circulator	+1d6 on scavenge check when harvesting plants.
Uncommon	100 Metal Shards 1 Frostclaw Sacwebbing 1 Medium Machine Core	Potion capacity +2.
Rare	200 Metal Shards 1 Behemoth Force Loader 1 Heavy Circulator	+1d6 on scavenge check when harvesting plants.
Very Rare	400 Metal Shards 1 Longleg Wingburner 1 Heavy Machine Core	The potion pouch capacity is doubled.

Vanquisher

Vanquisher outfits are for the ones who deal with death and are surrounded by the possibility of dying themselves.

Outfit Level	Additional Outfit Cost	Description
Common	50 Metal Shards 1 Medium Circulator	When going unconscious by hitting 0 HP, you do not gain fatigue for 2 rounds.
Uncommon	100 Metal Shards 1 Leplasher Power Cell 1 Medium Machine Core	Once per combat, when you hit 0HP, you can roll a single d12, on a 12 you stay up and regain 1 HP
Rare	200 Metal Shards 1 Shell-Walker Lightning Gun 1 Heavy Circulator	When going unconscious by hitting 0 HP, you do not gain fatigue for 4 rounds.
Very Rare	400 Metal Shards 1 Stormbird Storm Cannon 1 Heavy Machine Core	Once per combat, when you hit 0HP, you regain 10 HP and do not go unconscious.

Potions

Potion	Cost	Effect
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Small Healing Potion	1 Medicinal Berries 1 Wild Meat (Common) 1 Wild Beans (Common)	Once consumed, a small healing potion immediately heals 5 HP.
Medium Healing Potion	3 Medicinal Berries 2 Wild Meat (Common) 2 Wild Beans (Common) 1 Vigorstem (Rare)	Once consumed, a medium healing potion immediately heals 15 HP.
Large Healing Potion	5 Medicinal Berries 3 Wild Meat (Common) 3 Wild Beans (Common) 2 Vigorstem (Rare)	Once consumed, a large healing potion immediately heals 25 HP.
Max Healing Potion	10 Medicinal Berries 4 Wild Meat (Common) 4 Wild Beans (Common) 3 Vigorstem (Rare) 1 Fibrezest (Very Rare)	Once consumed, the max healing potion immediately heals 20 HP. and increases a characters total HP by 10 for the duration of 4 rounds.
Small Stamina Potion	2 Soothing Flower (Uncommon)	Once consumed, the small stamina potion regains 2 stamina.
Medium Stamina Potion	3 Soothing Flower (Uncommon) 2 Vigorstem (Rare)	Once consumed, the medium stamina potion regains 5 stamina.
Large Stamina Potion	5 Soothing Flower (Uncommon) 3 Vigorstem (Rare)	Once consumed, the large stamina potion regains 10 stamina.
Max Stamina Potion	10 Soothing Flower (Uncommon) 3 Vigorstem (Rare) 1 Fibrezest (Very Rare)	Once consumed, the max stamina potion regains 20 stamina and the maximum stamina is increased by 10 for 4 rounds.
Elemental Resist Potion	2 "Elemental Plant" (Uncommon) 2 Vigorstem (Rare)	Once consumed, the chosen Elemental state on you is removed and you gain resistance to the chosen elemental damage for 4 rounds.
Aberrant Resist Potion	2 "Aberrant Plant" (Uncommon) 2 Fiberzest (Very Rare)	Once consumed, the chosen Elemental state on you is removed and you gain resistance to the chosen aberrant damage for 4 rounds.
Poison Potion Tier 1	4 "Poison Plant" (Uncommon)	Once consumed you gain the poison tier 1 affliction connected with the ingredient used.
Poison Potion Tier 2	8 "Poison Plant" (Uncommon) 4 Vigorstem (Rare)	Once consumed you gain the poison tier 2 affliction connected with the ingredient used.
Poison Potion Tier 3	12 "Poison Plant" (Uncommon) 6 Vigorstem (Rare) 2 Fiberzest (Very Rare)	Once consumed you gain the poison tier 3 affliction connected with the ingredient used.
Cleanse Potion	10 Medicinal Berries 10 Soothing Flower (Uncommon) 4 Vigorstem (Rare) 2 Fiberzest (Very Rare)	Once consumed any elemental state or poisonous affliction of any tier is removed from you.

Food

Rations

Rations are often simple meals covering the basics and most necessary nutrients for long distance travelling and hard labour. A ration is enough food to last a day and can be consumed throughout a day, such as breakfast, lunch and dinner separately. Rations can be made or bought at almost any food Vendor or put together with wild meat, roots and berries.

In case no food can be gathered locally while travelling, you can spend a ration instead and not gain any negative penalty such as fatigue.

Name	Effect	Crafting Cost
Standard Rations	-	3 Wild Beans (Common) 3 Wild Meat (Common)
Advanced Rations	Removes one fatigue when consumed.	6 Wild Beans (Common) 6 Wild Meat (Common) 2 Soothing Flower (Uncommon)

Meals

Name	Tier	Effect	Crafting Cost
Nora Wayfarers Bread	1	With Nora cuisine you regain 1 concentration each round for 2, 4 and 8 rounds based on the meal tier.	2 Wild Beans (Common) 2 Winter Paleberry (Common)
Nora Berry Bloom Stew	2		5 Wild Beans (Common) 5 Winter Paleberry (Common) 2 Vigorstem (Rare)
Nora Matriarchs Blessing	3		8 Wild Beans (Common) 8 Winter Paleberry (Common) 2 Fibrezest (Very Rare)
Oseram Bitterbrew Boar	1	The food of the Oseram allows you to regenerate Stamina. You regenerate 2, 4 or 8 Stamina each round for 3 rounds, based on the meal tier.	2 Fatty Meat(Common) 2 Bitter Leaf (Common)
Oseram Brew Battered Wedges	2		5 Fatty Meat (Common) 5 Bitter Leaf (Common) 2 Vigorstem (Rare)
Oseram Meat in the Middle	3		8 Fatty Meat (Common) 8 Bitter Leaf (Common) 2 Fibrezest (Very Rare)
Carja Mesa Bread	1	Carja meals focuses your mind and strengthen your body. You gain a bonus of 2d6 on all of your skills for the	2 Bony Meat(Common) 2 Redthorn Pepper (Common)
Carja Sun Seared	2		5 Bony Meat (Common)

Ribs		duration of 2, 3 or 4 rounds based on the meal Tier.	5 Redthorn Pepper (Common) 2 Vigorstem (Rare)
Carja Sunfall Mazemeat	3		8 Bony Meat (Common) 8 Redthorn Pepper (Common) 2 Fibrezest (Very Rare)
Banuk Winter Trail	1	Banuk Cuisine hardens your resolve, you gain 2 valour each round for the duration of 2, 3 or 4 rounds based on the meal Tier.	2 Rich Meat (Common) 2 Frostriver Frond (Common)
Banuk Frostfang Fingers	2		5 Rich Meat (Common) 5 Frostriver Frond (Common) 2 Vigorstem (Rare)
Banuk Thunderdrum Beef	3		8 Rich Meat (Common) 8 Frostriver Frond (Common) 2 Fibrezest (Very Rare)
Utaru Beanweed Bites	1	With the Utaru meals do you feel refreshed and energised. You regain 2, 4, or 6 hp each round, based on the meal tier, for the next 3 rounds.	2 Sweet Grain (Common) 2 Seabriner Stem (Common)
Utaru Sourfruit Tart	2		5 Sweet Grain (Common) 5 Seabriner Stem (Common) 2 Vigorstem (Rare)
Utaru Landgods Gift	3		8 Sweet Grain (Common) 8 Seabriner Stem (Common) 2 Fibrezest (Very Rare)
Tenakth Scorpion Skewers	1	With Tenakth food you are quick on your feet. For the duration of 2, 3 or 4 rounds, based on the meal tier, your movement speed is doubled.	2 Crunchy Meat (Common) 2 Goldthorn Pepper (Common)
Tenakth Fireclaw Stew	2		5 Crunchy Meat (Common) 5 Goldthorn Pepper (Common) 2 Vigorstem (Rare)
Tenakth Encrusted Snowbird	3		8 Crunchy Meat (Common) 8 Goldthorn Pepper (Common) 2 Fibrezest (Very Rare)
Quen Crab Hotpot	1	With Quen cuisine do you feel protected from harm. You gain resistance to all elemental damage for the duration of 2, 3 or 4 rounds based on the meal tier.	2 Shell Meat (Common) 2 Kindleweed Oil (Common)
Quen Sour Catch	2		5 Shell Meat (Common) 5 Kindleweed Oil (Common) 2 Vigorstem (Rare)
Quen Curd of the Ancestors	3		8 Shell Meat (Common) 8 Kindleweed Oil (Common) 2 Fibrezest (Very Rare)

Storage Container

Pouches, Quivers and Satchels allow you to carry a number of a specific resource or ammunition based on the level of the Container, from common to legendary. A character can only hold and carry the amount of space each container type provides. If a quiver only has one space for ingredient ammunition, such as fire, shock, frost or acid ammunition, you can only hold one type at a time.

Pouches

Every character start with and can only carry 1 pouch of each type at a time. Pouches store all important resources to craft, sell or heal. These resources are often separated in common, uncommon, rare and very rare types, which define their rarity.

Monetary Pouch

The monetary pouch not only carries your metal shards, which you can ear, find or pay materials with, but also store ancient artefacts, art pieces and other valuable pieces to sell to vendors and collectors.

Pouch Level	Capacity	Crafting Cost
Common	5 (Common) 4 (Uncommon) 3 (Rare) 2 (Very Rare) 1 (Legendary)	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	10 (Common) 8 (Uncommon) 6 (Rare) 4 (Very Rare) 2 (Legendary)	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)
Rare	15 (Common) 12 (Uncommon) 9 (Rare) 6 (Very Rare) 3 (Legendary)	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	20 (Common) 16 (Uncommon) 12 (Rare) 8 (Very Rare) 4 (Legendary)	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	25 (Common) 20 (Uncommon) 15 (Rare) 10 (Very Rare) 5 (Legendary)	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Medicine Pouch

Pouch Level	Capacity	Crafting Cost
Common	10 Berries	25 Metal Shards

		1 Animal Hide (Rare)
Uncommon	20 Berries	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)
Rare	30 Berries	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	40 Berries	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	50 Berries	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Standard Resource Pouch

Pouch Level	Capacity	Crafting Cost
Common	50 (Common) 30 (Uncommon) 10 (Rare) 4 (Very Rare)	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	75 (Common) 40 (Uncommon) 15 (Rare) 8 (Very Rare)	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)
Rare	100 (Common) 50 (Uncommon) 20 (Rare) 12 (Very Rare)	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	125 (Common) 60 (Uncommon) 25 (Rare) 16 (Very Rare)	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	150 (Common) 70 (Uncommon) 30 (Rare) 20 (Very Rare)	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Weighted Resource Pouch

Pouch Level	Capacity	Crafting Cost
Common	30 (Small) 15 (Medium) 4 (Large)	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	40 (Small) 20 (Medium) 8 (Large)	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)
Rare	50 (Small) 25 (Medium) 12 (Large)	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	60 (Small) 30 (Medium) 16 (Large)	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	70 (Small) 35 (Medium) 20 (Large)	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Key Resource Pouch

Pouch Level	Capacity	Crafting Cost
Common	2	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	4	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)
Rare	6	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	8	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	10	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Potion Pouch

Pouch Level	Capacity	Crafting Cost
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Common	2	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	4	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)
Rare	6	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	8	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	10	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

Food Pouch

Pouch Level	Capacity	Crafting Cost
Common	4 (Rations) 2 (Meals)	25 Metal Shards 1 Animal Hide (Rare)
Uncommon	6 (Rations) 3 (Meals)	50 Metal Shards 2 Animal Hide (Rare) 1 Animal Feather (Rare)
Rare	8 (Rations) 4 (Meals)	100 Metal Shards 2 Animal Feathers (Rare) 1 Animal Bone (Very Rare)
Very Rare	10 (Rations) 5 (Meals)	200 Metal Shards 2 Animal Bones (Very Rare) 1 Animal Shell (Very Rare)
Legendary	12 (Rations) 6 (Meals)	400 Metal Shards 2 Animal Bones (Very Rare) 2 Animal Shells (Very Rare)

High Tech

Focus

Upgrades Hunter Features

Override

Upgrades Machinist Features

When a machine is overridden, it uses the normal machine statblock instead of the overridden machine statblock.

Resonator

Upgrades Warrior Features

Compass

Upgrades Traveller Features

Scanner

Upgrades Scavenger Features

Projector

Upgrades Crafter Features

Chapter 10 Loot Tables

Machine Loot Tables

Lightweight

Regular Lightweight

Successes	Loot
0	2d6 (7) Metal Shards
1	4d6 (14) Metal Shards
	1d6 (3) Common Resource
	1 Small Resource
2	6d6 (21) Metal Shards
	1d6 (3) Common Resource
	1 Uncommon Resource
	1 Small Resource
3	8d6 (28) Metal Shards
	2d6 (7) Common Resource
	1d6 (3) Uncommon Resource
	1d6 (3) Small Resource
4+	10d6 (35) Metal Shards
	3d6 (11) Common Resource
	2d6 (7) Uncommon Resource
	1 Rare Resource
	1d6 (3) Small Resource

Apex Lightweight

Successes	Loot
0	4d6 (14) Metal Shards
	2 Common Resource

1	6d6 (21) Metal Shards
	2d6 (7) Common Resource
	1 Light Resource
2	8d6 (28) Metal Shards
	2d6 (7) Common Resource
	1 Uncommon Resource
	1d6 (3) Light Resource
3	10d6 (35) Metal Shards
	3d6 (11) Common Resource
	1d6 (3) Uncommon Resource
	1 Rare Resource
	1d6 (3) Light Resource
4+	12d6 (42) Metal Shards
	4d6 (14) Common Resource
	2d6 (7) Uncommon Resource
	1d6 (3) Rare Resource
	2 Very Rare Resources
	2d6 (7) Light Resource

Mediumweight

Regular Mediumweight

Successes	Loot
0	4d6 (14) Metal Shards
1	6d6 (21) Metal Shards
	2d6 (7) Common Resource
	1) Medium Resource
2	8d6 (28) Metal Shards
	2d6 (7) Common Resource

	1d6 (3) Uncommon Resource
	1 Medium Resource
3	10d6 (35) Metal Shards
	3d6 (11) Common Resource
	1d6 (3) Uncommon Resource
	1d6 (3) Medium Resource
4+	12d6 (42) Metal Shards
	4d6 (14) Common Resource
	2d6 (7) Uncommon Resource
	1d6 (3) Rare Resource
	1d6 (3) Medium Resource

Apex Mediumweight

Successes	Loot
0	6d6 (21) Metal Shards
	1d6 (3) Common Resource
1	8d6 (28) Metal Shards
	2d6 (7) Common Resource
	1 Medium Resource
2	10d6 (35) Metal Shards
	3d6 (11) Common Resource
	1d6 (3) Uncommon Resource
	1d6 (3) Medium Resource
3	12d6 (42) Metal Shards
	3d6 (11) Common Resource
	2d6 (7) Uncommon Resource
	1d6 (3) Rare Resource
	1d6 (3) Medium Resource
4+	14d6 (49) Metal Shards

	4d6 (14) Common Resource
	3d6 (11) Uncommon Resource
	2d6 (7) Rare Resource
	1d6 (3) Very Rare Resources
	2d6 (7) Medium Resource

Heavyweight

Regular Heavyweight

Successes	Loot
0	6d6 (21) Metal Shards
1	8d6 (28) Metal Shards
	2d6 (7) Common Resource
	1 Heavy Resource
2	10d6 (35) Metal Shards
	3d6 (11) Common Resource
	1d6 (3) Uncommon Resource
	1 Heavy Resource
3	12d6 (42) Metal Shards
	4d6 (14) Common Resource
	2d6 (7) Uncommon Resource
	1d6 (3) Heavy Resource
4+	14d6 (49) Metal Shards
	5d6 (18) Common Resource
	3d6 (11) Uncommon Resource
	1d6 (3) Rare Resource
	1d6 (3) Heavy Resource

Apex Heavyweight

Successes	Loot
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s	
0	8d6 (28) Metal Shards
	1d6 (3) Common Resource
1	10d6 (35) Metal Shards
	3d6 (11) Common Resource
	1 Heavy Resource
2	12d6 (42) Metal Shards
	4d6 (14) Common Resource
	2d6 (7) Uncommon Resource
	1d6 (3) Heavy Resource
3	14d6 (49) Metal Shards
	5d6 (18) Common Resource
	3d6 (11) Uncommon Resource
	2d6 (7) Rare Resource
	1d6 (3) Heavy Resource
4+	16d6 (56) Metal Shards
	6d6 (21) Common Resource
	4d6 (14) Uncommon Resource
	3d6 (11) Rare Resource
	2d6 (7) Very Rare Resources
	2d6 (7) Heavy Resource

Canister & Containers

Elemental Canister

Successes	Loot
0	1d6 (3) Metal Shards
1	2d6 (7) Metal Shards
	1 Common Resource

2	3d6 (11) Metal Shards
	1 Common Resource
3	4d6 (14) Metal Shards
	1d6 (3) Common Resource
4+	5d6 (18) Metal Shards
	1d6 (3) Common Resource

Aberrant Canister

Successes	Loot
0	1d6 (3) Metal Shards
1	2d6 (7) Metal Shards
	1 Uncommon Resource
2	3d6 (11) Metal Shards
	1d6 (3) Uncommon Resource
3	4d6 (14) Metal Shards
	1 Uncommon Resource
4+	5d6 (18) Metal Shards
	1d6 (3) Uncommon Resource

Small Container

Successes	Loot
0	1d6 (3) Metal Shards
1	2d6 (7) Metal Shards
	1 Common Resource
2	3d6 (11) Metal Shards
	1 Common Resource
3	4d6 (14) Metal Shards
	1d6 (3) Common Resource

	1 Uncommon Resource
4+	5d6 (18) Metal Shards
	1d6 (3) Common Resource
	1 Uncommon Resource
	1 Rare Resource

Medium Container

Successes	Loot
0	2d6 (7) Metal Shards
1	3d6 (11) Metal Shards
	1 Common Resource
2	4d6 (14) Metal Shards
	1d6 (3) Common Resource
3	5d6 (18) Metal Shards
	1d6 (3) Common Resource
	1 Uncommon Resource
4+	6d6 (21) Metal Shards
	2d6 (7) Common Resource
	1d6 (3) Uncommon Resource
	1 Rare Resource

Large Container

Successes	Loot
0	3d6 (11) Metal Shards
1	4d6 (14) Metal Shards
	1d6 (3) Common Resource
2	5d6 (18) Metal Shards
	2d6 (7) Common Resource

3	6d6 (21) Metal Shards
	2d6 (7) Common Resource
	1d6 (3) Uncommon Resource
4+	7d6 (28) Metal Shards
	2d6 (7) Common Resource
	1d6 (3) Uncommon Resource
	1d6 (3) Rare Resource

Crates Loot Tables

Supply Crates

Common Supply Crate

Successes	Loot
0	2d6 (7) Metal Shards
	1 Common Resource
1	4d6 (14) Metal Shards
	1d6 (3) Common Resource
	1 Common Natural Resource
	1 Medicinal Berry
2	6d6 (21) Metal Shards
	2d6 (7) Common Resource
	1d6 (3) Common Natural Resource
	1d6 (3) Medicinal Berry
3	8d6 (28) Metal Shards
	3d6 (11) Common Resource
	2d6 (7) Common Natural Resource
	2d6 (7) Medicinal Berry
4+	10d6 (35) Metal Shards
	4d6 (14) Common Resource

	3d6 (11) Common Natural Resource
	3d6 (11) Medicinal Berry

Uncommon Supply Crate

Successes	Loot
0	2d6 (7) Metal Shards
	1 Common Resource
1	4d6 (14) Metal Shards
	1d6 (3) Common Resource
	1 Common Natural Resource
	1 Medicinal Berry
2	6d6 (21) Metal Shards
	2d6 (7) Common Resource
	1d6 (3) Common Natural Resource
	1d6 (3) Medicinal Berry
3	8d6 (28) Metal Shards
	3d6 (11) Common Resource
	2d6 (7) Common Natural Resource
	2d6 (7) Medicinal Berry
4+	10d6 (35) Metal Shards
	4d6 (14) Common Resource
	3d6 (11) Common Natural Resource
	3d6 (11) Medicinal Berry

Rare Supply Crate

Successes	Loot
0	2d6 (7) Metal Shards
	1 Uncommon Resource

1	4d6 (14) Metal Shards
	1d6 (3) Uncommon Resource
	1 Uncommon Natural Resource
	1 Medicinal Berry
2	6d6 (21) Metal Shards
	2d6 (7) Uncommon Resource Machine Muscle, Echo Shell,
	1d6 (3) Uncommon Natural Resource
	1d6 (3) Medicinal Berry
3	8d6 (28) Metal Shards
	3d6 (11) Uncommon Resource
	2d6 (7) Uncommon Natural Resource
	2d6 (7) Medicinal Berry
4+	10d6 (35) Metal Shards
	4d6 (14) Uncommon Resource
	3d6 (11) Uncommon Natural Resource
	3d6 (11) Medicinal Berry

Very Rare Supply Crate

Successes	Loot
0	2d6 (7) Metal Shards
	1 Rare Resource
1	4d6 (14) Metal Shards
	1d6 (3) Rare Resource
	1 Rare Natural Resource
	1 Medicinal Berry
2	6d6 (21) Metal Shards
	2d6 (7) Rare Resource

	1d6 (3) Rare Natural Resource
	1d6 (3) Medicinal Berry
3	8d6 (28) Metal Shards
	3d6 (11) Rare Resource
	2d6 (7) Rare Natural Resource
	2d6 (7) Medicinal Berry
4+	10d6 (35) Metal Shards
	4d6 (14) Rare Resource
	3d6 (11) Rare Natural Resource
	3d6 (11) Medicinal Berry

Legendary Supply Crate

Successes	Loot
0	2d6 (7) Metal Shards
	1 Very Rare Resource
1	4d6 (14) Metal Shards
	1d6 (3) Very Rare Resource
	1 Very Rare Natural Resource
	1 Medicinal Berry
2	6d6 (21) Metal Shards
	2d6 (7) Very Rare Resource
	1d6 (3) Very Rare Natural Resource
	1d6 (3) Medicinal Berry
3	8d6 (28) Metal Shards
	3d6 (11) Very Rare Resource
	2d6 (7) Very Rare Natural Resource
	2d6 (7) Medicinal Berry
4+	10d6 (35) Metal Shards
	4d6 (14) Very Rare Resource

	3d6 (11) Very Rare Natural Resource
	3d6 (11) Medicinal Berry

Ancient Crates

Common Ancient Crate

Successes	Loot
0	2d6 (7) Metal Shards
1	4d6 (12) Metal Shards
	1d6 (3) Common Resource
	1 Common Artefact
2	6d6 (18) Metal Shards
	1d6 (3) Common Resource
	1d6 (3) Common Artefact
3	8d6 (24) Metal Shards
	2d6 (7) Common Resource
	1d6 (3) Common Artefact
4+	10d6 (30) Metal Shards
	3d6 (9) Common Resource
	2d6 (7) Common Artefact
	1 Uncommon Artefact

Uncommon Ancient Crate

Successes	Loot
0	3d6 (9) Metal Shards
1	5d6 (15) Metal Shards
	1d6 (3) Common Resource
	1 Common Artefact
	1 Uncommon Artefact

2	7d6 (21) Metal Shards
	2d6 (6) Common Resource
	1d6 (3) Common Artefact
	1 Uncommon Artefact
3	9d6 (27) Metal Shards
	2d6 (7) Common Resource
	2d6 (6) Common Artefact
	1d6 (3) Uncommon Artefact
4+	11d6 (33) Metal Shards
	3d6 (9) Common Resource
	3d6 (9) Common Artefact
	1d6 (3) Uncommon Artefact
	1 Rare Artefact

Rare Ancient Crate

Successes	Loot
0	4d6 (12) Metal Shards
1	6d6 (18) Metal Shards
	2d6 (6) Common Resource
	1 Uncommon Artefact
2	8d6 (24) Metal Shards
	2d6 (6) Common Resource
	1d6 (3) Uncommon Artefact
	1 Rare Artefact
3	10d6 (30) Metal Shards
	3d6 (9) Common Resource
	2d6 (6) Uncommon Artefact
	1d6 (3) Rare Artefact
4+	12d6 (36) Metal Shards

	4d6 (12) Common Resource
	3d6 (9) Uncommon Artefact
	2d6 (6) Rare Artefact
	1 Very Rare Artefact

Very Rare Ancient Crate

Successes	Loot
0	5d6 (15) Metal Shards
1	7d6 (21) Metal Shards
	2d6 (6) Common Resource
	1 Rare Artefact
2	9d6 (27) Metal Shards
	3d6 (9) Common Resource
	1d6 (3) Rare Artefact
	1 Very Rare Artefact
3	11d6 (33) Metal Shards
	4d6 (12) Common Resource
	2d6 (6) Rare Artefact
	1d6 (3) Very Rare Artefact
4+	13d6 (39) Metal Shards
	5d6 (15) Common Resource
	3d6 (9) Rare Artefact
	2d6 (6) Very Rare Artefact
	1 Legendary Artefact

Legendary Ancient Crate

Successes	Loot
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0	6d6 (18) Metal Shards
1	8d6 (24) Metal Shards
	2d6 (6) Common Resource
	1 Very Rare Artefact
2	10d6 (30) Metal Shards
	3d6 (9) Common Resource
	1d6 (3) Very Rare Artefact
	1 Legendary Artefact
3	12d6 (36) Metal Shards
	4d6 (12) Common Resource
	2d6 (6) Very Rare Artefact
	1 Legendary Artefact
4+	14d6 (40) Metal Shards
	5d6 (15) Common Resource
	3d6 (9) Very Rare Artefact
	1d6 (3) Legendary Artefact

Flora & Fauna Loot Tables

Plants

Scarce foliage Density

Successes	Loot
0	None
1	1 Natural Resource (Common)
2	1d6 (3) Natural Resource (Common)
	1 Medicinal Berry
3	1d6 (3) Natural Resource (Common)
	1d6 (3) Medicinal Berry
	1 Natural Resource (Uncommon)

4+	2d6 (7) Natural Resource (Common)
	1d6 (3) Medicinal Berry
	1d6 (3) Natural Resource (Uncommon)

Low foliage Density

Successes	Loot
0	1 Natural Resource (Common)
1	1d6 (3) Natural Resource (Common)
	1 Medicinal Berry
	1 Natural Resource (Uncommon)
2	2d6 (7) Natural Resource (Common)
	1d6 (3) Medicinal Berry
	1d6 (3) Natural Resource (Uncommon)
3	3d6 (11) Natural Resource (Common)
	1d6 (3) Medicinal Berry
	1d6 (3) Natural Resource (Uncommon)
4+	4d6 (13) Natural Resource (Common)
	2d6 (7) Medicinal Berry
	2d6 (7) Natural Resource (Uncommon)

Medium foliage Density

Successes	Loot
0	1d6 Natural Resource (Common)
	1 Medicinal Berry
1	2d6 (7) Natural Resource (Common)
	1d6 (3) Medicinal Berry
	1 Natural Resource (Uncommon)
2	3d6 (11) Natural Resource (Common)

	1d6 (3) Medicinal Berry
	1d6 (3) Natural Resource (Uncommon)
	1 Natural Resource (Rare)
3	4d6 (13) Natural Resource (Common)
	2d6 (7) Medicinal Berry
	1d6 (3) Natural Resource (Uncommon)
	1d6 (3) Natural Resource (Rare)
4+	5d6 (17) Natural Resource (Common)
	3d6 (11) Medicinal Berry
	2d6 (7) Natural Resource (Uncommon)
	1d6 (3) Natural Resource (Rare)
	1 Natural Resource (Very Rare)

High Foliage Density

0	1d6 Natural Resource (Common)
	1 Medicinal Berry
	1 Natural Resource (Uncommon)
1	2d6 (7) Natural Resource (Common)
	1d6 (3) Medicinal Berry
	1d6 (3) Natural Resource (Uncommon)
2	3d6 (11) Natural Resource (Common)
	2d6 (7) Medicinal Berry
	1d6 (3) Natural Resource (Uncommon)
	1 Natural Resource (Rare)
3	4d6 (13) Natural Resource (Common)
	2d6 (7) Medicinal Berry
	2d6 (7) Natural Resource (Uncommon)
	1d6 (3) Natural Resource (Rare)
	1 Natural Resource (Very Rare)

4+	5d6 (17) Natural Resource (Common)
	4d6 (13) Medicinal Berry
	3d6 (11) Natural Resource (Uncommon)
	2d6 (7) Natural Resource (Rare)
	1d6 (3) Natural Resource (Very Rare)

Animals

Small Animals

Successes	Loot
0	1 Natural Resource (Common)
1	1 Natural Resource (Common)
2	2 Natural Resource (Common)
	1 Natural Resource (Rare)
3	2 Natural Resource (Common)
	1 Natural Resource (Rare)
4+	3 Natural Resource (Common)
	1 Natural Resource (Rare)
	1 Natural Resource (Very Rare)

Medium Animals

Successes	Loot
0	1 Natural Resource (Common)
1	1d6 (3) Natural Resource (Common)
2	1d6 (3) Natural Resource (Common)
	1 Natural Resource (Rare)
3	1d6 (3) Natural Resource (Common)
	1 Natural Resource (Rare)
	1 Natural Resource (Very Rare)

4+	2d6 (7) Natural Resource (Common)
	2 Natural Resource (Rare)
	1 Natural Resource (Very Rare)

Human Loot Tables

Tier 0 Enemies

Successes	Loot
0	2d6 (7) Metal Shards
1	4d6 (14) Metal Shards
	1 Medicinal Berry
	1 Regular Ammunition
2	6d6 (21) Metal Shards
	1d6 (3) Medicinal Berry
	1d6 (3) Regular Ammunition
3	8d6 (28) Metal Shards
	2d6 (7) Medicinal Berry
	1 Common Resource
	2d6 (7) Regular Ammunition
4+	10d6 (35) Metal Shards
	3d6 (11) Medicinal Berry
	1d6 (3) Common Resource
	3d6 (9) Regular Ammunition

Tier 1 Enemies

Successes	Loot
0	3d6 (10) Metal Shards
1	5d6 (17) Metal Shards
	1 Medicinal Berry

	1 Regular Ammunition
2	7d6 (24) Metal Shards
	1d6 (3) Medicinal Berry
	1d6 (3) Regular Ammunition
3	9d6 (31) Metal Shards
	2d6 (7) Medicinal Berry
	1 Common Resource
	2d6 (7) Regular Ammunition
	1 Healing Potion
4+	11d6 (39) Metal Shards
	3d6 (11) Medicinal Berry
	1d6 (3) Common Resource
	3d6 (9) Regular Ammunition
	1 Medium Healing Potion

Tier 2 Enemies

Successes	Loot
0	4d6 (14) Metal Shards
1	6d6 (21) Metal Shards
	1 Medicinal Berry
	1 Regular Ammunition
2	8d6 (28) Metal Shards
	1d6 (3) Medicinal Berry
	1d6 (3) Regular Ammunition
	1 Healing Potion
3	10d6 (35) Metal Shards
	2d6 (7) Medicinal Berry
	1 Common Resource
	2d6 (7) Regular Ammunition

	1 Medium Healing Potion
4+	12d6 (42) Metal Shards
	3d6 (11) Medicinal Berry
	1d6 (3) Common Resource
	3d6 (9) Regular Ammunition
	1 Large Healing Potion

Tier 3 Enemies

Successes	Loot
0	5d6 (17) Metal Shards
1	7d6 (24) Metal Shards
	1 Medicinal Berry
	1 Regular Ammunition
	1 Healing Potion
2	9d6 (31) Metal Shards
	1d6 (3) Medicinal Berry
	1d6 (3) Regular Ammunition
	1 Healing Potion
3	11d6 (38) Metal Shards
	2d6 (7) Medicinal Berry
	1 Common Resource
	2d6 (7) Regular Ammunition
	1 Medium Healing Potion
4+	13d6 (45) Metal Shards
	3d6 (11) Medicinal Berry
	1d6 (3) Common Resource
	3d6 (9) Regular Ammunition
	1 Large Healing Potion
	1 Cleanse potion

Tier 4 Enemies

Successes	Loot
0	6d6 (21) Metal Shards
1	8d6 (28) Metal Shards
	1 Medicinal Berry
	1 Regular Ammunition
	1 Healing Potion
2	10d6 (35) Metal Shards
	1d6 (3) Medicinal Berry
	1d6 (3) Regular Ammunition
	1 Medium Healing Potion
3	12d6 (42) Metal Shards
	2d6 (7) Medicinal Berry
	1 Common Resource
	2d6 (7) Regular Ammunition
	1 Large Healing Potion
4+	14d6 (49) Metal Shards
	3d6 (11) Medicinal Berry
	1d6 (3) Common Resource
	3d6 (9) Regular Ammunition
	1 Large Healing Potion
	1 Cleanse potion

Chapter 11 Adversaries

Adversary Features

Class

An adversaries Class defines their rough behaviour outside and in combat situations. More about class behaviour later in this chapter.

Weight

An adversaries weight is important for certain abilities or attacks the player characters use. Humans are mostly only lightweight, while machines can range from lightweight, mediumweight to heavyweight.

Type

Humans only ever have the human type, while machines can differ. The type defines the increased powerlevel of a machine. Machines can be normal, corrupted or apex, this allows players to understand that a version of a watcher, might not be that easy to defeat.

Additionally, there can be Legendary or unique types, these differ from regular adversaries and are often stronger or have special and unique abilities and features.

Movement Type

Other than humans, machines can have different movement types besides walk, they can also burrow, swim or fly. A Machines primary movement type will always be listed, if they are not proficient in a movement type, it will not be listed and they gain the movement penalty of halved movement just like the player characters do.

Initiative Tier

Initiative Tiers define when a creature acts during combat. A creatures initiative is tactic and is not rolled. If you have too many creatures take their turn at the same time, you can split them up and have them act at lower tiers.

Creatures can have multiple tiers at a time, allowing them to act multiple times in a round. This allows large creatures to be a threat in itself.

Armour

Armour for adversaries works similarly to that of players. It reduces the maximum damage given by the amount of armour given. Armour can be hit directly and removed with tear, by spending a concentration. Any other damage dealt with an attack against armour is halved and then reduced by the leftover armour.

Injury

An adversary has a set number of injuries based on their total HP and their Tier. They can have between 0, for Tier 0 adversaries, and 3 for higher tier adversaries.

Movement Reduction

Roughly speaking, once an adversary has lost about half of their HP, their Injury level has their total movement speed halved until they are defeated, or a feature removes this penalty.

Behaviour Change

Once a certain injury level is reached, it can change the adversaries behaviour, this is usually defined by their class. It can have a benefit on their attacks, evasion, to hit difficulty or armour.

Last Stand

Once most of an adversaries HP has been lost, they become more dangerous, gaining benefits on their attacks or defence, are provided with special abilities or increase other features such as their movement speed, attack range or effect range.

Unique Feature

Unique adversaries can gain features to make them more unique from their generic counterparts. After reaching a certain level of injury, this feature can either be enabled or disabled, depending on the adversary.

Adversary Skills

Adversaries do not list any individual skills but their skill categories: Physical, Charisma, Intuition and Knowledge. The number of total points given in these categories is defined by the adversaries Tier, adversary tier multiplied by two.

Passive Features

Each adversary has a passive ability, these can be defined either by their tier, their class or as it is often done with machines, depending on the adversary themselves. Passives give benefits to the adversaries in certain situations. If they are close to an ally, special movement behaviour or abilities which are active for the duration of an adversaries components are still functional, such as the cloaking of a Stalker or the shield of a Shell-Walker

Components & Weakpoints

Machine Components

Machine components can be targeted if their THD is reached and by spending one Concentration. Components act as weakpoints and if hit with damage, the damage is doubled. If a machine is resistant to an element, its damage is not reduced. It does not double the tear or the buildup you deal to it. If you hit a component with a critical success, the already doubled damage is doubled once more.

Elemental Weakness

If the component shows an elemental weakness, if it is hit with an equal elemental damage which can target components, it will overcharge and after a duration of 1 Round it will explode. The explosion is a 5m radius around the machine, dealing damage to itself while other creatures have to make a Acrobatics check against a DC of the machine's Tier plus one.

Human Components

Humans do not have components as machines do. Their ownly weakspot is their head, which can be covered by armour, such as a helmet. The helmet has to be removed first with tear damage, to expose the head, before the weakspot can be used and deal double damage.

Machine Adversaries

Machine Behaviour

Recon

Acquisition

Transport

Combat

List of Machines

By Class

Recon

- Burrower
- Longleg
- Redeye Watcher
- Skydrifter
- Watcher

Acquisition

- Bilegut
- Bristleback
- Broadhead
- Charger
- Clamberjaw
- Fanghorn
- Glinthawk
- Grazer
- Lancehorn
- Plowhorn
- Rockbreaker
- Scrapper
- Scrounger
- Snapmaw
- Spikesnout
- Stingspawn
- Strider
- Sunwing
- Tideripper
- Trampler
- Waterwing
- Widemaw
- Fireclaw
- Frostclaw

Transport

- Behemoth

- Bellowback
- Leaplasher
- Rollerback
- Shell-Walker

Combat

- Clawstrider
- Dreadwing
- Grimhorn
- Ravager
- Sawtooth
- Scorcher
- Shellsnapper
- Slaughterspine
- Slitherfang
- Stalker
- Stormbird
- Thunderjaw
- Tremortusk

Communication

- Tallneck

By Tier

Tier 1

- Watcher
- Burrower
- Strider
- Broadhead
- Scrounger
- Charger
- Grazer
- Scrapper

Tier 2

- Glinthawk
- Sentry Scrounger
- Tracker Burrower
- Redeye Watcher
- Bristleback
- Leaplasher
- Spikesnout
- Lancehorn
- Skydrifter

Tier 3

- Fanghorn
- Trampler
- Clawstrider
- Stalker

- Longleg
- Plowhorn
- Shell-Walker
- Widemaw

Tier 4

- Elemental Clawstrider
- Clamberjaw
- Sunwing
- Ravager
- Snapmaw
- Bellowback
- Grimhorn
- Corruptor

Tier 5

- Scorcher
- Rollerback
- Specter
- Behemoth
- Frostclaw
- Dreadwing
- Rockbreaker
- Deathbringer

Tier 6

- Shellsnapper
- Tideripper
- Stormbird
- Tremortusk
- Slitherfang
- Thunderjaw
- Bilegut
- Fireclaw

Tier 7

- Slaughterspine
- Specter Prime
- Tallneck

By Weight

Lightweight

- Watcher
- Burrower
- Strider
- Broadhead
- Scrounger
- Charger
- Canister Burrower
- Grazer

- Scrapper
- Glinthawk
- Sentry Scrounger
- Tracker Burrower
- Redeye Watcher
- Leaplasher
- Spikesnout
- Lancehorn
- Skydrifter
- Fanghorn
- Stalker

Mediumweight

- Bristleback
- Trampler
- Clawstrider
- Longleg
- Plowhorn
- Shell-Walker
- Widemaw
- Elemental Clawstrider
- Clamberjaw
- Sunwing
- Ravager
- Snapmaw
- Bellowback
- Grimhorn
- Corruptor
- Scorcher
- Rollerback
- Specter
- Frostclaw

Heavyweight

- Behemoth
- Dreadwing
- Rockbreaker
- Deathbringer
- Shellsnapper
- Tideripper
- Stormbird
- Tremortusk
- Slitherfang
- Thunderjaw
- Bilegut
- Fireclaw
- Slaughterspine
- Specter Prime
- Tallneck

Human Adversaries

Human Behaviour

List of Human Adversaries