

INFERNO

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*RAPIER & LASPISTOL*

**GM'S GUIDE**

*PETER BRUNTON*

WITH SPECIAL THANKS TO THE LANCASTER UNIVERSITY ROLE-PLAYING  
SOCIETY AND THE GOOD PEOPLE AT RPOL.OET

# ACKNOWLEDGEMENTS

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INFERNO

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*RAPIER & LASPISTOL*

*CHAPTER 1*

*the BOOK OF Life*

# CHARACTER CREATION

## Realism Levels

### Damage Capacity

Gritty: 3 to drop / over 5 to die  
Heroic: 4 to drop / over 6 to die  
Cinematic: 5 to drop / over 8 to die

Alternatively alter the Resist and Evade formulas.

	Gritty	Heroic	Cinematic
Evade =	(AGL+PER) / 4	(AGL+PER) / 3	(AGL+PER) / 2
Barehand =	STR / 2	STR / 2	STR / 2
Resist =	(STR+WIL) / 4, +1	(STR+WIL) / 3, +1	(STR+WIL) / 2, +1

Why not just have a minimum of 1 for both Evade and Resist?

In addition, have a rule that any task roll which brings up 0 successes is still a failure, even if the DR was 0 or less.

### Starting Points

Gritty: 120  
Heroic: 150  
Cinematic: 200

## Character Rank

### Generating High or Low Level Characters

#### Green:

Base attributes may only be raised to 5.  
Maximum skill is 2.  
Maximum rank for Specialisations is 3.  
Assign 10 ranks to general skills.  
150 CP to spend.

#### Average:

Maximum skill is 2.  
Maximum rank for Specialisations is 3.  
Assign 15 ranks to general skills.  
No more than 40 CP may be spent on Currency  
200 CP to spend

#### Hardened:

Base attributes may be raised to 6.  
Maximum skill is 3.  
Maximum rank for Specialisations is 4.  
Assign 20 ranks to skills.  
No more than 75 CP may be spent on Currency  
250 CP to spend

#### Veteran:

Base attributes may be raised to 6.  
Maximum skill is 4.  
Maximum rank for Specialisations is 5.  
Assign 25 ranks to skills.  
No more than 125 CP may be spent on Currency  
350 CP to spend

#### Renowned:

Base attributes may be raised to 6.  
Maximum skill is 5.  
Maximum rank for Specialisations is 5.  
Assign 30 ranks to skills.  
No more than 125 CP may be spent on Currency  
500 CP to spend

#### Elite:

Base attributes may be raised to 6.  
Maximum skill is 5.  
Maximum rank for Specialisations is 6.  
Assign 40 ranks to skills.  
No more than 300 CP may be spent on Currency  
750 CP to spend

#### Legendary:

Base attributes may be raised to 6.

Maximum general skill is 6.  
Maximum rank for Specialisations is 7.  
Assign 60 ranks to skills.  
No more than 350 CP may be spent on Currency  
1000 CP to spend

## Special Options

s

### Channelling

### Psychic Powers

## Alternative Character Creation Rules

### Flat Costs

Instead of using a flat cost system (where the cost of edges and skills is the same for each rank purchased) characters in Inferno can be built using a stacking cost system, explained in the box below. This means that the cost of improving the character slowly increases, making for slightly more realistic character development, with characters picking up new skills easily, but having to really work for the high end improvements. It also keeps the power level from increasing as quickly.

### Buying General Skills

### Buying Attributes

### Fast Skill Selection

### Very Fast Skill Selection

## Character Creation Ideas

### Pre-Generated Characters

### Action Based Character Creation

Instead of having the players write a complete character sheet, just have them choose a species, buy their equipment (or make them start with only the equipment you choose to give them) and write a background and description for their character. Then start the game. As the game continues, assign the character's their edges, flaws, and skills according to how they are played.

## Organisations

Organisations have stats.

Training  
Resources  
Supplies  
Influence  
Tech Level

The category of the organisation determines the base level for these stats, as well as the base cost. These stats can then be raised and lowered, by shifting points from one to another.

In other words, a Significant level organisation has, by default, all its stats at Significant. However by dropping Training to Considerable, they could raise their Resources to Dominant.

	Training	Resources	Influence	Tech Level
Minor	2	1		1
Intermediate	4	3		2
Considerable	6	6		3
Significant	8	10		4
Dominant	10	15		5

# CHARACTER IMPROVEMENT

## Experience

### How Much Experience To Hand Out?

Average experience for a session should be 6-8 CP.

## Points Scaling

### Improving Skills and Attributes

#### Improving Attributes

Raising the base value of an attribute costs 5 times the new rating in CP. No attribute may be raised higher than 7, before applying species modifiers.

#### Improving Specialisations

Raising a specialisation costs 2 times the new rating for Favoured Skills, or 3 times the new rating for Secondary Skills. The maximum value for any specialisation is +5.

#### Improving General Skills

Just like Specialisations, General Skills are also bought and improved during game using stacking costs. To raise a general skill costs 6 times the new rating for Favoured Skills, or 9 times the new rating for Secondary Skills.

The maximum value for any skill is 5.

### Quick Cost Chart

To speed up spending XP, the chart below shows the cost of buying each rank in an attribute, skill, or specialisation.

Rank	1	2	3	4	5
Attribute	5	10	15	20	25
Favoured Skill	6	12	18	24	30
Favoured Specialisation	2	4	6	8	10
Secondary Skill	9	18	27	36	45
Secondary Specialisation	3	6	9	12	15

## Improving Talents and Flaws

### Exotic Skills

Exotic skills are unique in that they are not attached to a general skill, or a skill group. Rolls made using an Exotic Skill are made using just the specialisation and the attribute.

*Autohypnosis (WIL)* - Ignore pain / Fear / Mind effects, slow poisons

*Chi Focus (WIL)* - Resist magic

*Aura Sight (PER)* - Used to see magic.

*Shapeshifter Combat (AGL)* - This is a highly specialised form of unarmed

combat practised by the Deltani, it allows them to use their shapeshifter abilities to full effect in close fighting.

*Chameleon Combat (EMP)* - Developed by the Fenyari millenia ago, and preserved by those that joined the Shadowraith, Chameleon Combat is the skill of using their chameleonic skin to confuse and distract their foe.

*Great War History (INT)* -

*Ancient History (INT)* -

### Languages

*Sli'Ta'Zi (INT)* - This is the true language of the Slithzerikai, difficult to learn and spoken by few. With the Slith all gone, it is very much a dead language, but it has its uses in interpreting their texts that remain. Sli'Ta'Zi is an exotic language and so must be learnt as a separate skill from Language.

*Ktrskinll (INT)* - The high tongue of the Kavir, used only in their religious rites, this language appears on their most important records, but few can ever master it. Ktrskinll is an exotic language and so must be learnt as a separate skill from Language.

*Drakin (INT)* - This is the tongue of the Drake, the mysterious empire that borders colonised space. Drakin is an exotic language and so must be learnt as a separate skill from Language.

*Deltamori (INT)* - The language of the Deltani, this language has no spoken component. Everything is communicated visually through motions, much like sign language. Deltamori is an exotic language and so must be learnt as a separate skill from Language.

*Drake Technology (INT)* -

Weaponry

Defences

Gravitics

Wormholes

Biomechanics

*Kavir Technology (INT)* -

Firestone

*Slithzerikai Technology (INT)* -

Weaponry

Defences

Hyperspace

*Deltani Technology (INT)* -

Weaponry

Defences

Stealth

Morphics

# SPECIES CREATION

By default any player character species is assumed to have two limbs capable of manipulating tools and machinery, two legs or some similar form of locomotion, depth perception, internal organs, the senses of sight, touch, taste, smell and hearing, and the need for oxygen, food, water, and an ambient temperature that does not stray too far from the average for a temperate world.

## Attributes

The default starting value for each attribute is 4. This will then be adjusted by the species modifier, in addition to any other modifiers.

-3 Shift	-75
-2 Shift	-50
-1 Shift	-20
+1 Shift	+20
+2 Shift	+50
+3 Shift	+75

Instead of applying an attribute modifier, another option available in designing a species is to give the attribute a rating of 0. This gives reduces the cost of the species by 120 points, and has the following effects:

- Members of the species automatically fail all tests made against the attribute.
- Members of the species can still learn skills based off the chosen attribute, but can only make skill checks in situations where a different attribute would apply – for example a character with Perception 0 could know the skill Handguns, but only use for, to give an example, intelligence rolls to know how to operate the weapon.

Rank zero attributes also have the following specific effects, depending on which attribute is at zero:

- Zero Strength: The character cannot lift anything apart from their own mass. They can never carry, or even wear, anything. It has a Resist value of 1. They deal no damage in unarmed combat, and cannot wield weapons.
- Zero Agility: The character cannot move of it's own physical volition. They have an Evade of 0, and cannot perform any kind of physical action.
- Zero Perception: The character is completely oblivious of their surroundings. They cannot even understand the concept of reality, and deals with ideas on a purely theoretical level.
- Zero Intelligence: The character has no skills, and is incapable of understanding any orders beyond simple one word commands (“Sit”, “Stay”, etc.)
- Zero Willpower: The character obeys all commands, no matter who they come from. The character is, however, immune to fear, because fear requires a concept of self, and as such this species does not understand the idea of themselves as free willed individuals.
- Zero Empathy: The character has no personality. They speak in a flat monotone, are completely lacking in creative thought, and have no ability to interpret anything that is said to them. Everything is dealt with on a purely literal level.

In addition, any character with a rank zero attribute cannot have the Improved Attribute or Impaired Attribute traits for that attribute, nor may they raise the base attribute.

Edges and Flaws: Buy racial edges and flaws, increasing or offsetting cost. Racial edges and flaws include a large number of abilities not covered by the standard edges and flaws list. Racial Edges and Flaws stack with those bought in character creation, and come in multiple levels. They do not, however, stack with themselves.

## Species Edges

### Acute Sense – 2 / 4 CP

One of species' senses is particularly effective, gaining a 1 point bonus for each rank in this edge on all awareness and investigation rolls where it is applicable. The base cost of this edge is 2 CP for the combined sense of taste and smell or the sense of touch, 4 CP for either sight, hearing, or any additional sense specific to that species. Acute senses may

be applied to other skill rolls at the GM's discretion.

### Additional Sense – 18 CP

This species has an additional sense not common to most species. Some examples of additional senses would include tremor sense (the ability to detect nearby movement through tremors in the ground), sonar, mass sense (the ability to sense the density of mass around themselves), thermal vision, or magnetic sense (the ability to “see” the flow of magnetism). For the most part the range of these senses will be less than that provided by most technological solutions, however they have the advantage of being innate to the species. Only one rank may be purchased in this edge, but it may be purchased multiple times, each time adding an additional sense.

### Agile Limb – 5 / 10 CP

One of this creatures limbs is naturally more nimble and dexterous. For any task that relies primarily on the affected limb they receive a bonus to their Agility equal to the number of ranks in this edge. This edge costs 10 CP for a manipulator limb, or 5 CP for any other limb. It cannot be applied to legs or other motivator limbs unless they can also be used as manipulators.

### Ambidextrous – 12 CP

This species is naturally ambidextrous and so may ignore the off-hand penalty on any action for one limb. This does not negate the penalty for dual wielding, only the penalty to the off hand. Normally this edge may only be purchased once, however for each extra limb the species has they may purchase an additional rank of of ambidexterity. Each extra rank covers one additional limb.

### Bounding Leap – 8 CP

This species has a natural ability to leap long distances. The first level in this trait allows them to leap one and a half times their normal jumping distance. The second level increases this to twice their normal distance, and the third level raises it to triple.

### Breathe Underwater – 12 CP

This species has the ability to breathe underwater. They do not suffer from suffocation when underwater, and can breathe water indefinitely. Only one rank may be purchased in this edge.

### Camouflage – 1 / 5 CP

This species has some form of natural camouflage, making them difficult to see when in the appropriate environment. Camouflage is only effective when the character is against the correct background, but increases the DR of all attempts to spot the character by the number of ranks in this edge. Chameleonic camouflage works just the same, except that it is effective in almost any environment where a creature could reasonably camouflage itself. The cost of this edge is normally 1 CP, however for chameleonic camouflage the cost is 5 CP.

### Danger Sense – 20 CP

This species seems to almost intuitively respond to any immediate threats. Add 1 point to their Evade for each rank in this edge.

### Direction Sense – 6 CP

This species has an innate direction sense, allowing them to always know which direction is magnetic north on whatever world they are on. Only one rank may be bought in this edge.

### Entangling Attack – 10 CP

This species natural attacks include the ability to effectively entangle their opponents. This allows the creature to double it's Strength for all rolls to grapple an opponent, or to take control of a grapple, but not to escape a grapple. Only one rank may be bought in this edge.

### Extra Limb – 25 CP

This species has more limbs than the average humanoid. This edge may be purchased multiple times, each time adding an additional limb. All extra limbs are considered to be “manipulators”, meaning that they can be used for operation of tools and machinery. Extra manipulators by default are assumed to be “off-hands” and suffer the appropriate penalty for actions that require their exclusive use. Only one rank may be purchased in this edge, but it may be purchased multiple times.

### Fast Runner – 4 CP

Members of this species are well adapted for fast sprints. When working out their movement distance they may add 1 to their effective Agility for each rank in this edge.

#### Fast Swimmer – 4 CP

This species is naturally at home in water, streamlined and fast moving. The first rank in this trait increases their water movement to 1 ½ times the normal rate. The second rank raises this to double the normal rate and the third rank raises their speed to three times normal.

#### Flight – 10 CP

This species is capable of some form of natural flight. Up to 5 ranks may be purchased in this edge, each providing a progressively better form of flight. All forms of natural flight require a close to standard atmosphere to work effectively. Rank 1 allows the species to fly when there is atmosphere but no gravity. At rank 2 the species is capable of slowed descents when in gravity. Rank 3 gives the ability either to hover, maintaining a stable altitude and moving slowly, or to glide long distances so long as favourable air conditions exist, such as rising thermals. Rank 4 allows the species the capacity to both glide and hover. Finally rank 5 gives full and unrestricted flight, such any normal bird would be capable of. Any form of flight usable without atmosphere costs an extra 10 CP.

#### Hard Puncher – 10 CP

This species is blessed with the ability to land seriously heavy blows. Increase their Barehand attribute by 1 for each rank in this edge.

#### Hard To Grapple – 5 CP

This species has a body that is difficult to get a strong hold on, making them harder to pin down. Anyone attempting to grapple them suffers a +1 DR penalty.

#### High Pain Resistance – 15 CP

This species is not greatly afflicted by physical pain and can ignore 1 point of action penalty for each rank in this edge.

#### Lightning Reflexes – 15 CP

This species reacts to danger instinctively, and with lightning swiftness. As a result they may roll an extra die for initiative checks and pick the highest.

#### Naturally Adept – 5 / 25 CP

This species has a particular aptitude for a certain skill speciality. When using the stated specialisation, or, if a skill group is named, any specialisation from the stated skill group, they may roll 1 extra die.

#### Natural Armour – 10 CP

This species has some form of natural armour covering their bodies, making them more resistant to directed attacks. Natural armour can either be critical armour, shock armour, or both. The amount of armour provided is equal to the rank. This trait must be purchased individually for each armour type, but may not be purchased more than once for the same armour type.

#### Natural Weapon – 2 / 4 CP

This species has some form of natural weaponry that it can use to gain an edge in combat. A natural weapon could be attached to a limb (such as claws on the hands or feet), or some other part of the body (such as a bite attack or a slashing tail). The cost of this edge depends on the size of the weapon. A small natural weapon costs 2 CP, and a large natural weapon costs 4 CP. This edge may be purchased multiple times, each time adding another natural weapon. If the natural weapon is mounted independently of the species' hands (or other primary manipulators), so that it can be used to attack whilst both hands are occupied, then the cost is tripled.

#### Night Vision – 8 CP

This species' night vision is exceptionally good, and consequently they may halve all penalties for low light. They still suffer penalties for absolute darkness (no light whatsoever) and smoke or other concealment. Only one rank may be purchased in this edge.

#### No Internal Organs – 30 CP

This species has no internal organs, as a result of which they are difficult to seriously damage with precision based attacks. Members of this species ignore all critical damage. They can still take critical wounds and fatal wounds, but only through the accumulation of shock damage.

#### Psychic Ability – 20 CP

This species has potential to develop psychic powers. Up to 10 ranks may be purchased in this edge. The rules for psychic powers may be found in the Special Powers section of Chapter 7, although it is recommended that players ask their GM for an explanation instead, since the information is for games master use only. Species with psychic powers may only be played with the express permission of the games master.

#### Regeneration – 36 CP

This species has the remarkable ability to repair physical damage in a very short period of time. At rank 1 characters of this species heal 1 stun level every three rounds. At rank 2 they heal a stun level every two rounds, and at rank 3 they heal a stun level every round. If all of the character's stun levels have healed then the next time their regeneration kicks in they can convert one wound level into a stun level. That stun level will then be healed once their regeneration cycle comes round again.

#### Resilient – 20 CP

This species is extremely resilient. Due to their natural fortitude they will likely keep on going while others drop. Each rank in this edge adds 1 to the species' Resist secondary attribute.

#### Resistance – 5 / 15 CP

This species is particularly resistant to some means of attack, or particularly well adapted to a particular environmental factor. Any one of the forms of elemental or environmental damage listed in the Damage section of Chapter 2 may be chosen for this edge. Each rank in this edge reduces the damage grade of the specific damage type. This edge may be taken multiple times, each time choosing a different form of environmental damage. The cost of this edge depends on whether the chosen damage type is elemental, or environmental. Resistance to elemental damage costs 15 CP per level, whereas resistance to environmental damage costs only 5 CP per level.

#### Immunity – 50 / 200 / 300 CP

#### Resistant to Poison – 6 / 50 CP

This species has evolved to be particularly resistant to toxins and as such most have a reduced effect on them. For every rank in this edge (of which up to five may be purchased at 6 CP per rank) they may add 1 die to their Toxin Resistance rolls. Alternatively, for 50 CP, this species can be completely immune to all but a few rare forms of Toxin.

#### Resistant to Disease – 6 / 50 CP

This species has a particularly hardy immune system making them highly resistant to diseases and contagions. For every rank in this edge (of which up to five may be purchased at 6 CP per rank) they may add 1 die to their Disease Resistance rolls. Alternatively, for 50 CP, this species can be completely immune to all but a few rare forms of Disease.

#### Shapeshifting – 60 CP

A species capable of shapeshifting can literally shift their shape. Their physical form is malleable and can be reformed at will, although to do so is tiring. This does not allow the creature to change their appearance (for example skin tone and colour, or hair colour), but does allow them to squeeze through gaps, shape arms into physical weapons and grow extra limbs (which automatically count as off hands). Shapeshifting deals in large scale physical rearrangements, not fine details which are covered by the transformation ability. What's more shapeshifters must retain the same total mass, no matter what. Naturally a creature with both shapeshifting and transformation would be capable of imitating almost anything of a similar mass. Only one rank may be purchased in this edge.

#### Slow Metabolism – 10 CP

A species with a slow metabolism does not process ingested chemicals quickly, meaning that poisons and drugs take longer to affect them, although they also flush through their system slower.

#### Spider Climb – 4 CP

This species has a natural aptitude for climbing, allowing them to scale any surface at 1 ½ times the normal movement rate for climbing. The second rank raises this to double the normal rate and the third rank raises their speed to three times normal.

#### Strong Limb – 5 / 10 CP

One of this creature's limbs is naturally stronger and more physically powerful. For any task that relies primarily on the affected limb they receive a bonus to their Strength equal to the number of ranks in this

edge, and may use this modified Strength value to work out their Barehand attribute. This edge costs 10 CP for a manipulator limb, or 5 CP for any other limb. It cannot be applied to legs or other motivator limbs unless they can also be used as manipulators.

#### Snake Crawl – 4 CP

This species can move surprisingly fast when flat on the ground, allowing them to crawl at 1 ½ times their normal crawling movement rate. The second rank raises this to double the normal rate and the third rank raises their speed to three times normal.

#### Transformation – 60 CP

Transformation is the ability to change physical appearance, as opposed to physical form. Whereas shapeshifters can rearrange the bulk matter of their bodies, they cannot perform finely detailed changes, such as those required to imitate another person. Species capable of transformation can rearrange small elements of their bodies, allowing them to change their appearance with a great degree of fine detail, so long as they do not change their overall shape to any significant degree. Only one rank may be purchased in this edge.

#### Venomous Attack – 4 CP

When this species fights unarmed it is able to attack its opponents with a natural poison. The potency of the poison is equal to the number of ranks bought in this edge. To make use of the poison a character must make an unarmed attack that either succeeds in dealing some damage, after armour, or that is aimed at a specific open area in their opponents defence (such as an exposed hand or the like).

### Species Flaws

#### Addiction – 6 / 18 / 30 CP

Members of this species are born with a natural addiction to some substance that is easily available on those worlds where they have settled. Of course this substance may not be so easy to get hold of outside of their communities. The value of this flaw depends on two factors, the first of which is the strength of the addiction. A weak addiction simply makes the species feel ill when they cannot get access to the substance, increasing the difficulty of any actions they take by at least 1, but without causing any real physical damage. A strong addiction will eventually kill them if they cannot get access to the substance. Each day they go without adds a permanent wound level that cannot be fully healed until they get some more of the required substance, although with either strength of addiction medical attention can suppress the effects temporarily. The second factor is the availability of the substance. A commonly available substance can be found in any city and most towns of reasonable size. A rare substance can only be found in a few cities, and many worlds simply will not have it. The base value of this flaw is 6 CP, however a strong addiction is worth 12 CP more, and an addiction to a rare substance is worth another 12 CP.

#### Cannot Wear Armour – 18 CP

For some reason this species physiology precludes them from wearing any form of armour that has not been hugely modified to fit their particular requirements. Any armour worn by this species costs 3 times as much, and has its maximum evade reduced by 1, assuming the GM allows the modifications at all. Whether a particular suit of armour can be modified for this species depends on the cause of this flaw and the nature of the armour in question. Generally high tech armour will be easier to modify than low tech, although depending on the nature of the species the opposite could as easily be true. Only one rank may be taken in this flaw.

#### Clumsy Limb – 3 / 6 CP

#### Implant Rejection – 6 / 18 CP

This species physiology is not amenable to implant surgery, making such operations difficult, or even impossible. The basic level of this flaw, "Partial Rejection", gives 6 CP and doubles the stress value of all implants in a member of this species, as well as doubling the healing time. A more severe version, "Full Rejection", gives 18 CP, but removes the possibility of a member of this species ever undergoing cyber-implant surgery successfully. Only one rank may be bought in this flaw.

#### Distinctive – 4 CP

Members of this species have highly distinctive appearances relative to one another, with many aspects of their appearance varying wildly from one member to the next. As a result individuals are easy to pick out in a crowd or to describe to someone else, even for those who aren't of their species. Only one rank may be taken in this flaw.

#### Fast Metabolism – 10 CP

This species has a particularly fast metabolic rate, and as a result they process toxins very fast. The main result of this flaw is that all poisons take effect twice as fast. However it does have the upside that the duration lingering poisons, such as knock out drugs, is halved. Creatures with a high metabolism also need to eat and drink twice as often, and may require catnaps during the day. Only one rank may be taken in this flaw.

#### Fewer Limbs – 24 CP

It is assumed that a typical species will have two limbs capable of manipulating tools and machinery, whereas this species has either one or none. Each rank in this flaw removes one manipulator limb, but only two ranks may be purchased.

#### Fewer Senses – 18 / 24 CP

This species is not in possession of one or more of the four default senses, those being sight, hearing, olfactory (taste & smell) and touch. Removing either sight or hearing is worth 24 CP each, whilst removing the sense of touch or olfactory is worth 18 CP apiece. Any sense bought using the "Additional Sense" edge cannot directly replicate the effects of a missing sense, although it can be similar enough to be used in its stead. For example, a species with Fewer Senses: Sight could not then be given Additional Sense: Sight. However it could have Additional Sense: Sonar or Additional Sense: Thermographic Vision, by which it could then navigate (in the latter example the creature would see only heat, not visible light. It would be forced to identify people, places, and objects by their thermal patterns, or else by some other means such as smell or touch).

#### Glass Jaw – 15 CP

Members of this species are really easy to put out of the fight. Reduce their Resist secondary attribute by 1 for each rank in this flaw.

#### Hard to Heal – 18 CP

This species has a bizarre physiology that confounds all attempts at external healing. This flaw halves the effect of any technological or magical healing. When two ranks are bought in this flaw attempts at magical and technological healing become impossible. No more than two ranks may be taken in this flaw.

#### Photosynthesis – 18 CP

In order to derive energy and nutrition from its food, this species requires several hours worth of sunlight each day. Ideally the creature needs at least 3 hours worth of direct sunlight, or 6 hours worth of partial light. They can subsist on a little less for up to a week, but after that they start to suffer. Other light sources will suffice for a time, but they must be quite intense. If they go more than a day without any form of light they start to suffer the effects of starvation.

#### Insanity – 12 CP

This species typically exhibits a form of behaviour considered highly aberrant by most sentient species. The nature of this insanity should be determined when creating the species, and is the same for all members of that species. For details of insanities see the Corruptions section of Chapter 3. Any insanity may be chosen, with the exception of minor insanities. Only one rank may be taken in this flaw, but it may be taken multiple times, each time selecting a different insanity.

#### Limp Wrist – 8 CP

Members of this species are not well adapted for combat and seem to do very little damage with any form of physical attack. Reduce their Barehand attribute by 1 for each rank in this flaw.

#### Limited Movement Rate – 20 CP

This species can never move above its base movement rate. It completely lacks the ability to push itself to any form of faster movement, and as a result members of this species cannot use the Run or Sprint actions.

#### Mutation – 12 CP

This species has a naturally dynamic genetic make-up, causing mutations to commonly appear amongst their kind. When creating a character of this species roll one random mutation from the table in the Corruptions section of Chapter 3. Only one rank may be taken in this flaw, but it may be taken multiple times, each time adding another roll.

#### Naturally Inept – 4 / 20 CP

This species has a natural disability in a particular skill area, which prevents them from ever learning the given skill in any meaningful way. When this flaw is taken, choose a specialisation, or skill group.

Members of this species may not buy ranks in the chosen specialisation, or in any specialisation from the chosen skill group, if a skill group is named, although they may still have ranks in the general skill.

#### No Depth Perception – 40 CP

The arrangement or quantity of this species visual organs does not offer them any form of depth perception. This flaw increases the DR of agility and perception rolls by 1, whenever it is appropriate. The precise applications of this flaw are left up to the GM, but generally it should take effect during the execution of any task requiring the character to interact precisely with their environment. Thrown weapon attacks, the use of melee weapons, and jumping would all be appropriate situations. Only one rank may be taken in this flaw.

#### Sitting Duck – 15 CP

This species is not adept avoiding immediate threats, and they struggle to avoid attacks as easily as others might. For every rank in this flaw their Evade value is reduced by 1.

#### Slow to Heal – 6 CP

This species natural healing is limited and takes a long time to be effective. This flaw doubles the time required for natural healing, even with the attention of a skilled doctor. At rank two this flaw quadruples the natural healing time, and at rank three it completely negates all natural healing. No more than three ranks may be bought in this flaw.

#### Weak Limb – 3 / 6 CP

#### Weakness to Poison – 5 CP

This species has a particular weakness to toxic chemicals, and

attempts to poison them will prove much easier than expected. Against all toxin based effects their effective Resist is reduced by 1 for each rank in this flaw.

#### Weakness to Disease – 5 CP

This species immune system is underdeveloped, making them terribly vulnerable to all sorts of diseases and contagions. Against all diseases their effective Resist is reduced by 1 for each rank in this flaw.

#### Weak Sense – 3 / 6 CP

One of this species senses is naturally weaker than is usual. The DR of all awareness and investigation rolls made using the chosen sense is increased by 1 for each rank in this flaw. The number of points given by this flaw depends on the sense chosen. Vision or Hearing are worth 6 CP, Touch is worth 3 CP, and Taste/Smell (considered to be one sense) is worth 3 CP. Weak senses may be applied to other skill rolls at the GM's discretion. Additional senses are worth 6 CP.

#### Vulnerability – 3 / 10 CP

This species is particularly vulnerable to some method of attack, or some kind of dangerous environment. Against one of the elemental or environmental damage types described in the Damage section of add the number of ranks in this flaw to the damage grade. This flaw may be taken multiple times, each time applying to a different form of environmental damage. The value of this flaw depends on whether the chosen damage type is elemental or environmental. Vulnerability to elemental damage gives 10 CP per level, whereas a vulnerability to an environmental damage type gives only 3 CP per level.

# EXOTIC SPECIES

## Deltani

Physique

Psychology

COST:

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>
+1	+1	-	-	-	-

Edges/Flaws:

Limited Internal Organs (Rank 5)  
Shapeshifting

Name:

## Drake

Physique

Psychology

COST:

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>
-2	-2	+2	+3	+1	-

Edges/Flaws:

Name:

**Drakiri**

Physique

Psychology

COST:

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>

Edges/Flaws:

Name:

**Name Taker**

Physique

Psychology

COST:

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>
-1	-1	-	-1	-	+3

Edges/Flaws:

- Cyberware Rejection
- Slow To Heal
- Weakness to Disease (-2 Resist vs pathogens)

Name:

## Kavir

### Physique

### Psychology

COST:

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>
-	+1	-1	+2	+2	+1

Edges/Flaws:

Name:

## Marguants

### Physique

Large and broad shouldered with dappled brown and red skin, Marguants have four arms, a muscular torso, and a great mass of tentacles upon which they ambulate. These tentacles can be used to climb quite effectively, but are not fully prehensile and cannot manipulate tools. A large mouth sits in the centre of their chests, and their backs are covered in a swathe of bony ridges and spines.

### Psychology

COST: 36 CP

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>
+2	-1	-	-	+1	-

Edges/Flaws:

- Resilient (+1)
- Limp Wrist (-1)
- Resistance to Acid (Scale acid damage down 1 rank)
- Sitting Duck (-1 Evade)
- Slow Movement (½ Movement Speed)
- Naturally Inept: Jumping (+3 DR)

Name:

**Reginaran**PhysiquePsychology

COST:

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>
+3	+1	+1	-1	-2	-2

Edges/Flaws:

- Resilient (+2 Resist)
- Hard Puncher (+2 Barehand)
- Natural Armour (6 AV / Critical)
- Limited Internal Organs (3 Ranks)
- Six Natural Weapons (Large, Independent)

Natural Attacks:

- Plasma Flamer
- Lightning Bolt
- Acid Spray
- Entangling Web
- Toxin Darts
- Toxic Cloud
- Self Destruct

Name:

**Slithzerikai**PhysiquePsychology

COST:

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>
+1	+1	-1	-	+1	-1

Edges/Flaws:

Name:

**Valtirnes**

Physique

Six legged spider like creatures, about the size of a wolf or large dog, each of a Valtirne's limbs is tipped with a pair of claws that can be used for grasping and manipulating objects. They must keep four limbs on the ground at any one time for balance, but the extra pair of legs makes them superbly fast runners, and excellent climbers. Their skin is hard and chitinous, forming a kind of natural armour. Their heads are mounted between their front limbs on a neck that can extend a little way from their body, like that of a tortoise. They have excellent senses, but lack in fine dexterity, and although they are strong their bodies limit the range of movement that they can make.

Psychology

COST: 30 CP

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>
+2	+2	-2	+1	-1	-1

Edges/Flaws:

Name:

**Wraith**

Physique

Psychology

COST:

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>

Edges/Flaws:

Name:

**Yshrl Deltani**

Physique

Psychology

COST:

<i>STR</i>	<i>AGL</i>	<i>PER</i>	<i>INT</i>	<i>WIL</i>	<i>EMP</i>

Edges/Flaws:

Name:

# INFERNO

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*RAPIER & LASPISTOL*

*CHAPTER 2*

***THE BOOK OF DEATH***

# RUNNING THE GAME

## Creating Conflict

All stories centre around conflict. Without conflict, there is no sense of risk, no sense of danger, simply a series of events taking place. When the characters face and overcome challenges the players feel that their role in the game has been validated. However even when a character fails to overcome a challenge, just the fact that they faced the challenge causes us to empathise with them. Struggle is, after all, a basic factor of human existence. It's important not to let the characters win every battle, or else the players will begin to feel that there is no challenge, and the element of danger will be lost. A victory snatched from the jaws of defeat is far more satisfying than one that was gained too easily.

Of course challenge can come in many different forms, and it's important to throw a variety of different problems at your players. A challenge that comes out of left field can be much more satisfying than the same old expected attack. As an example, if the characters are all tooled up for a fight, then don't have the bad guys just kick the door down, because what will inevitably happen is that the characters will either win the fight, or else the enemy will be so powerful that they just don't have a chance. Either way, your players won't be thinking about it. They'll just be rolling to hit. Instead, why not have someone set their base (where they keep all of their ammo and explosives) on fire. A few molotovs thrown through the windows, and suddenly they have a choice between charging out to fight, but letting all of their equipment and supplies get destroyed, or spending time stopping the fire, at the cost of giving the enemy a chance to either flee or blindside them. This way your players are having to make difficult decisions, which will affect the fate of their characters, rather than just charging in headlong. Have their opponents use snipers, trip-mines, ambushes, and other sneaky tactics. Don't forget to apply the rules for panic checks. A group of characters who have been caught by surprise, or pinned down by sniper fire, may well find themselves fighting less effectively, allowing a weaker force to gain the upper hand on them. As well as challenging the players in new ways, these kinds of tactics will also encourage the players to start taking the initiative, planning their own ambushes, making use of suppressing fire, booby traps, and other tricks.

At this point it is important for the GM to actually give the players room to take the initiative, and become more proactive. If all the GM does is drag the party from one ambush to the next, the players will very quickly become disillusioned with the game, and frustrated with their inability to make any kind of intelligent response to the enemies tactics. Instead of terrified exhilaration, ambushes will be met with a weary sigh. Sure, it might throw you for a loop when the party comes up with a cunning way to sidestep their enemy's cunning ambush whilst luring him or her into one of their own, but you just have to roll with it. If their plan works, then they deserve to pull it off. Of course that doesn't mean you shouldn't throw a few spanners in the works. How many films have you seen where the hero's plan goes off without a hitch? There'll always be some unexpected elements to deal with. As they say in the military, "No plan survives first contact with the enemy".

One really important tip for a GM is to know what your villain's escape plan is. How would they deal with being caught in an ambush? Of course in the plot you've written that might not be important, but if your players manage to come up with something cunning, you need to be prepared for it. Just take a look at Batman's cast of villains, all of whom have to be ready for the bat to sneak up on them any time, and any place. Granted, some of them cope with it better than others, but none of them would be caught dead without at least one ace up their sleeves. Another thing to be prepared for is what happens when your villain's escape plan fails, which it just might. Would your campaign fall apart right there and then, or would the characters still have to carry on the fight? Perhaps there's a second in command ready to take up the reigns of command, and either continue the villain's plans, or else try to exact revenge. Of course if the players capture, rather than kill, the villain, their minions might decide to stage a rescue. If it's well thought out it could easily be successful, putting the lead villain right back on centre stage, ready for round two.

Another important point to make here is that although it's important to keep your players guessing, it's also important to remember that if a player has built their character with a very specific role in mind, it's important to let them fulfill that role occasionally. If you have a party that's all tooled out for combat, you certainly shouldn't just throw wave after wave of enemies at them, but that doesn't mean you can't let them tool up and kick ass every once in a while. For a player it can be very satisfying to see your character doing their job, and doing it well. It's also important to think of everyone in the party, not just the most vocal members. If five out of six players have made combat characters, and the sixth player has a purely social character, then you, the GM, have a

problem. Either you're running an entirely combat based game, in which case you really need to take that last player aside, before the game, and explain to this to them, or else you need to throw a few social challenges at the party, giving the social character a chance to really shine.

So far I've focused heavily on combat, but in reality conflict comes in many different forms. In the sections below I will discuss some other varieties of conflict, with sections on how they could be introduced and managed in play.

## Survival Challenges

### Social Challenges

Probably the best way to catch your average "combat heavy" party off guard is by presenting them with a situation where they have to talk their way through. Talking does not necessarily have to be the only solution, just so long as it is clearly the most efficient.

### Legal Challenges

### Psychological Challenges

### Personal Challenges

## Creating The World

### Non Player Characters

There's lots that I could try to write about creating good NPCs, but honestly I don't think I could say anything that would be one tenth as good as Rich Burlew's Villain Workshop. This is just one of many excellent articles that can be found on Rich's site, Giant In The Playground, along with his brilliant webcomic Order Of The Stick.

The important thing to remember about NPCs is that they should always be memorable. The more you succeed in engaging the players' interests in a particular NPC, the more they will remember them later. This means that villains don't necessarily have to be scary, they just need to stick in the players' minds for some reason. Now there are ways that this can go wrong; if a villain who was supposed to be frightening instead comes across as comical, the players will likely remember them for the wrong reasons. However it does mean that you have a far wider range of possibilities for engaging your player's interest in your NPCs than just trying to frighten them.

## Practical Advice

For every session that you run, you need to be willing to put in a good few hours of preparation. Before turning up be sure that you've written up the stats for any NPCs you think you'll be using, that you've prepared any handouts you might need,

### Handouts

As a tool for player immersion, you just can't beat good handouts. If you know that at some point in the session it will become important to have the players discover a letter containing a vital clue, consider actually writing up the letter and printing off a copy. Then you can hand it to the player's when their characters find it. When used in this manner, the handout becomes an "artifact", something from the game world that has become a part of the real world. By being able to physically touch the letter, the barrier between the reality of a group of people sitting around a table, and the imaginary world of the game, is broken down, ever so slightly. Other examples of artifacts I have used include satellite photographs (pulled off of Google Maps) and a variety of different maps.

One of the best handouts is a map. Giving your players a map of a location will almost always result in a flurry of excitement as everyone crowds around to look. I have run several games where the players spent at least one whole session just poring over a map and making plans. If all of the players get into it, this kind of tactical planning can really help to build up the tension, as the payoff if the players succeed in pulling off their plan will be more than worth the time put into it.

"Artifacts" can come in other forms too. The only real limit is your imagination, and the resources you have at your disposal. In one game I ran recently, we were playing in a room with a computer, a projector, and an internet connection. The game was Shadowrun (a cyberpunk game set in the near future), and the events were taking place in Hamburg, so one of the players loaded up Google Earth on the projector,

and zoomed in on Hamburg. The players stood around the screen examining the area around the museum they were supposed to raid, checking out the roads, nearby buildings, and lines of fire. The use of the projector gave the feeling of being in a high tech tactical planning room, which really suited the atmosphere of the game. Of course as the GM it is important to keep an eye on this sort of thing. Let the player's get too distracted with the shiny toys and they will lose sight of the game altogether.

### Music

Be careful with music. In some games it can really set the mood and tone for a scene, and create a fantastic atmosphere, but it can also be incredibly distracting. If a player's favourite song comes on, and suddenly they're listening to the music and not to you, it brings the whole game to a halt. Music without lyrics can be best, as it tends to fade into the background and be less distracting.

In my own experiments with music during games, I've found that film soundtracks can be the best thing to use. First of all, film music is written to be part of the background of a scene, adding colour and distinction, but without foregrounding itself too much. Secondly each song on a soundtrack album will usually have a particular theme, and by picking and choosing the right tracks you can very quickly assemble your own score for a scene. Don't forget that a fight which would take maybe 3 minutes on screen can often take two or three hours of a roleplaying session, meaning that you need to have enough music on hand to cover the whole scene. Just one track, set on repeat, will very quickly become a repetitive annoyance.

Another advantage of film soundtracks is that they tend to be quite a good neutral point in terms of musical tastes. In any given group of players there are likely to be a range of musical tastes on hand, and whilst some players might love Rammstein like crazy, if there's one guy that can't stand them, he's going to have a really crap time. Film scores, on the other hand, are pretty unlikely to evoke any kind of strong reaction in terms of musical taste, making them a fairly safe bet.

Since music can easily make or break a game, it's best to discuss it with your players beforehand, and find out how everyone feels about it. Perhaps you could try it for a couple of sessions and see what works. Ultimately it's only through experimenting that you'll find out.

As well as playing music in the background during a session, there are other ways that you can use music in your games. Firstly, consider putting a musical backing to a particular scene, or character, or using a song as a cue. Here are a couple of examples;

The first comes from a friend of mine, who opened a game of *In Nomine* (a game of devils and angels fighting the war in heaven) with Lucifer giving a speech to his legions at the beginning of his rebellion. My friend performed the entire speech to Mars, from Holst's symphony *The Planets*, allowing the mood of the music to carry the words, with both the speech and the music rising to a slow crescendo. He admits that it was largely a fluke that the timing worked as well as it did, but then this just goes to show that if you aren't willing to take risks, you'll miss out on some of the finer moments of roleplaying.

The second example is a story I heard third hand, from an unnamed GM, who purportedly was running a game of *Star Wars*, with the players as rebels arriving for an important meeting, in a forest clearing. As the party arrived at the clearing, they found it empty and still. The GM, without saying a word, simply reached out and hit play on the CD player. As the rousing tones of *The Imperial March* burst out onto the room, the players apparently looked each other and screamed, in unison, "IT'S A TRAP!". Within seconds the characters were running for their lives, as storm troopers descended on the clearing.

Another way that I have successfully used music was as a kind of memento. After a particularly intense game (which ended with one player

actually moved to tears), I asked each player to pick a song which they felt summed up their character, a kind of theme tune. I then added a few tracks of my own, to represent certain scenes and important NPCs, burnt the whole thing to a CD, and handed a copy to each player, calling it the soundtrack to the game. The players really appreciated being able to relive the game through the music, and I think it says something about just how much it affected them that a good few months later we were sitting in a club together, trying to figure out the name of the song that was playing, and one of the guys turned to the others and said "I've got it. It's Tarsis' theme.", Tarsis, of course, being the name of one of the characters from the game.

This same trick can also be applied during character creation. I've found that getting players to pick a theme song or two for their character can often help them to connect, emotionally, with the character in a more immediate way. It can also help to define a character, bringing them to life, and helping them become more than just a set of numbers on a page, not just for that player but for the whole group. Try doing the same for your NPCs when you write them. You'll soon find that they seem a little bit more alive, helping both you and the players to connect with them.

### **Some Other Ideas**

What follows is a collection of fairly esoteric ideas for how you might take your game in a new direction, or do something a little different than usual. It is not recommended that you try any of these until you have gotten to grips with the basics and really feel confident as a GM. This is the sort of thing that it would be good to discuss with your players beforehand, getting their input on what they think would add to their experience. Remember that the players' enjoyment should always come first. Just because you really want to try out something new, doesn't mean that you should force it on a player group that has no interest. That being said, it doesn't hurt to encourage players to try something new, especially if your game seems to be stagnating.

### The 24 Hour Session

This was an idea that resulted largely from having finished all my exams, and wanting to do some really stupid. The initial concept was pretty simple; I would run a 24 hour long session of *Inferno*. The players would turn up, create new characters, and play out the whole game in a single session of 24 straight hours. We originally planned to eat whilst playing, although when it actually came to it we found that it was better to use meals as a chance to take a break from the action and reflect on what had happened so far. This way the players got to take a break from being in character, and I got to take a break from thinking about what would happen next. Otherwise I think the need to let off steam would have spilled over into an excessive amount of out of character chatter.

The funny thing about the 24 hour game was that it turned out very differently from what I was expecting, but in a good way. The game I planned to run was largely supposed to be a big guns, big action kind of game. I let the players build very high level characters, and sent them after an incredibly powerful alien superweapon. They had a battleship, and over a hundred soldiers at their disposal. What surprised me was the sheer intensity of the roleplaying that occurred. Spending as long as they did in character, the players really got into the game in a way that they wouldn't have if they were playing in four hour stretches. The results of that game can be found in the player's guide. It was how the story of the *Judge of Worlds* came about. Whilst I will admit to a little bit of artistic license, most of the basic events of the story actually occurred in the game, including the death of Charles Beaumont, and the romance between Hatori and Freya. Several of the players said afterwards that it was the best game they had ever played.

# EXPANDED RULES

## Environmental Damage

Environmental damage is any form of damage caused by a natural or native effect of the character's environment. This includes damage from extremes of heat, cold, pressure, or gravity. Hazardous environments are given a set of ratings for each type of environmental danger. The rating determines how often the damage from the environmental effect is applied, as shown on the chart below.

1	Every week	2	Every 24 hours
3	Every 4 hours	4	Every hour
5	Every 10 minutes	6	Every 2 minutes
7	Every 30 seconds	8	Every 10 seconds
9	Every round	10	Twice per round

Armour and other damage reducing abilities have no effect on environmental damage, and the damage dealt cannot be reduced in any way. However any "Protection from X" effect will reduce the rating of the hazard by it's value.

Whatever the rating of the hazard, the damage is always the same: One point of lethal damage and one point of stun damage. This damage cannot be healed until the character is no longer suffering from the environmental effect that caused it. For example damage caused by Cold cannot be healed until the character is first warmed up.

### Heat and Cold

Heat and Cold damage is dealt by extreme environmental conditions, such as too much time spent in a desert, or in high atmosphere. Even if the characters have walked into an industrial oven or freezer, Heat and Cold damage should only be dealt out in small amounts, over time. Often damage will be applied for every 10 minutes of exposure, or every hour if the conditions are less severe.

### High and Low Pressure

Pressure damage from result from extremes of pressure, anything from pure vacuum, to being caught in a pressure chamber.

Low pressure can also result in suffocation, as the character is unable to draw enough oxygen from the surrounding air.

### Hunger and Thirst

Whilst not technically effects of the environment, damage from thirst and hunger is applied in the same way. After a character has gone 8 hours without food they will suffer 1 point of stun damage and 1 point of lethal damage. This damage will continue to be applied for every 8 hours without food. The same applies to going without water, except that the damage is applied every 4 hours, for the first 24 hours, then every hour after that.

## Insanity

The world of Inferno is a dangerous place, and that danger is not just physical. Through battles, traumas, encounters with the supernatural and the naturally terrifying, it is entirely possible that player characters may start to completely lose it.

## Finesse Attacks

Generally it is assumed that when a character is making an attack, they are simply aiming for the first part of the opponent that they can hit. However if the players wants to, they may choose to have their character make a more difficult, but more effective attack. This is known as making a finesse attack.

There are two possible kinds of finesse attack, attacking for damage, or attacking for precision. Either way, declaring a finesse attack uses up a free action, in addition to the standard action for the attack. Making a finesse attack for damage works just like a standard finesse roll. Since adding to the SF of an attack adds to the damage, finesse attacks for damage will be more effective. As with a normal attack, the player may choose to lower the damage instead, though they must still declare that they are doing so before making the attack.

Making a finesse attack for precision allows the character to target a specific location on the target, be it a part of the target or even an object they are carrying. The number of dice that must be removed to successfully target the chosen area depends on the size and obscurity of the area in question. Given below are some examples, however the GM should always be ready to assign appropriate values to any possible location.

Torso / Heavy Weapon	-1
Head / Arm / Rifle / Polearm	-3
Neck / Hand / Pistol / Hand Weapon	-5
Eye / Finger / Knife / Throat	-8
Specific region of the brain	-10

Generally when targeting areas of the body the GM should treat the attack as a finesse attack for damage, either raising or lowering by the difficulty of the target area. For example attacking the hand would be a finesse attack for reduced damage, raising the success factor by 5. Attacking the throat would be a finesse attack for increased damage, raising the success factor by 8. However the GM may, at their discretion, choose to reduce the damage modifier, especially if the attack would have other effects on the target.

# OPTIONAL RULES

## Combat

### Stunting

It's bound to happen sooner or later. The player turns to you and says "My character draws his paired chrome nine-mils, jumps up onto the bar, and backflips over the two goons whilst pumping a round into each of their heads." Now depending on the style of your campaign, this sort of action might be pretty normal, or it might be downright suicidal, but as a GM it should always be welcome. This player has at least gone out of their way to do something a little more interesting than the good old "I shoot them". The question is, of course, how to actually handle this kind of action. Here are some rules ideas that you can try, depending on the style of your campaign.

Cinematic Games – If you are deliberately going for over the top style, you probably want to see stunts happen as a matter of course.

## Fortune and Fate Points

### No Fortune Points

One of the simplest ways to change how fortune points work is, of course, to remove them altogether. This creates a game that is much tenser, and grittier, the players being forced to accept the results of bad rolls, and totally at the mercy of enemy attacks, should they do well. Although this option certainly ups the ante in terms of tension, it also tends to make the players a lot more cautious,

### Fortune Pool

This variant rule is intended to encourage closer teamwork within parties. Basically, instead of having individual fortune points, the party gets a collective pool of points. Whenever a player spends a fortune point it is taken from the pool, so everyone has less to spend as a result. If a player decides to add a point to the pool, the GM gets a fate point as usual. However to reflect the party mentality at play here, this fate point can be used against anyone in the party. So long as the party co-operate and don't let anyone spend points frivolously, this rule is actually advantageous to them, as it means the points go where they are most needed, when they are needed.

The number of points in the pool should be equal to the number given to each player, multiplied by the number of people in the party.

### Committing Points

This rule is designed increase the resource management aspect of fortune points, as well as making them seem less like dumb luck and more like a result of drive and determination. Basically before a combat starts, when everyone is rolling initiative, each player chooses how many fortune points they want to commit to the fight. Once the fight starts only points that have been committed can be spent during the combat. At the end of the combat any unspent points that were committed are lost. For this reason if the GM decides to use this rule they should double the number of fortune points given out to each player. This makes the players think hard about each battle, how well equipped they are to face their enemies, how long the fight will last. It also encourages them to do a lot more fact finding about their enemies, so that they know what kind of forces they are facing, how tough, how many.

### Points Per Session

### Buying Fortune

### Action Points

This is a possible system for either supplementing or replacing fortune points, designed for high action, cinematic, pulp style games. Basically each character gets a number of Action Points each session, which they can add to any dice rolls they make. Each action point spent adds a single die to the chosen roll, but they get refreshed at the start of the next session (or the next day, or after each encounter, whatever you prefer).

Another possible use for Action Points would be as a way of reducing damage. Each action point spent on deflecting an attack would reduce the SF of the attack by 1, down to a minimum of 0, dealing just the base damage for the attack. However GMs may wish to rule that when spending action points in this manner, the player must spend as many as possible, either enough to reduce the SF to 0, or as many as they have remaining, whichever is less. Otherwise canny players may choose to simply spend as few as they need to turn a critical wound into a glancing hit, and no more, which could easily be considered something of an abuse of the system.

INFERNO

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*RAPIER & LASPISTOL*

*CHAPTER 3*

*THE BOOK OF MAGIC*

# PLAYING WITH MAGIC

## Magic in Inferno

### The Role of The GM Magic

### Keeping Magic Under Control

### What Can Players Do?

### What Can Everyone Else Do?

## Spirit Sense

Spirit sense has a very limited range, not much more than about 10 metres. If the source is within this range then the GM makes a Spirit Sense roll on the character's behalf to see if they notice it. Should they actually make physical contact with the source the GM should roll for them again, with the -2 DR modifier for touching the source of the effect.

<u>Roll</u>	<u>Details Given</u>
3	There is magic present
4	The rough direction
5	The rough distance (to nearest metre)
7	The precise location

## Modifiers

A mage actively casting	-
An active magical effect	+1
The residue of a magical effect	+3
The trail of a residue	+5
The character is touching the source	-2
A magical item	-1/5 of the item's Power
A resonant material	- Rating
A present spirit	-1/10 of the spirit's Essence
A possessing spirit	-1/5 of the spirit's Essence
A manifest spirit	-1/2 of the spirit's Essence

Modifiers should also be applied if the caster of the effect has the Quiet Magic or Spirit Flare traits, as appropriate to the level of the trait.

As always round down any fractions.

## Magical Theory Difficulty

Determine the strength of a magic item	Power x 2
Determine the strength of a resonant material	Rating x 2
Determine the strength of voidmatter	Rating x 3
Determine the power of a spirit	Essence

## Aura Sight

Any creature that has a soul (generally any sentient creature) creates a magical impression in the spirit world. This is generally referred to as their aura. The way auras affect the spirit world can be thought of in much the same terms as gravity. If the spirit world is a rubber sheet held taut, then every spirit is like a mass, creating a depression on the sheet. The further away you are from the mass, the shallower the depression. For this reason most auras can only be seen very close up.

Unfortunately, contrary to popular opinion, it is not possible to learn anything about a person from their aura, unless it has been dramatically altered in some way. Such alterations are typically the result of serious exposure to magic.

However auras do have their uses. First of all, if a person is casting a spell, or under the effect of a spell, it will be reflected in their aura. The auras of mages are known to "flare" or grow in intensity when they are casting.

Magical effects also leave an impression in the spirit world. Any magical effect can be identified by the impression it leaves in the spirit world. It is even possible to see the residue left by a magical effect long after the effect itself has ended. Finally it is possible, for those who are skilled in astral perception, to trace a magical effect back to its caster, although this becomes increasingly difficult as the distance between the caster and the effect increases.

By the same token all enchanted items and resonant materials have a kind

of magical radiance to them. It is even possible to discern one from the other by the feel of the magical trace.

Last, but not least, all Spirits have an aura, and a very powerful one at that. A manifesting or inhabiting spirit can be spotted by its powerful magical impression. A spirit that is simply present, but not manifest, cannot be seen itself, but its anchor can.

It is important to note that to see the magical impression of any person or object the character must focus their attention entirely on the object. For this reason it is not possible to use astral perception on anything that you cannot see. What is more the DR of astral perception increases by 1 for each range band between the character and the target object or person. Since magical residue results from magical effects that have already ended, there is no magical effect for the character to direct focus on. However they can see the residue by focussing astrally on the surrounding environment.

## Elemental Damage

Environmental damage is any form of damage caused by a natural or native effect of the character's environment. This includes damage from extreme heat or cold, damage from falling or suffocation, and damage from hazards such as acid and electricity.

All environmental damage is given a rating to determine just how deadly it is. The actual damage dealt by an environmental effect is determined by rolling a number of dice equal to the rating of the effect, and taking the total to be the damage value. This is then reduced by armour and compared to the character's Resist as normal.

Environmental damage can be either Burst or Interval based. Burst damage comes all at once, and then it's done, such as with a drop from a great height. Interval based damage occurs slowly, over a long period of time, as determined by the listed interval. The interval will be a period of time, which is counted down between each application of damage. For example radiation damage with an interval of 1 minute would be applied once every minute until the character is no longer exposed.

## Fire

Fire damage is caused by direct exposure to open flames. It is normally applied for every round that the character is in the flames, and if their clothes or hair catch alight then it will continue to be applied after that. As an example, a character in a burning house attempting to run through a flaming patch of floorboards would take a Light hit for each turn of exposure. If they actually caught fire the damage would move up to Moderate, or even Severe. Also consider that characters in a flame filled environment will also be suffering the effects of suffocation from the smoke, and even if they are not in contact with the flames they will probably suffer heat damage.

The biggest danger of fire of course is that anyone caught in it is at risk of catching alight. Whenever a character suffers fire damage roll a single die. If the result is less than the Total Damage Grade, after modifying for effects such as Fire Resistance, then the character will catch alight. After this they will continue to suffer fire damage every turn. The damage they take is based on the number of locations that are ablaze. Initially a directed attack will set d3 locations on fire, whilst a blast attack will set d6 locations ablaze. Fire will spread to adjacent locations after two turns.

Fire damage can be prevented by armour, but if the armour is flammable then the chance of it catching ablaze still applies. Fire damage is treated as having Moderate armour penetration. In addition, fire damage causes a Daze effect with a Potency equal to the Total Damage Grade.

## Frost

Frost damage is caused by temperatures low enough to freeze a living body. Frost damage can be dealt by direct attacks, such as a spray of liquid nitrogen, or by being exposed to extremely low temperatures.

Frost damage is treated as having Trivial armour penetration. In addition it causes a Shock effect with a Potency equal to the Total Damage Grade.

## Electricity

Electrical damage is caused by any powerful electrical discharge. It is dangerous to living creatures, and even more so to anything with sensitive

internal electronics. Like all forms of damage, electrical damage has a damage grade. The damage from electricity is dealt each turn, for as long as the character is in contact with the source.

Any electrical attack is treated as having Moderate armour penetration. In addition, electrical damage causes a Shock effect with a Potency equal to *twice* the Total Damage Grade.

Anything containing electronic components is particularly vulnerable to electrical damage. Any small electronic item will be destroyed by an electrical attack of Moderate strength or greater, and any large scale computer system or console will be shorted out.

If a character is insulated some way then the GM may choose to reduce the damage by a few grades. The amount reduced will depend entirely on how effective the insulation is.

#### Sonic

Sonic damage is caused by intensely concentrated sound waves, often at very high, or very low frequency. If finely tuned enough, sound waves can blow apart tanks, or rupture living organs. They also have a terrible effect on the sensory organs of living creatures.

Sonic damage is treated as having Severe armour penetration, since most armour is generally fairly ineffective against it. In addition, Sonic damage causes a Daze effect with a strength equal to *twice* the Total Damage Grade.

#### Corrosive

Damage caused by powerful corrosives is particularly nasty, since the damage won't stop until the chemical wears out, or is cleaned off. For this reason, if someone does not act to remove the corrosive substance, it will continue to deal damage.

On the initial attack a corrosive deals the listed damage, plus any modifiers. On the following turn it will deal damage again, equal to one grade less than the base damage for the weapon, with no bonuses for accuracy or similar circumstances. The turn after that the damage will be dealt again, reduced by a further damage grade. This continues, with the damage grade reducing by one each turn, until the damage reaches None, at which point the chemical is no longer in a reactive state.

Corrosive damage has no Armour Penetration value, but is treated as having an Armour Eater effect equal to its Total Damage Grade.

#### Radiation

Radiation damage typically results from abnormally high levels of background radiation. This could be caused by an engine malfunctioning, by a travelling through the aftermath of a nuclear war, or could simply be due to atmospheric conditions allowing too much radiation through from the nearest star. Unless it is very intense, radiation damage tends not be an immediate threat. Instead it works slowly over time, deteriorating the cells of organic beings, until their bodies just begin to fall apart.

Radiation damage is treated as having Critical Armour Penetration, and has a Nausea effect equal to the Total Damage Grade.

#### **Standard Spell Effects**

Listed below are a collection of often used spells, along with the appropriate cost and duration in brackets. These spells are listed according to the fields of sorcery and classes of spellmark that they would be appropriate for. Bare in mind that this list is by no means definitive, and ultimately whether an effect is possible should depend on whether the player can provide a logical explanation for they are going to create the effect in game. Just because Altered Senses is listed as an effect for, say, Life magic, doesn't mean the player can automatically get away with X-Ray vision. They must first be able to explain how they are going to go about using Life magic to create X-Ray vision.

Do not forget that this is meant as an aid to GM's and players, not a restriction. Ultimately the pricing of magical effects should always come down to a GM call. However because it can be difficult to keep things balanced if everything is done on the fly, this list should serve as a useful reference, to keep things in check.

#### Task Effects

Task effects are defined as those where the player is attempting to achieve a very specific action using their magic, one that does not fall under any of

the general categories of alteration or damage effects. Examples would be opening a lock, or distracting someone. In these instances the GM should simply assign the task a DR, just as they would if it was being attempted using a mundane skill. Then choose the appropriate magical skill, and have the player make the roll. For the purposes of beating the DR, treat the number of successes as being equal to double the Power of the spell.

One of the most common uses of this rule will be for detection effects, and in particular for most applications of the Discernment specialisation of sorcery. It may also see a lot of use for Psychometry (Technomancy), and Seeking (Spellmarking)

#### Generic Effects

Altered Senses (½) – This spell gives the target a new sense, with a range equal to the EV of the spell.

Magic Bolt (½) – This spell effect deals damage to the target equal to the EV.

Pure Magic Bolt (2) – This spell effect deals shock damage and critical damage to the target equal to the EV, ignoring all armour.

Flight (½)– This spell effect allows the target to fly, with a base speed equal to the EV. As with any other form of movement, the character may run or sprint to increase their speed. However Sprinting requires a Meditation roll, and causes corruption rather than shock damage if the roll is failed.

Speed (½) – This spell effect increases, or reduces, the character's base movement speed by the EV of the power.

Magic Armour (½) – This spell grants the target armour with AV equal to the EV.

Duplicate (1) – This power creates a duplicate of any object or creature. The maximum volume of the target is equal to the EV in cubic metres. The duplicate ceases to exist when the spell effect ends.

Forcefield (½) – This power creates a forcefield with a Field Strength equal to the EV. Magical forcefields do not recharge, and when the field strength hits zero the spell effect automatically ends.

#### Life

Altered Senses (½) – Possible senses for the field of life include lifeform detection, awareness of poisons, and sensing contagions.

Regeneration (1) - This spell effect allows the target to turn a number of points of Lethal damage into Stun damage each turn, equal to the EV of the spell, until the effect ends. After the effect ends the healing remains.

Transformation (1) – This power allows the caster to redesign the target's physical form by adding or removing species edges and flaws, as described in the species creation rules. The total CP value of the edges and flaws affected may not be more than 20 times the EV of the spell. For the purposes of this spell, flaws cost points just like edges.

Modify Attribute (1) – This power modifies one of the target's primary attributes by the EV.

Ignore Pain (1) – This power allows the target to ignore a number of points of Action Penalty equal to the EV.

Cause Pain (1) – This power adds its EV to the target's Action Penalty, as they suffer excruciating pain.

#### Energy

Altered Senses (½) – Possible senses for the field of energy include thermal vision, x-ray vision, and sonar.

Invisibility (1) – This power adds its EV to the DR of all tests to spot the character.

Energy Bolt (½) – This spell effect deals damage to the target with a specific energy type. The damage is equal to the EV, modified as appropriate for the energy type chosen.

Energy Manipulation (½) – This spell effect allows the caster to manipulate energy directly. If used as an attack the damage is equal to the EV. The range of this spell is equal to the distance to the energy source added to the distance that the energy is made to travel.

Negate Energy (½) – This spell effect reduces the power of the target energy source by its EV. If used against a damaging energy effect, reduce the damage by the same amount.

Illusion (2) – This spell effect creates a realistic illusion. A PER roll against a DR equal to the EV will allow a character to see through the illusion.

Protection from Specific Energy (¼) – This spell effect is the same as the above, except that it only works against one specified energy type.

Resist Environment (¼) – This spell effect reduces the severity of a specific environmental effect by the EV.

Telekinesis (½) – This power can remotely influence the environment with a STR value equal to the EV.

#### Matter

Altered Senses (½) – Possible senses for the field of matter include

density sense, tremor sense, and perfect spatial awareness.

Shape Matter (1) – This power allows the reshaping of 10 stone of non-living matter per point of EV.

Create / Destroy Matter (1) – This power allows the sorcerer to create or destroy 10 stone of non-living matter per point of EV.

Density Shift (4) – This spell effect alters the target's density, multiplying or dividing their weight by 10 for each point of EV. If the target's density is increased, treat them as having their scale increased by the EV against shock damage. If their density is decreased, apply the increased scale to Critical damage instead. This only applies the damage reduction, without any of the associated effects of increased scale.

### Warp

Stasis (1) – This spell effect seals a target into stasis for a number of rounds equal to the EV. Nothing can affect an object or person in stasis, nor can they act in any way. They are completely unaware that time has passed.

Time Hop (1) – This power transports the character a number of seconds through time equal to the EV.

Teleportation (1) – This spell teleports the target a number of range bands equal to the EV.

Telekinesis (½) – This spell effect can remotely influence the environment with a STR value equal to the EV.

Density Shift (4) – This spell effect alters the target's density, multiplying or dividing their weight by 10 for each point of EV. If the target's density is increased, treat them as having their scale increased by the EV against shock damage. If their density is decreased, apply the increased scale to Critical damage instead. This only applies the damage reduction, without any of the associated effects of increased scale.

### Mind

Altered Senses (½) – Possible senses for the field of mind include clairvoyance, clairaudience, ESP, empathic sense, and psychic awareness.

Telepathy (½) – This spell allows the to communicate telepathically for the duration. The maximum distance over which they can communicate is equal to the EV.

Mind Control (4) – This power allows the caster to control another's mind, provided they fail a WIL roll against a DR equal to the EV.

Ignore Pain (1) – This power allows the target to ignore a number of points of Action Penalty equal to the EV.

Cause Pain (1) – This spell effect adds its EV to the target's Action Penalty, as they suffer excruciating pain.

Modify Skill (½) – This spell effect modifies one of the target's specialisations by the EV. The caster must have the skill, and the target's modified rating in that specialisation may not exceed the casters.

Illusion (2) – This spell effect creates a realistic illusion. An INT roll against a DR equal to the EV will allow a character to see through the illusion.

Remove Sense (1) – This spell effect temporarily removes one of the target's senses if they fail a WIL roll against a DR equal to the EV.

## **Common Applications of Magic**

### Attack Spells

Fire / Frost	-1 DG
Electrical / Sonic	-2 DG
Radiation / Corrosive	-3 DG

### Healing Spells

### Teleportation

### Flight

### Environment Manipulation

## **Spellmarking Rituals**

### *Ritual Elements*

- No components - 3
- Common components - 1
- Magical components +1
- No ritual (1 turn) - 3
- Short ritual (2 minutes) 0

- Medium length ritual (10 minutes) +2
- Long ritual (½ an hour) +4
- Extended ritual (3 hours) +6
- Full ritual (24 hours) +10
- Unskilled participants +1
- Each skilled participant +1
- Concealed mark -2
- Interesting and vivid description +1-3
- Very little effort put into description - 1-3

A skilled ritualist is defined as anyone with at least 1 rank in the Spellmarking skill being used. A distinctive and obvious mark is one that simply cannot (and in fact for the ritual to work, must not) be hidden or concealed in any way. A component is any kind of unusual ingredient that is used up in the preparation and performance of the ritual.

## **Rotecraft**

### Casting Rote Magic

Casting a spell using rote magic is exactly the same as casting a normal spell. The only difference is that when casting a rote spell, the player must use the spell effect laid out within the rote. It may not be altered or adjusted on the fly in any way. However as a result of the careful design of rote spells, the caster only takes half the normal corruption (rounding down) from casting the spell.

### Designing Rote Spells

To design a rote spell the caster must complete an extended magical theory (occult) task roll, with a DR of 6, and an interval of 2 hours. Upon doing so the spell is ready. The player then discusses with the GM the exact spell effect they are looking for, and the GM assigns the spell a cost. The GM should allow the player to be very precise about what exactly they want the spell to achieve, and how they want it to work.

Having successfully designed the rote spell, the player makes a note of it, along with its cost. They may now cast that Rote whenever they wish.

### Learning Rote Spells

To learn a rote spell off of another mage, you

## **Magical Equipment**

### Spelltraps

A spelltrap is a device designed to aid in the sustaining of spells. Once cast a spell can be transferred into a spelltrap, which then sustains the spell on the caster's behalf, so that they do not take extra corruption points for sustaining the spell. A spelltrap can hold one spell at a time, so long as the spell's power does not exceed the power of the spelltrap.

To use a spelltrap the caster must first cast the spell being attempted, and then sustain it for at least 1 round. The caster must then spend a standard action transferring the spell into the spelltrap. Clearing a spelltrap, and ending whatever effect it is currently sustaining, requires a free action.

- Spelltrap – A spelltrap can be made from any magically resonant object, although the process of creating one takes a long time. They are used by mages to sustain spells without accumulating huge amounts of corruption. Each trap can hold one spell at a time, and their power determines how powerful a spell they can hold.
- Fortune Charm – Adds fortune points equal to it's rating, usable only once each. Once used the points are permanently expended.
- Talisman of Protection – Reduces the damage grade of all attacks made against the character by it's rating.
- Mageheart – Adds it's rating to the total power of all spellcasting rolls made by the character.
- Spirit Conduit – Reduces all corruption the character takes by it's rating.
- Mageguard – These items are worn as a defence against magical attacks, as they will reduce the power of any magical effect directed at the character by their rating. Unfortunately, this applies equally to beneficial magical effects.

# CHANNELLING

The principle of channeling, as opposed to necromancy, is that the spirit is summoned into the channeler. They can then steal aspects of the demon's power. Full controlled possession is known as assuming an Avatar form. More limited forms allow access to the spirit's demonic powers. Particular abuses include forming a homonculus and then taking ownership of it from the demon, focusing power into a ritual, binding a fragment of the demon's power to an object (enchancing it, to create an Artifact), binding a fragment of the demon's power to the channeler (permanently stealing a demonic ability), and finally enslaving the spirit such that it can be commanded by the channeler.

## Skills

*Channelling (WIL) -*

Summon (EMP) – Can call a spirit to a place, and with greater effort can cause it manifest.

Bind (WIL) – Can bind a spirit to an object or a person. However if the person cannot control it, it will take them over.

Assense (INT) – Can learn of the spirits capabilities.

Control (WIL) – Can force the spirit to do what you want. If it is bound to you, can force it to manifest through you.

Imbue (EMP) – Can take the spirits powers and attach them to an object or person. Powers end up at about half strength in doing so (take the control value as the base value, or half the control value for objects). The maximum power level that a character can take is equal to their Imbue skill plus their Empathy. To take the power roll against it's adjusted (ie, halved) rating.

Using powers attached to yourself causes Corruption as per a normal magic roll. Powers attached to objects cause one point of corruption each time they are used (in the case of permanent modifiers, take a point of corruption each time the modifier is applied to a roll or similar effect).

## **Dumping Corruption**

Corruption points can be disposed of by performing a summoning ritual, and then using binding to transfer the corruption to the demon (who will devour it readily). Only corruption points can be transferred in this way, not the results of corruption rolls. Once the roll has been made, it is there to stay. Using a much more difficult ritual, the corruption points can be transferred to another person instead.

The permanent effects:

- A penalty to all willpower rolls against Demonic possession / command
- A penalty to rolls against the Control and Bind skills under selected circumstances.
- A bonus to all demonic powers used against the character.
- Start taking increased corruption from all forms of magic (the vicious circle)
- Eventually the character becomes Demon Bound. They are wholly tied to a demon, who can command them in any way that they desire, and who can, if they choose, become Fleshform through the character.

Effects are applied after multiples of 10 points.

For every 10 points dumped the first two penalties go up by 1.

For every 20 points dumped the third penalty goes up by 1.

For every 50 points dumped the fourth penalty goes up by 1.

Once the character has 300 points dumped, they become tied to a particular Demon. The demon can speak through the characters dreams or whilst they are awake, without needing to roll, and without exposing itself. After 400 points they become Demonically Anchored, at which point the demon can use them as an anchor for manifesting. Once the character has 500 points dumped, they become Demon Bound; the demon can control the character's actions, and become Fleshform through them at will.

## **Player Character's With Channelling**

Rank – Each Channeller can only call upon the services of a limited number of demons. How many depends on how highly placed they are in the demonic realms. Normally a PC will start with just one.

What is more, for each power that the PC gains, they will have to make some kind of deal, perhaps doing a service or proving their worth in some way. This will strictly limit the powers the player can access. The GM can even choose to have the demon(s) decide what powers to offer the player. This way he can prevent them from selecting totally broken abilities. Similarly if the player is choosing their own powers the GM can either make the final stats for the power himself, or else have the demon refuse broken powers.

This allows Player Characters to play around with Channelling without becoming powerful to the point where the rest of the party is rendered useless.

## **Demons**

Demons cause Fear equal to ¼ their full Essence.

Demons can create Homonculi, by spending 1 Essence per Homonculi created. A Homonculi's Essence is 1 tenth of it's creator's full Essence. Homonculi can be split, or merged, by dividing or adding together the essence of the individual Homonculi.

When called upon to make any mundane task roll, Demons roll a number of dice equal to their Current Essence, or half their Current Essence if they are performing an unskilled task.

A Demon cannot be harmed by any non-magical attack.

If a Demon is attacked using magic then it is treated as a Structure, with STC equal to it's Current Essence.

Demons do not have an actual scale. They are always treated as being the same scale as the attacking weapon for damage, and the attacker for accuracy (in other words, no scale modifiers are ever applied to attacks against demons).

# POWERS

Cost: Powers, when available, can be bought like skills, at 10CP per rank.

Make an open task roll using just the rank of the power. Divide the number of successes generated by the Power Cost to find the Effect Value of the spell.

A stable power costs twice as much. Instead of rolling for the power's effect, the rating is simply taken directly as the Effect Value each time the power is used.

A controlled power has two ratings. The first is the active rating, the second is the control value, which is equal to half the active rating, rounded down. When using the power make a roll using the active rating, as normal. However if the number of successes rolled is less than the control value, use it instead.

## **Demonic Powers**

Demonic powers always count as controlled powers, unless they are assigned to a mortal, or an enchanted item, at which point they become standard or stable powers respectively.

The rating of demonic powers is always equal to the deamon's Essence.

## **Enchanted Items**

Enchanted items have stable powers. Enchanted items are created through the use of one of four technomantic skills: Fleshcraft, Golemancy, Artificing and Alchemy.

Artefacts function as a special kind of enchanted item. Artefacts are pieces of lost technology from before even the Kavir had risen to power. As a result they act like enchanted items, except that they have no aura, and cannot be recognised using astral perception.

Each power functions as a single spell effect, and it's cost is determined just like that of a normal spell.

# DIVINE POWER

Magic hurts demons.

Magic hurts angels.

Divine really hurts demons.

Divine does nothing to angels.

Angels can hurt angels.

Demons can hurt angels and angels can hurt demons.

Inheritance – Power over God's creation

- Manipulation
- Transformation
- Creation
- Discernment

Authority – Power over the supernatural

- Dismiss – Repel, bind, banish and cast out demons
- Destroy – Harm demons with physical attacks
- Countermagic – Stop spells from being cast
- Protection – Prevents the character being possessed / manipulated

Glory – Direct and obvious miracles

- Healing – Heal physical maladies
- Cleansing – Heal corruptions, and remove corruption points
- Armour of Righteousness – Increases your evade by making it more difficult for blows to land
- Sword of Faith – Increases your accuracy in combat

Insight – The word of God speaking into their hearts

- True Seeing – See magic, demons, and corruptions
- Counsel – Insight in social situations
- Prophecy – Receive dreams containing useful information
- Foresight – Receive warnings of danger before it occurs

Way Walking -

# PSIONICS

## Psychic Powers

*Psionics (INT) -*

- Sense (PER) -
- Communicate (EMP) -
- Manipulate (INT) -
- Delve (INT) -
- Protect (WIL) -

To use psychic powers a character must first have the species trait "Psychic Ability". Psychic Ability has a rank, which determines the maximum number of dice that the character roll when using any Psionic power.

Psychic powers are bought like skills, and are used just like spellcasting. The player rolls the skill and generates a number of power points, which determine the effect value for that use of the power. Each power has only a few specific applications. However psychic powers are not actually magical in nature, and none of the rules for magic apply to them. They do not generate corruption, and they do not show up to any form of magic detection.

Psionics seek to develop and use advanced mental powers. There are a number of psychic powers available, broken up into three basic skill groups; Telepathy, Assensing, and Psychokinetics. Each of these powers can be learnt using CP, and each has their own cost. However the use of these powers is governed by their related skill, and there is a limit to how many powers a character may have. The maximum number of powers that may be learnt from any one skill group is 2, plus 1 for every level of mastery in the governing skill for that group. Every power has its own description covering its effect, difficulty (against which the user must roll the related psionics skill) and drain. A psionist may choose to forgo additional powers in return for enhancing existing ones. For every bonus power within a skill that they sacrifice, they may reduce the difficulty or drain of a known power from that skillset by 1.

**Sense:** ESP, Clairvoyance, Astropathy, Foresight (receive vague impressions of the future), Prophecy (scrye the future for specific events), Precognition (detect events moments before they happen), Sixth Sense (feel a tingling in the presence of magic), Detect Magic (sense the use of magic in their vicinity), Astral Sight (see into the spirit world)

**Communicate:** Sympathic (receive projected messages), Empathy (feel peoples emotions), Mind Scan (read surface thoughts), Reception (listen to telepathic messages), Telepathy (speak telepathically), Mental Suggestion (insert thoughts into a mind), Mind Rip (tear thoughts out of someone's head)

**Manipulate:** Spark (set things on fire), Pyrokinesis (control fire), Thermokinesis (control heat), Fling (propel objects), Psychokinesis (manipulate objects), Telekinesis (wield telekinetic force fields)

**Delve:** Dreamwalk (enter and interact with a person's dreams), Projection (see things outside of your body), Possession (take over another person's body), Soothe (calm a person's mental state), Heal Mind (repair insanity), Alter Memory (change a person's memories)

**Protect:** Resistance (become more difficult to affect with mind affecting abilities), Mind Shield (throw up a shield against magical and psychic effects), Power Reflection (throw a person's psychic power back at them), Static (make it incredibly difficult for anyone to use supernatural abilities), Negate (stop a person from performing whatever action they are engaged in), Scramble (stop a person from thinking straight), Mental Blow (crush a person's mind), Terror (cause someone to panic), Sleep (put the target to sleep)

### Psychic Drain

Psychic powers do not cause corruption, and do not show up to spirit sensitives. Instead they have Drain. Drain is the psychic backlash that results from their use. Drain accumulates in the same way as Corruption, and at the same rate. However its effects are less permanent, but more unpleasant in the immediate. Essentially psychic powers may be used at low levels almost constantly with no ill effect. It is over-exerting them that causes problems.

Drain slowly depletes over time. If the character's drain total reaches 10, they suffer a permanent effect, similar to corruption but nastier. However drain can be allowed to bleed away before that happens, if the character is smart about it.

The permanent effect of drain is the loss of 1 level of Psychic Ability. This can, however, be bought back (although it is not normally possible to buy up Psychic Ability).

In addition to the Psychic Ability edge, there is also a Drain Resistance edge which increases the amount of drain needed to cause a backlash. Finally Innate Powers have a reduced drain effect when being used at low levels (Half dice pool, rounding down, ignore the first point of drain) Unlike magic, there is no minimum drain for psychic powers.

Setting wise, Psychic powers are a fusion of magic and science; a magic created by science. This is why they have less severe effects on the user, and don't show up to spirit sense. Psionics is an evolution of more primitive forms of magic.

# CORRUPTION

## The Corruption Table

All use of magic accumulates Corruption points as described in the section Playing With Magic. Whenever a character accumulates 10 corruption points or more, deduct 10 points from their total and make a roll on the table below. This will determine what kind of corruption, if any, that they will suffer. Then refer to the section for that kind of corruption and roll again to see what precise effect is applied.

### 2d6 Roll

- 2-3. Mutation (physical – continues to develop with successive mutation rolls)
- 4-6. Insanity (anything purely mind affecting)
- 7. No Effect (dodged the bullet)
- 8-10. Debilitation (stat loss)
- 11-12. Taint (all purely magical effects)

In a high magic environment a number of bonus points may be added by the GM to any magical effect. However an equal number of corruption points will be applied to the player.

In a low magic environment all magical effects are reduced by a set amount. However the same number of corruption points from any given magic roll may be ignored. So in a -2 magic zone, a roll that should produce 5 magic points and 1 corruption point will produce 3 magic points and 0 corruption points (no roll may produce negative corruption points. They do not exist).

## Mutation

The character has begun to develop some sort of physical mutation. The first time this corruption comes up roll a d66 on the table below to determine what mutation they develop. A d66 is rolled by taking two normal six sided dice and designating one of them as the “tens” die (just as with a d100). The dice are then rolled and read as tens and units. So a roll of 3 and 6 with the 3 showing on the tens die would be a result of 36.

When a mutation is first rolled, only the early stages of the mutation will start to show. The next time that character rolls a mutation result from the corruption table they develop the second stage of their mutation, where the effects become highly visible. The third time they roll a mutation result on the corruption table their mutation becomes fully developed with all the attendant abilities and penalties. If the character rolls another mutation result on the corruption table roll again on the mutation table to see what new mutation begins to develop. At this point the cycle has started anew.

### Head

- 11 Rearranged Features
- 12 Skinless
- 13 Loss of sight
- 14 Loss of hearing
- 15 Loss of smell/taste
- 16 Animalistic

### Limb

- 21 Atrophied
- 24 Skinless
- 22 Boneless
- 25 Bloated
- 23 Displaced
- 26 Animalistic

### Whole Body

- 31 Flaming Aura
- 32 Gills/Webbing
- 33 Chameleon Skin
- 34 Toxic Bite
- 35 Breath Fire
- 36 Bizarre Colouration
- 41 Shocking Touch
- 42 Cadaverous Appearance
- 43 Tough Skinned
- 44 Rotting Skin / Unpleasant Odour
- 45 Albino
- 46 Shapeshifter
- 51 Scales/Fur/Feathers
- 52 Giant
- 53 Animalistic

- 54 Midget
- 55 Skinless
- 56 Loss of feeling
- 61 Extremely Thin
- 62 Extra Limb
- 63 Extremely Fat
- 64 Atrophied Limb
- 65 Wings
- 66 Roll d3 Times

## Insanity

The character has developed some form of mental instability as a result of the corrupting effects of their magic. The roll on this table determines the rough form that their insanity takes. The GM then determines the exact parameters of the insanity. The first roll on the Insanity table is always taken to be a roll of 1. The GM may however choose to ignore any further rolls made on the insanity table and instead select an insanity that they feel to be appropriate to the character.

### 1d6

- 1 Minor Disorder
- 2 Phobia
- 3 Mania
- 4 Delusion
- 5 Instability
- 6 Major Disorder

### Minor Disorder

Absent Mindedness / Allergy / Nervous Habit / Headaches / Narcissism / Nightmares / Shaking / Skin Complaint / Stammer / Talking to Self / Talking in Sleep

### Phobia

Darkness/Small Spaces/Large Spaces/Spiders/Lifts

### Mania

Power/Drugs/Alcohol/Food/Ego/Stealing

### Delusion

Personal/World View/Specific

### Instability

Frenzy/Hatred/Manic/Bi Polar/Heroic Idiot

### Major Disorder

Catatonia / Schizophrenia / Pathological Lying / Personality Shift / Introversion / Dementia

## Debilitation

A debilitation is some form of impairment to the character's abilities resulting from the corrupting effect of their magic. It manifests as a random flaw, rolled on the table below. These flaws, if they can be trained, may be bought off as per the normal rules for buying off flaws. The character does not receive any CP for the flaw.

### Debilitation Table

- 11 - 12 Addiction (GM decides what)
- 13 - 14 Distinctive
- 15 - 16 Fated
- 21 - 22 Glass Jaw
- 23 - 24 Heavy Sleeper
- 25 - 26 Limp Wrist
- 31 - 32 Low Pain Tolerance
- 33 - 34 Sitting Duck
- 35 - 36 Slow To React
- 41 - 42 Ugly
- 43 - 44 Unpleasant
- 45 - 46 Weakness to Poison
- 51 - 52 Weakness to Disease
- 53 - 56 Weak Sense (Roll on subtable)
- 61 - 66 Impaired Attribute (Roll on subtable)

### Weak Sense Table

- 1 Olfactory

2	Sight
3	Touch
4	Hearing
5	Other (Re-roll if no other, but ignore and re-roll any roll of 6)
6	Roll Twice

#### Impaired Attribute Table

1	Strength
2	Agility
3	Perception
4	Intelligence
5	Willpower
6	Empathy

#### **Taint**

This character has been permanently tainted by their magic in some supernatural fashion. The effects of taint are often visible, if purely magic nature, and may have a strong detrimental effect on the character's magical abilities. Other taints affect the character's aura and their spirit self. Roll on the table below to determine what variety of taint the character suffers. If the result is Wild Magic or Tainted Appearance then the precise effects will depend on what kind of magic the character works. If the character uses more than one variety of magic, base the effects on whichever variety they tend to favour, or simply roll a die for it.

1	Stained Aura
2	Spirit Flare
3	Astral Radiance
4	Ebb And Surge
5	Tainted Appearance
6	Wild Magic

**Stained Aura** – The character's aura becomes stained with the after effects of their magic. Anyone viewing the character's aura will know that they use magic, and can work out, by making a DR5 perception roll, the kind of magic that they use. Every time this corruption is rolled reduce the DR by 1.

**Spirit Flare** – This character gains a rank in the Spirit Flare flaw, or loses a rank of the Quiet Magic edge if they have it.

**Astral Radiance** – This character gains a rank in the Astral Radiance flaw, or loses a rank of the Astral Chameleon edge if they have it.

**Ebb and Surge** – Every time the character makes a magic roll the GM should roll a d6. If the result is even then subtract that much from the result of their magic roll. If the result is odd then add that amount. For Focus mages this affects the number of corruption points they take to power up an ability, even if this would take them over their skill level in that path.

#### Sorcery

**Wild Magic** – The caster begins to subconsciously produce random and minor magical phenomena about themselves.

Whenever it feels appropriate select one of the character's sorcery skills, and roll its related attribute. Do not add the skill to the roll, as the character is not consciously shaping the energies.

Produce a random magical effect equal in strength to the result of the roll. Do not apply any of the normal penalties for casting magic, such as backlash, and corruption. There is no direct effect on the caster from the use of his magic. The only effect is that caused by the magic itself. This could range from being a nuisance (a swirl of air in an office full of papers) to outright dangerous (cooking off all the ammo in a soldier's gun). These effects could potentially get the caster in trouble as they get the blame for a magical effect that they aren't even aware of having produced.

**Tainted Appearance** – The character's appearance becomes subtly altered in a manner befitting of the kind of magic they work. A worker of energy may find that electricity and flames crackle about them randomly. A worker of time might appear older or younger than they really are (this could even change periodically). A worker of warp may find that their eyes take on a strange glow. A worker of life magic may find their body subtly altered, perhaps the impression of scales about their temples, fangs, or skin that feels unpleasantly like bark. A worker of matter may find the colour of their skin begins to alter as deposits of unusual elements build up in their bodies.

#### Spellmarking

**Wild Magic** – At the first level of this taint there is a small chance that any

mark inscribed by the spellcaster will spontaneously invert. At higher levels the mark may spontaneously become a completely different mark. The chance of an inversion occurring is a roll of 1 on 1d6. For each additional rank in this corruption increase the chance by 1.

**Tainted Appearance** – For spellmarkers the effects of tainted appearance are somewhat different. They will begin to develop spellmarks worked into their flesh, either in the form of stains, scars, or glowing symbols. These marks will always be ones that they have used, but no matter how they try they will not be able to imbue the marks with power.

#### Focus

**Wild Magic** – When this character experiences any form of strong emotion there is a chance that their emotion will be strengthened by the power of their paths. This should be left up to the GM to determine, and the circumstances under which it occurs should relate in some way to the character's chosen Way.

**Tainted Appearance** – The character is followed at times, particularly when feeling strong emotion, or when in battle, by brief flashes of ghost selves, often images of the character as the living embodiment of one of their Paths.

#### Channelling

**Wild Magic** – With their ties to the world of spirits, this is being subtly influenced by the very demonic beings they seek to control. The voices of these creatures whisper to them in their sleep, and pull at their heart and mind. Sometimes these suggested urges will become so strong that the character must make a willpower roll to resist them.

**Tainted Appearance** – Sometimes when people look at the character they will not see the person, but the entities with which they deal. This may be a slight twisting of the character's features, or may manifest as a full fledged image of a demon standing in the character's place.

#### Technomancy

**Wild Magic** – The character begins to hear the spirits of the inanimate world even when they are not using their powers. At first it will be occasional whispers, but as this corruption progresses it will grow to a cacophony. These voices are distracting, never directed at the character, often speaking gibberish, but a constant presence. They may hear their desk talking in its sleep as they try to work, or hear the desperate cries of a stone being crushed in the distance, indistinguishable from the cry of a living being.

**Tainted Appearance** – Items carried and worn by the technomancer, particularly those that they make regular use of, or rarely part from, will begin to grow more alive. Eventually others will begin to notice this, even if only as a vague sense that a certain object could almost be looking at them. Perhaps those around the technomancer will hear their equipment speaking, or see something move of its own accord for a brief instant.

#### **Removing Corruptions**

##### Surgically Removing Mutations

Any mutated body part, if wounded, will heal in the same way that the rest of the character's body does. The mutation has, in essence, become a natural part of the character's physiology.

If a character wishes to deliberately remove a mutated body part (perhaps by replacing it with an implant), they may do so. However they will take a permanent -1 penalty to their Aura for each mutation that they have removed. A mutation that progressed through multiple stages still only counts as one mutation for these purposes.

#### **Backlash Table**

A backlash occurs on any casting roll that produces at least as many corruption points as magic points. Note this only applies to the direct result of the roll, before modifiers are applied.

The strength of the backlash is equal to the number of corruption points produced, not just by the magic roll but by any additional effects such as meta-magics, high magic environments, ambient magic points, and rituals. After applying the backlash, apply the effects of the magic being worked.

1. You briefly see a disorientating flash of colours. All your task rolls are at +1 DR until the end of your next round.
2. You feel dizzy and disorientated. The effect is just the same as the previous, only lasting for three full rounds instead of one.

3. Magical backlash staggers you, causing Light stun damage, ignoring armour.
4. Magical energies wrack your body, causing Light wound damage, ignoring armour.
5. You feel a stinging sensation in your eyes, and discover that thinking about any form of magic has become incredibly painful. For the next d6 rounds working any form of magic becomes impossibly painful.
6. You feel an incredible burden settle on you, like the weight of the world is sapping all your strength. For the next half hour your Barehand attribute is reduced by 2.
7. You become unaccountably clumsy and flat footed. For the next half hour your Evade attribute is reduced by 1.
8. You find yourself feeling frail and weak, as if you were much older. For the next half hour your Resist attribute is reduced by 1.
9. In a cruel twisting of the magical flows, your spell's effect is reversed, although the target remains the same. Damage heals, healing damages, bonuses become penalties, other effects will be handled at the GM's discretion. Essentially any beneficial effect becomes malignant, and vice versa.
10. You suffer a splitting headache. Add +2 to all difficulty ratings for the next half hour
11. Magical backlash leaves you winded and breathless, causing Serious stun damage, ignoring armour.
12. Magical energies tear through your body, causing Serious wound damage, ignoring armour.
13. You are overwhelmed with a feeling of gnawing dread, and yet nothing seems to happen. However the character immediately gains 2d6 corruption points. If these extra corruption points force a corruption roll, then the character takes another backlash equal to the amount of corruption points gained.
14. Your spell slips completely from your grasp. Its effect is both reversed and doubled in strength, although the target still remains the same. Damage heals, healing damages, bonuses become penalties, and other effects will be handled at the GM's discretion. Just as with the 7 point backlash any beneficial effect becomes malignant, and vice versa.
15. You slip into a dream like state, undergoing a vivid, confusing, sometimes terrifying hallucination for the next d6 rounds. During this time your character collapses, completely unaware of their surroundings.
16. You feel suddenly light headed, and can no longer remember the precise method by which you worked that last magical effect. Reduce the magic skill you just used by 1, permanently.
17. Magical backlash slams through you, knocking you down and causing Fatal stun damage, ignoring armour.
18. Magical energies tear at your flesh causing Fatal wound damage, ignoring armour.
19. For a moment the whole world seems to warp and twist like reality itself is being reshaped, but then it passes. However the character immediately gains 5d6 corruption points. If these extra corruption points force a corruption roll, then the character takes another backlash equal to the amount of corruption points gained.
20. There is a brief sensation of something vast and truly terrifying approaching you at great speed, and then there is only pain as your body erupts into flames. You immediately take a Devastating wound, and a further Serious wound each round after until the flames are put out.
21. For one brief moment you see into another world, a place you cannot even begin to comprehend. Then all consciousness fades, as your soul is consumed and a spirit takes up residence in your dead flesh.

INFERNO

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*RAPIER & LASPISTOL*

*CHAPTER 4*

The Book Of Technology



# Exotic Weapons & Armour

## Deltani Monoweapons

Monoflail  
Nanite Spray  
Nanite Bomb  
Microfibre Web  
Cluster Charge  
Splinter Spray  
Shraptor

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>AP</i>	<i>Ammo</i>
Monoflail	C	N	C	-
<i>Entangle</i>				
Nanite Spray	C	-	-	24
<i>Armour Eater (1), Rapid Fire (5/8)</i>				
Nanite Bomb	T	-	-	-
<i>Armour Eater (2d6)</i>				
Microfibre Web	T	-	-	-
<i>Entangle</i>				
Cluster Charge	T	M	C	-
<i>Large Blast</i>				
Splinter Spray	A	N	C	30
<i>Rapid Fire (6/10)</i>				
Shraptor	C	N	C	120
<i>Rapid Fire (10/20)</i>				

## Reginaran Bioweapons

Razordisk  
Speargun  
Screamer  
Toxicator  
Acid Spray  
Tangleweb

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>AP</i>	<i>Ammo</i>
Razordisk	V	M	S	5
<i>Armour Eater (1)</i>				
Speargun	S	M	S	15
<i>Armour Eater (1), Rapid Fire (2/3)</i>				
Screamer	M	S	L	3
<i>Homing, Armour Eater (d3)</i>				
Toxicator	A	n/a	N	30
<i>Toxin (P3), Armour Eater (0.5), Rapid Fire (4/6)</i>				
Acid Spray	C	L	N	20
<i>Scatter, Armour Eater (0.5), Rapid Fire (3/5)</i>				
Tangleweb	C	n/a	N	1
<i>Entangle, Armour Eater (d3)</i>				

## Slithzerikai Warp Weapons

Rift Projector  
Subspace Beamer  
Subspace Flare  
Displacer Pistol  
Displacer Gun  
Distortion Grenade

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>AP</i>	<i>Ammo</i>
Rift Projector	B	D	X	50R
<i>Rapid Fire (5/10)</i>				
Subspace Beamer	D	L	X	20R
<i>Scale up damage and ammo expended by 1 for each round spent aiming, ignores Force Fields</i>				
Subspace Flare	V	S	X	32R
<i>Small Blast, Rapid Fire (2/4)</i>				
Displacer Pistol	M	D	X	10
<i>Aimed Shot Only, Ignores Force Fields</i>				
Displacer Gun	V	D+1	X	15
<i>Aimed Shot Only, Ignores Force Fields</i>				
Distortion Grenade	T	F	X	-
Flare Grenade				

## Drake Anti Gravity Weapons

- Anti Gravity rifles function on an intriguing principle. Basically they use a magnetic field to create an area of zero gravity... not anti-gravity, which just consists of countering whatever existing gravitic field is currently affecting you. Rather this is zero gravity, wherein mass itself becomes zero. The result is that whatever object is slung through the field immediately, if very briefly, achieves the speed of light. The object immediately begins to slow down upon leaving the field (and the weapon), as its mass returns. However at such velocities very little can dent the momentum of a sufficiently dense object, making for an extremely powerful projectile.
- A basic AG rifle is probably one of the most powerful and versatile weapons ever created. It can fire a projectile of considerable mass at the speed of light, effectively ignoring just about any conventional armour in existence. The range and accuracy are equivalent to that of a laser beam.
- AG rifles do use ammunition, but can accept any object as a projectile, up to the limits of their bore. Shape and composition is not an issue, anything will do. The Drake have been known to load scoop after scoop of rubble into their heavier AG cannons, to use as ammunition.
- Despite the flexibility of their ammunition intake, the Drake have developed a number of special rounds for their AG weapons. The first is a fragmentary round that scatters into a cloud of micro-darts, doing greatly increased damage against both hard and soft targets. Even a small needle has significant penetrating power at the speed of light. The other special round is a gel shot that is extremely fluid, spreading out to create a greater area of impact. The destructive force of this round is significant, although it does lack slightly in armour penetration.

AG Pistol  
AG Rifle  
AGAT Heavy Cannon

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>AP</i>	<i>Ammo</i>
AG Pistol	E	T	F	30
<i>Rapid Fire (8/10)</i>				
AG Rifle	D	L	F	60
<i>Rapid Fire (12/15)</i>				
AGAT Heavy Cannon	D	S	F	16
<i>Rapid Fire (6/8)</i>				

## Drake Energy Weapons

Plasma Gun  
Plasma Beam  
Stungun  
Forceweb  
Pulsar  
Graviton Beam  
Fusion Cannon  
Meson Shotgun  
Stun Sphere  
Plasma Sphere

<i>Weapon</i>	<i>Rng</i>	<i>Dmg</i>	<i>AP</i>	<i>Ammo</i>
Plasma Gun	S	C	C	15
<i>Rapid Fire (2/3)</i>				
Plasma Beam	M	F	C	15
<i>Rapid Fire (2/3)</i>				
Stungun	A	-	M	-
<i>Stun</i>				
Forceweb	S	-	-	12
<i>Entangle</i>				
Pulsar	S	C	M	5
<i>Large Blast, Single Shot</i>				
Graviton Beam	M	D+1	F	3
<i>Blast, Single Shot</i>				
Fusion Cannon	A	S	M	10
<i>Rapid Fire (2/5)</i>				
Meson Shotgun	A	C	M	8
<i>Scatter</i>				
Stun Sphere	T	C	F	-
<i>Blast, Stun Damage</i>				

Plasma Sphere <i>Blast</i>	T	D	C	-
Antimatter Grenade <i>Large Blast</i>	T	D+2	F	-

### Deltani Psiweapons

Psilobe  
Psiwarp

<u>Weapon</u>	<u>Rng</u>	<u>Dmg</u>	<u>AP</u>	<u>Ammo</u>
Psilobe <i>Stun Damage</i>	S	T+Psi	F	-
Psiwarp Shardslinger	S	N+Psi	F	-

### Kavir Firestone Guns

Firestone Duelling Pistol  
Firestone Musket  
Firestone Arquebus  
Firestone Jezail  
Firestone Scattergun  
Firestone Repeater

<u>Weapon</u>	<u>Rng</u>	<u>Dmg</u>	<u>AP</u>	<u>Ammo</u>
Firestone Duelling Pistol <i>Variable Blast (None/Small)</i>	S	M	C	6
Firestone Musket <i>Variable Blast (None/Small/Medium)</i>	M	S	C	12
Firestone Arquebus <i>Variable Blast (None/Small/Medium)</i>	L	C	C	8
Firestone Jezail <i>Variable Blast (Small/Medium/Large)</i>	V	F	C	6
Firestone Scattergun <i>Scatter, Variable Blast (Small/Medium/Large)</i>	M	D	C	6
Firestone Repeater <i>Variable Blast (None/Small), Rapid Fire (3/5)</i>	L	C	C	30

### Gravitic Pulse Weaponry

Can unleash extremely powerful widespread bursts of raw kinetic force, crushing or pulverising anything that gets in the way. All but the most tightly focussed of Gravitic weapons are simply unsafe for use by a living being. For this reason Drake gravitics were usually often mounted inside inertia dampened remote drones. Gravitic weapons can also be used to create tightly focussed areas of crushing forces, or widespread areas of heavy gravity, making them extremely versatile, useful for pinpoint strikes, shock assaults, or battlefield suppression.

### Crystal Blades

Crys Sword  
Crysknife

<u>Weapon</u>	<u>Rch</u>	<u>Dmg</u>	<u>AP</u>	<u>Speed</u>
Crys Sword	1	L	S	-2
Crysknife	0	T	S	-1

### Shard Weapons

Shardknife  
Shard Sword  
Shard Lance

<u>Weapon</u>	<u>Rch</u>	<u>Dmg</u>	<u>AP</u>	<u>Speed</u>
Shardknife	1	N+Psi	X	-1
Shard Sword	2	T+Psi	X	-2
Shard Lance <i>2 Handed</i>	3	L+Psi	X	-3

### Reginaran Bioweapons

Spinefist  
Lashwhip  
Tip Blades  
Talons

<u>Weapon</u>	<u>Rch</u>	<u>Dmg</u>	<u>AP</u>	<u>Speed</u>
Spinefist	0	S	L	-3

<i>Armour Eater(2)</i>				
Lashwhip <i>Armour Eater(1), Does not add Barehand damage</i>	3	M	L	-5
Tip Blades <i>Armour Eater(1)</i>	2	L	L	-3
Talons <i>Armour Eater(1), Does not add Barehand damage</i>	0	M	L	-4

### Drake Melee Weapons

Fieldblade  
Plasma Sword  
Plasma Knife  
Plasma Lance

<u>Weapon</u>	<u>Rch</u>	<u>Dmg</u>	<u>AP</u>	<u>Speed</u>
Fieldblade <i>Variable Reach, Does not add Barehand damage</i>	0-3	F	F	-1
Plasma Sword	1	F	C	-2
Plasma Knife	0	C	C	-1
Plasma Lance <i>2 Handed</i>	3	D	C	-3

### Slithzerikai Distortion Blades

Distortion Blade  
Distortion Lance  
Distortion Dagger

<u>Weapon</u>	<u>Rch</u>	<u>Dmg</u>	<u>AP</u>	<u>Speed</u>
Distortion Blade	1	C	F	-2
Distortion Lance	3	F	F	-3
Distortion Dagger	0	S	F	-1

### Slithzerikai Flare Weapons

Flare Mace  
Flare Staff  
Flare Sword  
Flare Knife

<u>Weapon</u>	<u>Rch</u>	<u>Dmg</u>	<u>AP</u>	<u>Speed</u>
Flare Mace	1	C	C	-2
Flare Staff <i>2 Handed</i>	3	F	C	-4
Flare Sword <i>2 Handed</i>	2	F	C	-3
Flare Knife	1	S	C	-1

### Slithzerikai Warp Weapons

Warp Fist  
Rift Blade  
Rift Sword

<u>Weapon</u>	<u>Rch</u>	<u>Dmg</u>	<u>AP</u>	<u>Speed</u>
Warp Fist	0	D+2	F	-2
Rift Blade	1	D+2	F	-3
Rift Sword <i>2 Handed</i>	2	D+3	F	-4

### Traditional Zatchian Hunting Weapons

Racke Sword  
Kerran Blade  
Choarnimn Battleaxe  
Branich Lash  
Koral Shardweb  
Vortra Hunting Lance  
Bralta Hydraknife

<u>Weapon</u>	<u>Rch</u>	<u>Dmg</u>	<u>AP</u>	<u>Speed</u>
Racke Sword	1	L	L	-2
Kerran Blade	0	L	L	-2
Choarnimn Battleaxe <i>2 Handed</i>	2	M	L	-3
Branich Lash	3	T	L	-2
Koral Shardweb <i>Entangle</i>	0	N	L	-2
Vortra Hunting Lance	3	L	L	-3

Bralta Hydraknife 0 T L -1

### Karvir Firestone Weapons

Firestone Knife  
Firestone Broadsword  
Firestone Mace  
Firestone Longsword  
Firestone Warhammer  
Firestone Greatsword  
Firestone Spear  
Firestone Halberd

<u>Weapon</u>	<u>Rch</u>	<u>Dmg</u>	<u>AP</u>	<u>Speed</u>
Firestone Knife <i>Fire, Magical</i>	0	M	F	-2
Firestone Broadsword <i>Fire, Magical</i>	1	S	F	-3
Firestone Mace <i>Fire, Magical</i>	1	C	F	-4
Firestone Longsword <i>Fire, 2 Handed, Magical</i>	2	C	F	-4
Firestone Warhammer <i>Fire, 2 Handed, Magical</i>	2	F	F	-5
Firestone Greatsword <i>Fire, 2 Handed, Magical</i>	3	F	F	-5
Firestone Spear <i>Fire, 2 Handed, Magical</i>	3	C	F	-4
Firestone Halberd <i>Fire, 2 Handed, Magical</i>	3	F	F	-5

### Crystal Armour

Crystal Armour

<u>Armour</u>	<u>AV</u>	<u>Evade</u>	<u>Resistance</u>
Crystal Armour	9	2	Severe

### Zatchian Armour

Phyrac Razorsuit  
O'Tarax Splinter Armour  
Karesh Battle Harness

<u>Armour</u>	<u>AV</u>	<u>Evade</u>	<u>Resistance</u>
Phyrac Razorsuit		7	Light
O'Tarax Splinter Armour	3	6	Light
Karesh Battle Harness	3	5	Moderate

### Reginaran Battlesuits

Reginaran Battlesuit

<u>Armour</u>	<u>AV</u>	<u>Evade</u>	<u>Resistance</u>
Reginaran Battlesuit <i>Powered (+2), Shielded Senses, Impact Resistant (1)</i>	18	1	Severe

### Pyzallion Sheilding

Pyzallion Sheilding

<u>Armour</u>	<u>AV</u>	<u>Evade</u>	<u>Resistance</u>
Pyzallion Sheilding	21	0	Full

### Slithzerikai Armour

Warp Armour  
Light Battle Armour  
Medium Battle Armour

High Battle Armour  
Ceremonial Armour

<u>Armour</u>	<u>AV</u>	<u>Evade</u>	<u>Resistance</u>
Warp Armour	6	5	Devastating
Light Battle Armour	9	4	Fatal
Medium Battle Armour <i>Powered (+2)</i>	15	3	Fatal
High Battle Armour <i>Powered (+4)</i>	21	2	Fatal
Ceremonial Armour <i>Powered (+6)</i>	24	1	Fatal

### Drake Armour

Scout Suit  
Skirmish Suit  
Battlesuit

<u>Armour</u>	<u>AV</u>	<u>Evade</u>	<u>Resistance</u>
Scout Suit <i>Shielded Senses, Impact Resistant (2), Chameleonic</i>	12	4	Fatal
Skirmish Suit <i>Powered (+1), Shielded Senses, Impact Resistant (2), Thrusters</i>	15	3	Fatal
Battlesuit <i>Powered (+2), Shielded Senses, Impact Resistant (3), Thrusters</i>	24	2	Fatal

### Kavir Armour

Mage Armour  
Spirit Armour  
Deamon Armour

<u>Armour</u>	<u>AV</u>	<u>Evade</u>	<u>Resistance</u>
Mage Armour	6	7	Total
Spirit Armour	9	6	Total
Deamon Armour	15	5	Total

*Deamon armour applies one third of its AV against magical attacks that would normally ignore armour.*

### Forcefields

#### Slithzerikai Forcefields

Distortion Field  
Warp Field  
Warp Armour

#### Kavir Forcefields

Storm Shield  
Proteus Shield

#### Drake Forcefields

Particle Forcefield  
Gravitic Forcefield

<u>Armour</u>	<u>Power</u>	<u>Charge</u>	<u>Down Time</u>
Distortion Field	30	30	3
Warp Field	100	10	0
Warp Armour	200	20	0
Storm Shield <i>To fully recharge, insert a fresh Firestone (Reload)</i>	80	-	-
Proteus Shield <i>To ¼ recharge insert a fresh Firestone (Reload)</i>	320	-	-
Particle Forcefield	300	6	5
Gravitic Forcefield	500	10	7

# Bio-Engineering

## Bio-Engineering

How does it work?

Basically they alter your DNA whilst keeping you in a regeneration tank until your body reforms into the new shape. The DNA alteration is done using a treatment of retroviruses and immuno-suppressants. This is the other reason for keeping you in a regeneration tank.

This means that there is no "healing" period, since the changes are a part of you by the time they are done.

Any part of the body can be altered. Strength, Agility, Perception, and Intelligence can all be improved, though at considerable cost. In addition any species trait can be bought for a cost.

The cost is 30,000 per CP of improvements for easy modifications. Attribute improvements are bought for the current stacking cost for that character, and they apply to the base attribute, not as a modifier (Alternatively have them work like in Species Construction).

Average modifications cost 40,000 per CP, and difficult modifications cost 50,000 per CP. Impossible modifications cannot be bought at any price. Each modification will be listed with a maximum rank.

## Edges

Acute Sense – 2 / 4 CP  
Additional Sense – 18 CP  
Agile Limb – 5 / 10 CP  
Ambidextrous – 12 CP  
Bounding Leap – 8 CP  
Breathe Underwater – 12 CP  
Camouflage – 1 / 5 CP  
Danger Sense – 20 CP  
Direction Sense – 6 CP  
Entangling Attack – 10 CP  
Extra Limb – 25 CP  
Fast Runner – 4 CP  
Fast Swimmer – 4 CP  
Flight – 10 CP  
Hard Puncher – 10 CP  
Hard To Grapple – 5 CP  
High Pain Resistance – 15 CP  
Lightning Reflexes – 15 CP  
Limited Internal Organs – 40 CP  
Naturally Adept – 5 / 25 CP  
Natural Weapon – 2 / 4 CP  
Night Vision – 8 CP  
Psychic Ability – 20 CP  
Regeneration – 36 CP  
Resilient – 20 CP  
Resistance – 5 / 15 CP  
Immunity – 50 / 200 / 300 CP  
Resistant to Poison – 6 / 50 CP  
Resistant to Disease – 6 / 50CP  
Shapeshifting – 60 CP  
Slow Metabolism – 10 CP  
Spider Climb – 4 CP  
Strong Limb – 5 / 10 CP  
Snake Crawl – 4 CP  
Transformation – 60 CP  
Venomous Attack – 4 CP

## Flaws

Addiction – 6 / 18 / 30 CP  
Cannot Wear Armour – 18 CP  
Clumsy Limb – 3 / 6 CP  
Implant Rejection – 6 / 18 CP  
Distinctive – 4 CP  
Fast Metabolism – 10 CP  
Fewer Limbs – 24 CP  
Fewer Senses – 18 / 24 CP  
Glass Jaw – 15 CP  
Hard to Heal – 18 CP  
Photosynthesis – 18 CP  
Insanity – 12 CP  
Limp Wrist – 8 CP  
Limited Movement Rate – 20 CP  
Mutation – 12 CP  
Naturally Inept – 4 / 20 CP

No Depth Perception – 40 CP  
Sitting Duck – 15 CP  
Slow to Heal – 6 CP  
Weak Limb – 3 / 6 CP  
Weakness to Poison – 5 CP  
Weakness to Disease – 5 CP  
Weak Sense – 3 / 6 CP  
Vulnerability – 3 / 10 CP

# Vehicle Creation

## Designing A Vehicle

Designing a custom vehicle is somewhat complicated, but the process can be roughly summarised in the following five steps. As you may guess the hard work comes in steps 4 and 5. The subsections below provide detailed information on how to spend build points and calculate the final currency cost of the vehicle.

1. Choose the scale of your vehicle.
2. Choose the Tech Level of the vehicle.
3. Optional: Assign different Tech Levels to the three major components; Frame, Armour, and Engines.
4. Spend 100 Build Points. Tech Level & Scale affect price, not Build Points spent.
5. Calculate the cost of the finished vessel.

*Note: Throughout this section some pretty large figures are being thrown around, and for this reason the abbreviation "k", short for kilo, is being used to represent thousands. For example 30,000 can be abbreviated to 30k. This is even being applied to figures for money.*

*Also, you may want to have a calculator and a lot of note paper handy, or, better yet, a computer with some spreadsheet software. These rules are not designed to be used during play, but rather as a powerful and effective tool for GM's to design new spaceships for their campaigns, or for a player who has a particular interest in having their very own custom built starship. If the GM does allow a player to design a custom ship for themselves, they should add 20% to the final cost to represent the cost of having a custom design made.*

## Build Points

### Environments

- Vehicle construction starts with choosing a basic environment for the vehicle to travel through, from the following list: Land, Sea, Air, or Space.
- A vehicle may have more than one basic environment for an additional in BP and Currency, which varies depending on the Tech Level of the vehicle. At Tech Level 1 the cost is 20BP for each extra environment, at Tech 2 the cost is 15BP, at Tech 3 it is 10BP, and at Tech 4 the cost is 5BP.
- Bonus environments can only be taken if a vehicle has a prerequisite environment and an attached BP cost, but do not suffer the cost for taking an extra environment. The bonus environments are Submarine (Sea or Land, 10BP), Rough (Land, 5BP), Mountainous (Land, 5BP), Underground (Land, 40BP, includes digging machinery)
- Examples: To build a tank take Land and Rough. To build a walker take Land, Rough, and Mountainous. To build an amphibious car take Land and Sea. To build a sea bottom rover take Land and Submarine.

### Structure

- All ships have a base structure value of 10 times the Tech Level of the vehicle body, which may then be further increased by spending BP. Multiply the BP spent by twice the Tech Level of the frame and add the total to the vehicle's base structure. No more than 30BP may be put into structure.

### Armour

- Armour costs 5BP per block. Each block adds 2AV base, plus the tech level of the armour. Armour penetration is based on the comparison of weapon scale and armour scale. Weapon's have a "Scale Modifier" instead of the usual AP value. Tech 1 armour counts as 1 scale less, Tech 2 is treated as normal, Tech 3 as one scale higher, Tech 4 as two scales higher. No more than 20BP may be put into armour.

### Power Supply

- A power plant produces power points equal to it's BP multiplied by five times its Tech Level. No more than 40BP may be put into power supply.

### Handling

- The cost in BP for each rank of handling will depend on the scale of the vehicle, and the Tech Level of the engines.

Handling starts at +5, and each rank purchased reduces the modifier by 1. Check the chart to find the appropriate multiplier. No more than 20BP may be put into handling.

### Weapons Space

- Each weapon takes up an amount of weapon space based on it's scale. Each ship has a number of weapon slots. For every scale over the weapon takes up twice as many slots. For every scale under you can fit twice as many into one slot. The Tech Level of weapons space determines the maximum tech level of any weapon mounted in it. Weapons space is divided up into slots, each with an assigned scale, during vehicle creation. Each slot can then be filled with a weapon of that scale or lower. 2BP buys 1 slot. Tech Level and Scale do not affect this exchange rate. No more than 20BP may be put into weapon space.
- Turret slots are one scale larger than the weapon they can mount.
- Weapons with extra ammo require a slot one scale larger. Vehicle scale weapons start with enough ammo to fire continuously for 20 rounds at their maximum rate of fire. For Semi-Automatic weapons this is 20 rounds. For single shot weapons, 10 rounds. For a weapon that fires 10 round bursts, this would 200 rounds.

### Cargo Space

- The options here are Secure (Tech 1), Cryogenic (Tech 3), and Modular (Tech 2). The BP is multiplied by the ship's scale value. Tech Level depends on the options taken. Check the Cargo table for the BP to cargo space rate. Options act as a multiplier to price and have their own special rules. No more than 50 BP may be put into cargo space.

### Passenger Space

- All ships have a minimum crew requirement, and enough living space for that crew to operate. However there is the option to add extra living space for passengers. Passengers could be fare payers, soldiers, science teams, dignitaries, or anyone else who isn't essential to the running of the ship.
- Passenger space comes in four flavours: Trade, Military, Commercial, and Luxury. Just like Cargo space this is multiplied by the scale value. Tech Level only affects the aesthetics and comfort. The number of persons accommodated depends on the variety of passenger space chosen, rather than the Tech Level. Check the chart for the final value. The Tech Level of passenger space is always assumed to be the same as that of the vehicle.

### Equipment

- Each device has a cost in BP and Currency. Devices must be purchased at the same scale as the vehicle. Standard equipment includes: Cloaking Device, Forcefield, VTOL, Expanded Fuel Tanks, Hyperdrive
- Forcefields are Tech 4, and have a rating equal to the number of BP spent. The rating is multiplied by the Field Strength and Charge Rate. The downtime remains the same. Damage is reduced by scale before being deducted from a forcefield. Apply the AP scale modifier to the damage grade. Each type of forcefield has it's own Field Strength and Charge Rate, depending on the design.
- Stealth systems add their rating to the DR of any attempt to spot the vehicle. They range from dark colour schemes and engine muffling to full effect cloaking devices. The maximum rating for a cloaking device is 10.
- Extra Supplies increase the distance the vehicle can travel without needing to restock. The basic range of a vehicle depends on it's tech level and scale.
- Hyperdrives always have a flat cost of 20BP. The class of hyperdrive depends on the Tech Level, which in turn affects the price. Optional: Reducing the Class of the hyperdrive by 1, but keeping the Tech Level the same halves the BP cost. Can be done twice with TL 4 hyperdrives bringing them down to Class I, and 5BP.
- Flavours of facility include Science, Medical, Industrial,

Magical, Vehicle, Military, and any others that players come up with. A facility can either be Small (is a part of the ship), Medium (takes up a large portion of the ship), or Large (takes up almost all of the ship). Tech Level does not affect BP, just usefulness. Small costs 5 BP, Medium costs 25, and large costs 50. Check the chart to see how many people can operate a facility of the appropriate size and scale.

**Overscaling and Underscaling**

Overscaling allows you to build a high tech weapon at a lower tech level by taking the disadvantages of the next scale up, without any of the advantages. An overscaled weapon counts as having all the disadvantages of the larger scale (less chance to hit, use more weapon space, higher cost), and none of the advantages (more damage, better AP). For every two scales over the Tech level required to produce the item goes down by one. Underscaling allows you to miniaturize a weapon, fitting it into a smaller space, gaining all the advantages of the smaller scale (better chance to hit, use less space) and none of the disadvantages (less damage, less AP). For every ONE scale under, the Tech level required to produce the item is increased by 1, and the cost is doubled. The Tech Level required to produce an item may never be reduced by more than 1.

**Cargo Space**

Listed below is the exchange rate of BP to cargo space based on the scale of the vehicle. Values given are for 1BP of cargo space. Cryogenic cargo takes twice as many BP.

Probe	1 tenth of a cubic foot
Shuttle	1 and a half cubic feet
Fighter	10 cubic feet
Gunship	300 cubic feet
Corvette	1 and a half thousand cubic feet
Frigate	10 thousand cubic feet
Destroyer	175 thousand cubic feet
Cruiser	1 and a half million cubic feet
Battleship	10 million cubic feet
Dreadnought	175 million cubic feet
Carrier	1.5 billion cubic feet

**Crew Space**

The chart below gives the number of passengers that can be carried for every 1BP spent on that variety of passenger space. To actually provide living and sleeping space for that many passengers, as opposed to simply getting them aboard, costs 10BP.

Scale	Military	Trade	Commerce	Luxury
Probe	0.025	0.025	0	0
Shuttle	0.1	0.1	0.025	0
Fighter	0.5	0.5	0.1	0.025
Gunship	5	5	0.5	0.1
Corvette	12	12	5	0.5
Frigate	50	50	12	5
Destroyer	300	300	50	12
Cruiser	1,250	1,250	300	50
Battleship	5,000	5,000	1,250	300
Dreadnought	30k	30k	5,000	1,250
Carrier	125k	125k	30k	5,000

**Cost**

Vehicle: See the chart below for the base cost of the vehicle. The figure given is a lump sum spent to purchase the core vehicle design, including basic propulsion, base structure, and crew.

Environments: See the chart below for the cost of each additional environment. For basic environments multiply the listed cost by 10, for bonus environments multiply it by the BP cost of the environment.

Structure, Armour, Handling, Weapon Space, Cargo Space, and Crew Space: See the chart below, and multiply the value given by the number of BP spent.

Equipment: Find the tech level of the device and the scale of the vehicle

on the chart below. Multiply the base cost of the device by the value listed.

**Crew**

The basic Crew Rating for a new vessel is 5. This can be raised one point at a time, by spending currency equal to the new crew rating multiplied by the training cost for that scale of ship.

The figure given for minimum crew is the fewest possible number of people typically needed to operate a vehicle of the given scale. In specific cases the GM can rule that a vehicle can be manned by fewer crew. The other method of reducing the number of crew needed is to purchase automation systems. The cost of automation is 100 x the training cost for that scale of vehicle, and each rank purchased reduces the minimum crew requirement (and consequently the training cost) to that of the next scale down. The maximum number of ranks that may be purchased is equal to the Tech Level of the Vehicle.

You may opt to have a larger crew than needed for the vessel, by paying the training cost for a higher rank. This does not change the minimum crew requirement, it just puts more crew at your disposal.

Scale	Training Cost	Minimum Crew
Probe	100	1
Shuttle	200	1
Fighter	500	2
Gunship	1,000	5
Corvette	3,000	10
Frigate	5,000	30
Destroyer	10,000	50
Cruiser	25,000	100
Battleship	50,000	250
Dreadnought	100,000	1,000
Carrier	250,000	2,500

**Vehicle**

Scale	Tech 1	Tech 2	Tech 3	Tech 4
Probe	3,000	10,000	50,000	200,000
Shuttle	6,000	20,000	100,000	400,000
Fighter	12,000	40,000	200,000	800,000
Gunship	24,000	80,000	400,000	1,600k
Corvette	48,000	160,000	800,000	3,200k
Frigate	96,000	320,000	1,600k	6,400k
Destroyer	192,000	640,000	3,200k	12,800k
Cruiser	384,000	1,280k	6,400k	25,600k
Battleship	768,000	2,560k	12,800k	51,200k
Dreadnought	1,536k	5,120k	25,600k	102,400k
Carrier	3,072k	10,240k	51,200k	204,800k

Extra Environments: +50% per environment

Structure: +10% per BP

Scale	Tech 1	Tech 2	Tech 3	Tech 4
Probe				
Shuttle				
Fighter				
Gunship				
Corvette				
Frigate				
Destroyer				
Cruiser				
Battleship				
Dreadnought				
Carrier				

Armour: +60% per Block

<i>Scale</i>	<i>Tech 1</i>	<i>Tech 2</i>	<i>Tech 3</i>	<i>Tech 4</i>
Probe				
Shuttle				
Fighter				
Gunship				
Corvette				
Frigate				
Destroyer				
Cruiser				
Battleship				
Dreadnought				
Carrier				

Handling: +

<i>Scale</i>	<i>Tech 1</i>	<i>Tech 2</i>	<i>Tech 3</i>	<i>Tech 4</i>
Probe				
Shuttle				
Fighter				
Gunship				
Corvette				
Frigate				
Destroyer				
Cruiser				
Battleship				
Dreadnought				
Carrier				

Cargo Space

<i>Scale</i>	<i>Basic</i>	<i>Secure</i>	<i>Modular</i>	<i>Cryo</i>
Probe				
Shuttle				
Fighter				
Gunship				
Corvette				
Frigate				

<i>Scale</i>	<i>Basic</i>	<i>Secure</i>	<i>Modular</i>	<i>Cryo</i>
Destroyer				
Cruiser				
Battleship				
Dreadnought				
Carrier				

Crew Space: + 5% / 10% / 15% / 20%

<i>Scale</i>	<i>Trade</i>	<i>Military</i>	<i>Commerce</i>	<i>Luxury</i>
Probe				
Shuttle				
Fighter				
Gunship				
Corvette				
Frigate				
Destroyer				
Cruiser				
Battleship				
Dreadnought				
Carrier				

Equipment

<i>Scale</i>	<i>Tech 1</i>	<i>Tech 2</i>	<i>Tech 3</i>	<i>Tech 4</i>
Probe				
Shuttle				
Fighter				
Gunship				
Corvette				
Frigate				
Destroyer				
Cruiser				
Battleship				
Dreadnought				
Carrier				

# INFERNO

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*RAPIER & LASPISTOL*

*CHAPTER 5*

*the book of secrets*

# the true history of inferno

Written here you will find the true history of our civilisation as it came to be, as none know it, save you and I. Read carefully, and take note, for there is much here that will seem familiar, and yet much that is different from what you have already been taught.

## The Great War

Sometime during our 16<sup>th</sup> Century the first volleys of a galaxy spanning war were being fired, many thousand light years away. To those on Earth, looking upwards, they seemed little more than flickers in the night. We could not have understood that each of those flickers was a world dying.

The war was fought between three great empires. The Drake were a people of science and technology, who used their almost unlimited manufacturing capacity to produce armies of intelligent drones, self aware battleships handling whole armies of remote controlled battle tanks. Their allies, the Slithzerikai, were a people of honour with a long martial tradition, incredible technology, and some understanding of magic. They relished the chance to prove themselves in battle, and their armies were nigh unstoppable. These two great empires were ranged against the dark power of the Kavir, a people of magic, disdainful of technology as a worthless means to an end. The Kavir lived and breathed magic, infused it into every part of their lives. In battle their demonic servants went forth to wreak havoc amongst their foes, annihilating whole battalions in the blink of an eye. With the powers that they long since mastered, they were like walking gods, twisting reality around themselves like a cloak. Just one Kavir, with demonic servants in tow, could take on an army, but they were few in numbers, and their enemies had great power of their own, and a great deal of determination.

The war was long, bloody, and extremely destructive. During its course many desperate stratagems and brutal campaigns were enacted. The Drake developed new forms of biotechnology that allowed them to grow weapons, armour, spaceships, and even troops en masse. The Kavir enacted powerful sorcerous rituals that wreaked great destruction on their foes. The Slithzerikai turned to slavery, recruiting the many young races of the galaxy to fight for them as expendable front line troops. One of those young races was Humanity.

Plucked from our world in the year 2053 by a group of Deltan slavers, cunning allies of the Slith, our entire species was offloaded to a Slithzerikai factory world. There the genetic data of every last human being, from the oldest to the youngest, was collected and pooled on the vast Slithzerikai data network. This data was then used to create legions of new humans, produced from growth vats, hyper-accelerated from conception to the prime of life in just a matter of months. The same process occurred with every other species that the Slithzerikai captured and used, producing vast armies for them to throw into battle.

They armed and equipped us with cheap mass produced weapons and armour, devices many centuries out of date by their own reckoning, but cheap to produce in bulk, and effective enough when used in large numbers. They didn't expect many of us to survive the kind of battles we were being thrown into, so it made little sense to give us the best equipment they had. What's more, by never allowing us access to their superior technologies they prevented us from ever considering any kind of mutiny against our masters. No slave was ever taught how to operate even the most basic of the Slith's own weapons, vehicles, and systems. We could not even read the labels, having been taught such a hugely simplified version of the Slith tongue that we could not even hope to understand the complexities of their true language. We could only communicate with the other slave species, and with those assigned to give us orders.

We fought and we died. We died in our billions, eventually in our trillions. Our Slithzerikai masters did not care. They could always produce more of us. With superior technology, and overwhelming numbers of expendable foot soldiers, the Slithzerikai were winning the war. After three decades of battle the Kavir crumpled. Their empire was crushed beneath the weight of the Slithzerikai war machine, and the Drake onslaught. Those that survived, and after the last of the Drake plague strikes they were few indeed, fled to the farthest reaches of the galaxy, using their magic to conceal themselves.

For a while it seemed as if the war was finally over, until the Slithzerikai turned their attention on the Drake. They had seen the Drake's military power at work, and knew that, whilst still inferior, the Drake were a formidable foe. The Slith reasoned that their best strategy would be to

destroy the Drake before they could have a chance to recoup from the losses they had already suffered. The Slith had also been weakened, but still held the upper hand. Under the determined hammer blows of their military the Drake too began to crumple. They were forced to enact retreat after retreat, abandoning whole star clusters to their enemy, until at last the Slith war machine stalled. But it was not the Drake that had fought the Slithzerikai to a standstill. It was simply the Slith's own petty politics.

The development of the Slith's vat growth technology, that they so successfully used to mass produce expendable soldiery, sparked a vicious debate amongst the various political groups within the Slith empire. In particular one very powerful faction had a definite use in mind for the technology. Since the earliest days of their civilisation the Slith had been a strongly patriarchal society. Women were seen as necessary but inferior, much in the manner of the ancient Greeks on our own world. With the development of the vat growth technology, which could match genetic elements from a collected pool of DNA to create endless new genetic combinations, in the same manner as the process of biological reproduction, many argued that the need for women in their society was over. The time of females, they claimed, had come to an end.

For all the power that these factions held, it is doubtful that the bulk of popular opinion, even discounting the opinions of the female portion of the populace, would ever have truly supported the removal of women from their society. However the suggestion, and the fear that it created, was enough. The Slithzerikai were divided, and this division gradually grew until it sparked into an all out civil war. The spark was an attempt, by a radical political group, to begin a purge of all females by force. The result was the most epic, and destructive, civil war the galaxy had ever seen. The Slithzerikai had technology that could destroy whole star systems in a single blow, and when turned upon themselves their military might lived up to its destructive potential magnificently.

Caught in the middle, the slave races became unimportant. Many were left to defend the Slith borders against the Drake, a task they were woefully ill equipped for. Many more were at force flung into battle, and then abandoned in favour of other strategies. The war reached its bloody zenith, and at last the entirety of the Slithzerikai empire came crashing down, leaving their ex-slaves standing amongst the ruins. With the Drake rapidly advancing, reclaiming what they had lost, the last of the Slithzerikai fled into hyperspace, a realm they had mastered more than any other. There they declared a truce, and began to fortify their last great city, Hyperion, an artificial island within the chaos of hyperspace.

## The Aftermath

The Drake advance was rapid, with nothing standing in their way. They soon came close to the borders of their original territories, and yet they halted. Without even reclaiming all that they had once held, the Drake stopped and settled in. Reasoning that they had sufficient territory and resources to support their vastly reduced populace for the foreseeable future and beyond, the Drake began to consolidate what they had, leaving the rest of the galaxy to the displaced peoples that had suffered much under the Slithzerikai's tyranny.

Amidst the ruins of the empire the various dispossessed began to scratch out a living. Without an understanding of the Slithzerikai technology they could not travel the stars, or even communicate across worlds, and so they remained fragmented and isolated, scattered across a thousand different planets orbiting a thousand suns. There they would have remained for a good long time, if not for a new twist in the tale; the reappearance of the Kavir.

Despite their defeat in early stages of the war, enough of the Kavir remained to continue taking an interest in the affairs of the galaxy. They were incredibly weak, certainly no match for the Drake if they were to make their presence known. However with the aid of the Slith's servants they could be powerful again.

There were now about 200 worlds, divided from each other by the vastness of space, each populated by a small group of slaves. These slaves were armed with Pulse Rifles & Disruptors, wearing Power Armour (etc), and generally decked out like a bunch of badass motherfuckers. They had facilities, or at least a temporary camp, and they probably had some spaceships and other vehicles lying around. Some of these vehicles they could use, but most they couldn't. They certainly couldn't use the spaceships.

So what happened next? Well first of all, the food dispensers ran out. Then the power supplies started to malfunction. The guns started to run out of ammo. Pretty soon it became clear that this technology (which you have to remember was built as quickly and cheaply as possible), without the resources of the Slith armourers to keep it well maintained, was simply a liability.

Then it became clear that nobody had the skills to repair or replace it. Oh people had passed on what knowledge they could, but it was one thing to talk about firearms, another to train someone to be a gunsmith, without any way of demonstrating the skills, or letting them practice them.

So we started from scratch. We went back to bows and arrows, because they were easy enough to figure out once you knew the principle. Granted stuff like this still took a lot of trial and error, and a lot of people dying. Spears were pretty easy. Knives weren't so hard easy. Hell, if need be we could just throw rocks at the wildlife. Many simply resorted to gathering, and as time went on they moved to farming.

What of the technology? It stagnated. It sat in store houses, or more often than not in shrines. The chieftains hut would have a suit of power armour in one corner. There would always be a few who knew how to use it, but only a few.

For the most part society stagnated there. It settled down. We got on with living, and staying alive. Past glories became little more than legends, which is all they ever really had been. Even the might of the Slith became little more than a vague memory. After all, their technology had only ever been used for destruction. Those who survived the war had known nothing but death, and know they had a chance to live. Technology was not revered. For many it was hated.

There were a few places though, where it was different. A handful of worlds were people dreamed of something bigger. They began to experiment. They learned a little of how to operate the great Slith ships. They got them flying. They got them moving. They began to explore. As they explored, they used their mastery of the Slith technology to inspire, or to dominate. They brought others into their fold or under their heel. They gathered allies, or subjects. With each new world their reserves of technology grew. They traded for relics, or just took them. They began to develop technologies of their own. They rediscovered chemicals, electricity, computing. Their worlds became more advanced, their technology improved. They encountered each other. There were wars, skirmishes, treaties, unions. Eventually five remained. Five great powers. Five clans.

They realised that war would only hurt them, but trade could help them all grow. They signed a treaty. They agreed that they would live in harmony, trading peacefully, sharing resources. And they agreed that magic, the one great unknown, the one thing that none of them could control, would be put in the hands of a single body, a single group, who they would all have command over. They agreed that there would be no wars of faith in this brave new world, that all faiths would unite in one. This group, the Church of Unity, would eventually become The Priesthood. This group would regulate and control the use of magic, so that it would not fall into the hands of the unwary. This group would unite all faiths under one banner.

So we stand now. The five clans each control their empire. The freeworlds act as neutral trading ports for all. New primitive (and not so primitive) worlds are being discovered all the time. Sometimes they become part of one of the clans, sometimes they remain independent.

But tensions have been building. The priesthood has been growing in power, quietly, slowly, unnoticed. The clans have been getting more desperate for the technologies of old, for the power of the Slith. They have begun to bicker with one another over research rights, flow of information, control of valuable sites. Populations have been booming, resources growing thinner. Technology, and the growth of industrial output, demands greater production of raw materials, deeper mines, more miners, more mouths to feed, less hands doing the feeding. The skilled professions grow in number, as do the bureaucrats, and all become a drain on the production of materials and basic foodstuffs. Technology can only alleviate the burden so much, and every day the Clans eye the rich and plentiful lands of their rivals, and grow jealous. They have been looking for war for too long, too eagerly, and at last it has come. The priesthood, eager to play it's creators off against one another, to bring them low with conflict, and then step into the breach, has been making it's own moves behind the scenes. Finally they called a conference between all of the clans, on the world of Attanis.

But Attanis was very well chosen. It holds a set of ancient ruins, which contain a powerful and ancient piece of Slith technology. During the course of the conference all of the clans did a bit of spying around, and all of them found this technology. All of them sought to quietly take control of it, whilst wearing smiles as they met in the conference hall. Eventually the strain that the secret fight put upon the peace proceedings was too much, the talks broke down and, desperate to keep control of the planet, all five Clan fleets fired on another. It was a bloodbath, and it only grew worse as each Clan sent reinforcements, whilst launching simultaneous attacks on other battlefronts, in the start of open hostilities.

Eventually the Priesthood stepped in, declaring Attanis an exclusion zone. Their own fleet moved in, to keep the Clans out, and they cut off all magical transport to the area. However by then it was too late, and the war was already in full swing. It had never really been about Attanis. That conflict was just the trigger to a larger one.

## The Celesti

Little is really known about them. Few know that they even exist. They refer to themselves as "The Celesti", although this name is almost certainly fallacious. In their dealings with the world of flesh they have always maintained a careful façade, that of being servile spirits, advisors and aids to those that can acquire their services. Yet through subtle influence and cunning advice the Celesti continue to advance their own agenda, one that will be the bane of every living being in our galaxy.

The Celesti were once, many eons past, creatures of flesh. They studied, and to a great extent devised, the arts of magic, and eventually came to study the substance of the universe itself through the lens of their magical learning. They devised a means, through the expenditure of great power, to cross over into the spirit world, where they believed they would find nirvana. The dominant Celesti faith was one of reincarnation, very similar to that of the Hindus, with a virtuous soul eventually rising through the orders until they reached the Celesti equivalent of the Hindu nirvana. What the Celesti sought, through their magic, was a shortcut. They hoped to simply cross the divide, en masse, and enter nirvana by guile. The ritual was enacted by over a million of them, but its effects encompassed their entire race. The Celesti, every man, woman, and child among them, entered the spirit world, leaving their physical shells to crumble into dust. Many of them did find peace, but many more found themselves banished to a nether world, of unending darkness. There they suffered, and they schemed. They had crossed the divide once, so they could cross again. They could return to the world of flesh they had left behind. They had sought nirvana, and it had turned to ash in their mouths, but the world of flesh was still theirs for the taking. There was only one problem. The Celesti could not perform their ritual whilst trapped in the spirit world. They would have to convince beings in the world of flesh to do it for them. So they waited, and watched, as new sentient cultures arose, and at last they found one that was to their liking.

The Kavir were also students of magic. They became, through their own means, quite powerful, and began to make contact with the spirit world, seeking counsel. So the Celesti came to make contact with the Kavir, appearing before them as summoned spirits, adopting many guises to fool the Kavir. The Celesti taught the Kavir the true ways of sorcery, and led them to their most sacred sites of power. They nudged and guided the Kavir, moulding them to their plans. For the Celesti to return to the world of flesh they would need two things. The first was a ritual of great power, enacted by many millions, channelling their power through the Celesti's ancient magic artefacts, found scattered throughout the ruins of their empire. The second thing they needed was a great number of marked bodies. The marked bodies would be living sentient beings who had, most often through trickery, submitted to a series of magical rites that would prepare them for possession by a Celesti spirit. When the time came for the Great Return, as the Celesti began to call it, the spirits in the marked bodies would be displaced, and replaced by the spirit of a Celesti. This, however, became a very serious problem for the Celesti.

The Great Return would take a long time to prepare, but when it finally happened, it would happen very suddenly. Every Celesti with a marked body waiting for them would return to the world of flesh in their chosen body. However any Celesti without a body prepared would be left behind in the spirit world. The Celesti began to worry. What would happen to those left behind? Would they languish in the spirit world forever? They could not trust their brethren to prepare new bodies for them once the ritual had already been enacted once. So the Concordance was created. The Concordance was an agreement amongst those Celesti involved in enacting the Great Return, in which they stated that the return would not happen until a body had been found for every last member of the Concordance. For the Celesti, it was all or none.

So with this in mind, they began to pull strings, and their

unwitting servants, the Kavir, began to piece together the necessary parts of the ritual, and to enact the rites that would mark the necessary bodies. However as things came nearer to completion the Kavir were forced to look further afield for the important sites and artefacts needed. Tensions arose between the Kavir and the Slithzerikai, their neighbouring race in the galaxy, and at last a war broke out. The Drake, the other significant power in the galaxy, were quick to join the war, acting on suspicions that they had somehow acquired of just what the Kavir were trying to enact.

#### What the Players Know

The Celesti are not known to mortals by their real name. In the war those opposed to the Kavir called them 'demons'. They are now known to the priesthood as 'spirits'. However the priesthood speaks of spirits only as ephemeral beings, to be worshipped and prayed to for favours. They keep their actual relationship with the spirits, and their ability to control them through channelling, a closely guarded secret.

#### **The Wraiths**

At present only a few forces in the galaxy understand the truth of demons, the significance of what they are and what they can do. Perhaps the most important of those groups are the Wraiths. Spirit beings, trapped between the world of the void inhabited by the Celesti and the world of flesh, the Wraiths have been able to learn a little about the Celesti. Most importantly, they know of the Celesti's desire to return to the world of flesh, and they know of the concordance. However the

Wraiths remember what the galaxy was like when the Celesti ruled it, and they are determined not to allow such an atrocity to happen again.

Like the Celesti, the Wraiths are exceptionally good at manipulation and deceit, and they have contrived, many times now, to bring about the downfall of any civilisation that the Celesti get their claws into, before the Celesti have sufficient influence to bring about their Great Return. It was the influence of the Wraiths that caused the Slith to wage war on the Kavir, and it was the influence of the Wraiths that caused the Slith to wipe themselves out in their subsequent civil war. Now they are moving to assert influence within the five clans, and preparing the means needed to annihilate the Priesthood, before it too can become a bastion of power for the Celesti. Once they have destroyed the Priesthood, they plan to turn the clans against each other, leaving only small scattered empires. In doing so many hundreds of worlds will burn, but the Wraiths will have secured the safety of the whole galaxy for a little while longer, and they have little care for the lives of mortal things.

The Wraiths are not fools, and they are aware that their plan is short sighted, that it is not a permanent solution. They are also aware that there are only two permanent solutions. The first is to somehow ensure that the Great Return becomes impossible, the other is to somehow wipe out the Celesti entirely.

#### **Threats**

The Drake influence on Clan Phoenix

# *the priesthood*

Largely growing to become an independent entity from the Clan's that established it, the priesthood is looking to carve out it's own place in the galaxy. With it's order of Knights Templar, powerful demonically tainted warriors sworn to the priesthood's service, the Priesthood is a powerful entity, and their magics are unsurpassed.

- Knights Errant -
- Knights Templar -
- Flagellants -
- Novitiates -
- Acolytes -
- Missionaries -
- Priests -
- Deacons -
- High Priests -
- The Cenobriarch -

# the clans

## **Darkstar**

The most militarily powerful clan, Darkstar is ruled by a patriarchal dynasty, one that has grown very detached from the ways of its people. Their rule is tyrannical, but their people's loyalty is fanatical, and the combination is very dangerous indeed. They lack political wit or guile, save when their courtiers can avoid the overbearing control of the patriarchs, however their military power is unquestionable. Of all the great clans, Darkstar is the one that most threatens to begin some form of large scale conquest.

## The Knights of Fire

Once a part of Clan Darkstar, The Knights of Fire were a military order, standing alongside the Knights of Thunder and the Knights of Stone. They have since fragmented away from their ruling clan, and spread out into the very edge of the Rimworlds. Their purpose is unclear, but it has been suggested that they are searching for something. They move in small groups, working closely together, hiring or acquiring transport through various means, and receiving orders through a network of informants.

## The Knights of Thunder

## The Knights of Stone

## **SiN**

Overawed by the glories of the ancient Slithzerikai empire, SiN seek to rebuild that glorious civilisation in their own hands. Their explorers leap at any chance to uncover another Slithzerikai ruin, and they are not above using force and coercion to lay claim to any such artefacts that are uncovered. SiN are also supporters of the Entropics, which puts them at odds with the priesthood, and most of the rest of the clans. However they have found the Entropic sect to be very useful as a tool in furthering their reclamation and study of ancient Slithzerikai artefacts.

## Deathdancers

## The Academy

An attempt to revive the old Slith institution of the same name, The Academy is Clan SiN's collecting point for all knowledge regarding the ancient Slith empire.

## **Phoenix**

The Phoenix clan is known to have been the first to make contact with the Drake. Of what happened during the meeting they will not say, but it is known that ever since that time Phoenix have grown vastly in their understanding of Drake technology, whilst their actions as a political entity have grown increasingly erratic, as they distance themselves increasingly further from the other clans.

## **Lictor**

Very insular, Lictor are besotted with the possible improvement of mankind as a species through the application of technology. This lofty ideal has since been subverted by the desire for ultimate control, after a series of internal struggles arising from differences in academic and political direction. The result is that Lictor's ruling Synod has become highly tyrannical, and the applications of their science are mostly focussed on control and manipulation. Their more extreme forms of genetic and cybernetic manipulation have earned them a reputation as monsters. However their most dangerous secret is the unlocking of psychic ability, which they are finally beginning to master.

## Rehabilitation

Clan Lictor's solution to malcontents, criminals, agitators, addicts, abusers, the poverty stricken, and the other garbage of society is simply known as Rehabilitation.

## **Ros Gravairn**

Occupying a large number of old Kavir worlds, Ros Gravairn have devoted more time and effort than any other clan into understanding the mysteries of that ancient civilisation. They have been accused many times of seeking to reclaim the old ways of magic known to the Kavir, which are strictly the purview of the Priesthood. They continue to deny seeking magical knowledge, and in recent times have opened up many of their archaeological sites to the Priesthood for study. This has done little to put off suspicion, and the other Clans are waiting for a chance to prove what everyone knows to be true. Ros Gravairn are also firm allies of the Deltani, and supposedly keep the mysterious Shadowraiths on a permanent retainer, although once again this matter has never been proven.

Ros Gravairn are engaged in a quiet war with the priesthood over the Kavir worlds.

Ros Gravairn have a group of spirit sensitives sitting in what is essentially an Astral Echo Chamber, listening to the universe for the sounds of any powerful use of magic.

## **Vapenar**

Commonly classed as Pirates, Vapenar see themselves as the sixth Clan, one that has no holdings, but instead keeps all their assets mobile. They are miners and industrialists who trade with the outer rimworlds. They move in large groups of smaller vessels, with a combined strength that allows them to easily take on most threats, even a Siskara Fleet. However they are not aggressive like other pirates, choosing instead to strip mine asteroids and uninhabited planets or planetary regions. For this reason they are considered little more than a nuisance.

# *the slithzerikai*

## **The Slithzerikai**

- The last of the Slith live in hyperspace, in their city of Hyperion. Their fleets travel the known worlds plundering trading ships for resources to feed those mouths that they still have to feed.
- The wreckage of the Slith empire lies scattered throughout the civilised worlds, and much of it is still dangerous in the right hands.

Make rift weapons much rarer. Only a few vessels or people use them. They are essentially highly temperamental, highly unstable, and very very dangerous. In fact any attempt to rip a tear open in hyperspace is dangerous, as the tear might not stop tearing, and because it will pour out all kinds of harmful nastiness. This a very bad idea.

Take out the baleful teleport weapons, or at least make them very slow to use, because they have to lock on first.

Most Slith weapons are based off either:

- a) Drawing energy directly from the warp and focussing it at the target (essentially zero point energy). This is what flare weapons use.
- b) Rippling subspace – very nasty to everything around – Call these distortion weapons.

Slithzerikai teleportation is slow, and cannot be used reliably on something which is moving rapidly or erratically relative to the point from which you are teleporting.

# the drake

## The Drake and the Drakiri

- Nobody has ever actually seen a Drake
- Anybody who encounters an envoy of the Drake will meet a Drakiri. However the Drakiri, under the explicit orders of their masters, continue to maintain the illusion that they are the Drake.
- They can build ships the size of whole continents, with the same amount of usable space as a whole planet. It is in these Worldships that most of their species lives.
- Even in the few systems where they have established a permanent presence, they have no colonised worlds. Instead they grow Dyson spheres to live on, and for their Worldships to dock with.
- Anyone who looks in the direction of Drake space will see that the sky is darker, that there are fewer stars. This is because the stars throughout Drake space are slowly being consumed by their masters, the Dragons.

## Dragons

If little is known of the Drake, not even the vaguest hint is known of their masters. The Dragons are old, one of the immortal species in the galaxy, and the only one to still inhabit the same bodies. They were many once, thousands in number, born of nothingness in the spaces between the stars. Nobody knows how they came to exist, and they do not remember. They were uncultured at first, little more than animals, when the Celesti found them. The Celesti taught them, gave them the secrets of magic, and took them to be servants, until their ascension came, and the Dragons were left alone once more.

The Dragons have their own plan for permanently destroying the Celesti, and will require the technology of their Drake servants to complete. They need two things, the first being a hyperdrive so advanced that it can cross the gulf between galaxies. The second thing they need is the means to destroy the entire galaxy. Once they have both, they will set events in motion, and then exodus to a new part of the universe en masse. The Celesti will be left in nothingness, with no mortal things to manipulate. The Drake do not know of this plan, but then they do not need to. They continue to research, to experiment, and to develop their mastery of science, and eventually they will produce, perhaps even by accident, the technologies that their masters desire.

## Drake Hyperspace Technology

The Drake travel through hyperspace by collapsing the infinite probability field of hyperspace into a stable quantum tunnel, a wormhole. This wormhole is a path through hyperspace, but one that has the properties of realspace. Although it is formed from hyperspace, it doesn't actually interact with hyperspace. That is to say, the tunnel does not exist in hyperspace, or in realspace, but somewhere in between the two. It has an interior but no exterior, not in any real sense. It is not possible to find, or any way affect the outside of the wormhole. Travel through the wormhole is done through the conventional means, using standard forms of propulsion. In the case of the Drake, this would be gravitic wave propulsion. It is possible, should you choose, to simply walk through a wormhole. The walls are not exactly walls so much as limits. They are the point where the construct ends, and nothing can travel beyond that point. The distance from one end of the wormhole to the other is precisely the same as the distance being traversed in realspace, however the time it takes to travel that distance is much shorter. For example a tape measure stretched through a wormhole will show the same distance as the actual distance directly between the two points. However timing a laser beam as it travels down the tunnel and comparing it to the time taken to travel the realspace distance gives two very different answers.

Typically creating these wormholes takes a great deal of energy. Larger Drake ships can produce a wormhole and still retain most of their active power, but smaller vessels will leave themselves drained. In war this proved highly detrimental to attack forces. However maintaining a wormhole takes much less energy than it does to open one. For this reason the Drake have established a network of wormholes throughout their empire, for fast and easy transportation. Many of these wormholes exit directly onto the surface of their worlds. When launching attacks deep into Slithzerikai and Kavir territory, they used large platforms with massive power generators to create and maintain the wormholes through which they launched their fleets.

Due to the nature of wormholes, it is possible to establish either end point close to a powerful gravity well, so long as both end points are being established at the same time. What this means is that the machinery for creating the wormhole must exist at both endpoints, the machines must be tuned to each other, and then activated simultaneously. Since setting up the machinery to establish an endpoint on a hostile world is difficult, the Drake generally relied on wormholes established in deep space to launch their initial assaults. With these wormholes, known as tunnelling wormholes, both end points must be away from any powerful gravity source, or else the wormhole will collapse, as the lack of an 'anchor', effectively, at one end makes the wormhole inherently unstable. Of course the moment they established a beach-head on a world they were attacking, the next immediate step was to set up a wormhole generator and a power source, and establish several wormholes directly to the surface, through which reinforcements could be poured, whilst the ships in orbit concentrated their resources on other things, like providing air cover and defending against a counter landing.

# the kavir

## The Kavir

- The last of the Kavir went into hiding, until the war was over. When the Slith fell a few set out to travel the remnants of their empire, reclaiming many stolen artefacts and texts. They also decided to teach a few of the slaves the ways of magic, that they might teach others, and thus the Kavir's ways would not die.
- As new civilisations arose, the Kavir remained in hiding, until at last they found a safe refuge, in the Priesthood. Almost all of the Kavir are now under the Priesthood's protection, kept in secret, acting as counsellors and advisors, teaching them their deepest magics.
- Many of the Kavir want to move the Priesthood into a position of dominance, from which they could launch a war against the Drake.
- In the ruins of the Kavir empire there are many sites of great magical power, which the Kavir would very much like to reclaim, through the Priesthood. Unfortunately Ros Gravairn also wants to take hold of them, and a war may well be brewing.

## Culture

### Architecture

Kavir architecture seems quite old fashioned, like much of their infrastructure and technology. Their buildings are made of stone and wood, with lead pipe work, and a heavy focus on underground architecture. Many of their cities are built deep into the ground, in burrowed out mountainsides and cave systems. These underground structures are often fantastically beautiful, impossibly vast chasms from which many tunnels and chambers branch off, with small pools and waterfalls, gardens and fountains. The walls are hung with tapestries and fine drapes, or painted in bright geometric patterns into which images of fantastical characters are worked. Sadly much of this has gone to ruin now. The tapestries are either rotted, or dry enough to turn to dust at a touch. The gardens have either died or become wildly overgrown, and many of the channels of running water have worn through their walls and spilled out over the floors. Even in their ruin, there is a sad beauty to what the Kavir left behind. Theirs was a culture suffused by visual art, and a love of craftsmanship. Even their everyday tools were often hand-made, crafted with great care.

# the deltani

## **The Ysshrl and Shantei Deltani**

The Deltani are a hive species. Born with powerful psychic abilities, the most basic of these is telepathy, which allows them to become a part of a hive thought entity. This hive thought construct, known as the Onermind essentially acts as a governing entity, ruling over the species by mass consensus. Individuality exists within the hive, with each voice remaining distinct. Each Deltani is always aware of the presence of the Onermind, but they may choose when to fully integrate with it. When they fully enter into the Onermind they become aware of all the thoughts within. Whilst this might seem like it would be a cacophony, to them it is

There are now several varieties of the species known as the Yassal. The most commonly encountered are the Shantei Deltani, typically in the form of the mysterious Shadowraith. The members of the Shadowraith are in fact all Shantei Deltani, an offshoot of the Deltani Hive that developed about 2800 years ago.

## **The Ilvanes**

The creatures known as the Ilvanes are in fact nothing more than Constructs, creating using the prodigious psychic abilities of the

## **The Shadowraith**

An alien organisation composed almost entirely of Deltani, a species about whom little is known, the Shadowraith offer their services as infiltrators, spies, and assassins, to anyone who can afford their price. Although mostly Deltani, the Shadowraith have been known to employ Fenyari on occasion, a species whom they value for their great knowledge of stealth and hunting.

The Deltani continue to maintain a façade of purely mercenary intentions, offering their services through the front group known as the Shadowraith. The deeper truth is that they serve their old masters still, and are currently work on a vast project of reclamation, scouring the known worlds for old Slith artefacts. They are masters of subtlety, and there are very few who could even guess at this secret purpose. The only group with any real inkling is Clan SiN, who have had numerous skirmishes with the Shadowraith, during their own work recovering Slith technology. The Shadowraith handwave such arguments, claiming that each conflict was the result of a paid contract, but concerned members of SiN's Academy are starting to notice the pattern. SiN currently refuse to make use of Shadowraith's services, and are constantly watching the movements of their agents, when that is possible.

# minor factions

## Pirates

Pirates are a common threat amongst the stars. Mostly they are just lone ships picking on anything weaker than themselves, making a living by parasiting off others. However there are a few more organised factions of pirates who have made a name for themselves.

**Privateers** – A rarer variety of pirate, Privateers are independent captains who have been supplied with a ship and equipment by one of the Clans, in return for a share of their profits. Almost all the Clans presently fund some form of Privateer activity, although none will ever admit to it, or to knowing that their rivals do the same. The equipment and vessels provided will almost always be decommissioned military cast offs, which the captain has purportedly purchased at a discount. If caught a Privateer can expect no help from their patron clan, but so long as they are successful they will find themselves to be well supplied and well equipped. The cost in lost profit is high, but for many the security of a solid supplier and purchaser of goods is worth the price.

**The Corsairs** – A collection of slave workers who have broken away from the Slithzerikai fleets, choosing freedom over slavery. As a result the Slithzerikai of the Siskara fleets will hunt them down at any opportunity. They tend to move in small groups, usually lead by a single cruiser. They make raids when the opportunity arises, but will run from any direct confrontation. Theirs is a difficult lot, as they are hated by just about everybody, on both sides of Clan law, and their only friends are fellow Corsairs. They are fearful of forming into larger groups because it could easily attract even more unwanted attention.

**The Banshees** – The newest pirate faction, the Banshees are a loose affiliation of Bandit ships who have agreed to work together and not attack one another. They occasionally trade resources and crew. Banshees tend to favour smaller lighter ships with fewer crew than what most pirates use, but they almost always work in groups of two or three, making up for in numbers what they lack in strength. The advantage of their smaller vessels is that they can more easily hide from retribution, and have fewer mouths to feed. The Clans are particularly worried by the potential threat that the Banshees could pose if they continue to grow in numbers.

**Siskara Isko Sritz (The Siskara Fleets)** – The remnants of the Slithzerikai military, the Siskara keep themselves fed by raiding passing vessels, using their superior hyperspace technology to hit and run with devastating efficiency. Typically consisting of two or three cruisers and a number of support vessels, a Siskara fleet is a serious force to contend with, and even the Clans do not dare take them on without organising a serious strike force first.

## Other Factions

**The Red Claws** – A mercenary affiliation scattered across all the known worlds, the Red Claws take on contracts for mercenary regiments, and arrange for the appropriate forces to be put at the disposal of the contractor. Mostly composed of ex-soldiers, largely defectors, around 90% of The Red Claws are wanted criminals under the laws of at least one clan. They enjoy diplomatic immunity because their services, in particular their dedication to their client's anonymity, are becoming increasingly useful.

**The Freelancer Guild** – A very exclusive mercenary company, the Guild only accepts members who have previously worked one of the clans in some capacity, and can bring with them an official letter of recommendation. This arrangement is not entirely satisfactory for the Clans, who do not like to train people only to see their talents benefiting their rivals in these darker times, but since the guild was first formed when relationships between the Clans were healthy, and has the weight of tradition behind it, no Clan is willing to be the first to violate the relationship. What is more, the Guild provides each of the Clans with access to a wide pool of skills, and like any good mercenary faction offers complete anonymity, and for this reason alone it is of great value. The Freelancer Guild recently caused a great deal of political scandal by officially recognising Vapenar as a Clan, and now Vapenar mercenaries number greatly in the Guild.

**Stella Strada** – A guild of transporters, Stella Strada operate Behemoths, huge hyperspace transport vessels designed to carry many smaller ships, throughout all of known space. Their customers are free traders and mercenaries, people who need to cover large distances quickly, but cannot afford a fast enough ship of their own. A typical behemoth can carry anything up to a Cruiser in size, and all vessels aboard it are sealed into their own separate holds. With the exception of the crew quarters Behemoths have no life support, and passengers must stay aboard their own ships.

## **Dreamweaver & The Edgerunners**

**Edgerunners** – The “true lords of cyberspace”, or so they claim, they are only people that can challenge Dreamweaver for control of the digital realm. Of course conspiracy theorists claim that the Edgerunners are actually members of Dreamweaver.

**The Dreamweavers** – An affiliation of scientists and engineers, many of them worshippers of the Machine God, the Dreamweavers are obsessed with rebuilding the ancient Slith Dreamnet. They have strong links with SiN, but the other clans are all too aware that if they succeed in their goal they would gain an unprecedented technological advantage.

**Sun Divers** – Thrill riders, pushing life to the limit. Also a collection of talented scavengers who collect space junk and put it to good uses (for a certain definition of “good”)

**Ghosts** – A collection of spies and information gatherers.

INFERNO

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*RAPIER & LASPISTOL*

*APPENDICES*

# APPENDIX 1

## 'The Beast and The Shadows' A Ready To Play Scenario

An abandoned space station.

A collection of colourful characters who have been doing cargo runs for a small tribe on the planet or Tyrel. 4 of them grew up in the tribe, the other 3 joined later.

Oraxyd guard captain

- has command skills
- can fight well with both ranged and melee weapons
- very strong and tough
- wears full plate armour
- Command/Ranged/Melee/Combat/Physical

Scientologist initiate shuttle pilot

- has a bolt action rifle
- can fly spacecraft
- understands most high technology
- has knowledge of the occult
- Space Flight/Religion/Academic/Technology/

Fenrir hunter

- is very fast
- skilled in survival – understands animals
- excellent sniper – stealthy and accurate
- Covert/Survival/Projectile/Physical

Zatchian wardancer focus mage

- pure close combat monster
- lots of physical skills
- uses focus magic
- Melee/Focus/Physical/Combat/Artisan

Freelancer demolitions expert

- carries an automatic pistol
- can use explosives well
- has technomantic magic (used to enhance his tech)
- Good at sabotage, great knowledge of tech
- Technology/Technomancy/Artisan/

Shaman's apprentice

- skilled diplomat
- has spellmarking (include a decent list of marks)
- is a respected religious leader
- Spellmarking/Social/Religion

They are sent to carry cargo to the world of Sharasta, and come out of Hyperspace to find Sharasta's main city ruined, and a strange space station floating in orbit. Husks of ruined ships are floating in low orbit, below the station. They receive a communiqué from the station telling to come and dock, and assuring them that there have only been minor troubles. An attack from a rival tribe.

The station has been taken over by two demonic presences, who are waging war with one another. To save the colonists they must either help one of the demons win or destroy both. Once one of the deamons is destroyed the other will fade, having no reason to remain in this realm. However if the beast deamon is destroyed, then before the shadow deamon goes it will send out a homunculi in one of the ships on the station to get hold of the artefact floating in Sharasta's rings. This artefact is actually a cleansing shard that it seeks to purify a planet touched by sorcerous plague.

Both demons have anchors, homunculi, and puppets.

Homunculi – Spawned creations of the demon, similar in form, but no way near equal in power, and without the same high indestructibility.

Puppets – Humans that the demon has partially possessed, guiding their

thoughts and actions. Only fully grown adults are affected, and the process is slow, meaning the characters will be unaffected... at first (tee hee).

Anchors – The thing that keeps the demon in the physical world.

For the shadow demon it is a candle in a, small, darkened room, which ceases if it is put out. Approaching the room, all forms of light the characters carry will die out.

For the beast demon it is a twisted dying tree that has sprung up in the centre of the colony. It will cease if someone can crawl inside and pluck the fruit that grows there, but will only grow stronger if attacked. It will wither and reveal the fruit more clearly if anyone tries to tend it.

NPCs

The Deamons:

Shadow – Sinister, mocking, manipulative. Will attempt to misdirect, confuse, and draw on the characters, seem to reveal it's secrets unwillingly or unwittingly, but in truth misleading them at every turn. The shadow found the station and brought it to the system as a means of collecting the artefact.

Beast – Vicious, capricious, and taciturn. Will be violent one moment, gentle the next. Will present itself as a saintly spirit of nature, defending the fragile colonists from the brutal assaults of their dark nemesis. It was beast that launched the meteor, to upset the Shadow's plans. It also convinced Cal to bring the colonists to the station to avoid destruction at the meteors hands.

Artuse Vengiin – Follower of the shadow demon, and a very dangerous man. He used to be a powerful, violent man, but he has begun to take on some of the traits of the shadows, moving with deftness, a lightness of step. His language is often crude, yet he uses it in surprisingly eloquent ways, and can be quite charming in his own way. Occasionally comes up with answers that he didn't seem to think up himself, as shown by his deliberately poker faced expression when these occurrences happen, a change from his normal expressiveness (and one of his few social slips). His weapons are a monosword and an advanced tech crossbow (i.e. both seemingly normal, but in fact fucking scary!)

Cal Tarik – The leader of the 'renegade' colonists. Cal is not a puppet, in fact he acts out of his own mind and will. However his two advisors, Joram and Zenick are puppets, feeding him false advice. Cal fears what has happened in the colony. First a meteorite was discovered heading straight for them. Then the station appeared in orbit, and they left and went on board to escape the impact. Then the first wave of colonists tried to head back to the surface and were blasted by the ships laser cannon.

Grigo – One of the 'renegades' Grigo has some knowledge of explosives, and the beast deamon will put this to use by having him blow away the connecting elevator, cutting off the shadow deamon's access to the hanger. Artuse will try to stop him, but will be held off by a mutant snake. If the players hear the commotion and respond they will have to decide which side to assist, if any.

Jackzo Ariffan – The 'usurper' cheifan. Jackzo will come across as a man with a grudge. He believes that Cal brought his people here to die, and will make reference to the monsters now infesting the station. This place is accursed, he claims, and he wants to leave. However Cal won't let him get to the hanger bay. He sees Cal as a maniac trying to destroy them all.

Shiana – A scared little girl, locked away in one of the rooms on the science ring, along with most of the other children. She tells the players of how they were locked up, only fed at mealtimes, and having no other contact with their parents. Their parents have 'gone scary' they say.

### The Current Situation

The docking bays – Everything around here will be in a state of battle readiness. All of the ship bays are empty.

The elevator – There is a central elevator that travels from the docking bay, down to the reactor, and then to the laser array, up to the habitat ring, and then the science ring, before finally the command deck, and lastly the weapons command. Around the outside of the elevator is a winding spiral

staircase.

Habitat ring – The players make it up to here with no trouble. The inner ring is a collection of crew quarters, and warehouses. The outer ring has the greenhouses where the groves lie, and where the stations food is seemingly grown, with large fields and animals in pens. There appears to be lighting everywhere. The main lights are turned up very bright and there are lamps planted in all the corners, nooks and crannies, blasting away every shadow.

Science ring – Up here all the lighting is very low, leaving heavy shadows looming everywhere. Also, despite the colonists everywhere, many working at the instruments and technologies, there is a noticeable lack of children. They have all been locked up in the store cupboards. If anyone

takes a closer look at the instruments they will realise that they are very advanced. Anyone originally from Tyrel will realise that the colonists from Sharasta should have no way near the level of knowledge needed to use this strange stuff. Anyone with science knowledge (Freelancer/Scientist) will realise that they are scanning for something. A good roll will reveal that it's probably in the belt somewhere.

The command deck – This deck is in total darkness. Everywhere is just inky blackness, save for the actual command room, which contains a single candle, burning in its centre. When not out hunting, Arto tends the candle, watching over it. The candle does not seem to burn down, no matter how long one looks at it (should they get the chance)

## APPENDIX 2

### Adapting Inferno

Scaling dice

Scaling damage

Power creation

Tweak CP amounts

Expanded and rewritten rank chart (similar to M&M)

Rules for buying starting attributes (because all characters will typically be human, and because players will often be buying 3 in one stat and 50 in another.)

Change corruption (from magic) to "Drain". This works by adding stun damage.

Make some rules for designing your own magic power. Allow the option of free-form magic, just like in Inferno. This will make for a much better simulation of how magic works in comic books.

Base powers on buying a power level (used to make the roll) and then dividing the roll by a Power Divisor. This way PDs can be swapped in and out if a player is using a power with more than one possible effect. Pay half the total cost of the power for each additional effect (only one effect can be used at a time).

Give a guide to pricing new powers (this should exist in Inferno too).

Static Powers (don't roll, cost 3 times as much per rank)

Dynamic Powers (do roll)

Wild Powers (based on the magic rules. Player chooses a set of restrictions, which determine the cost per rank)

Ethereals setting material and sample characters

Cosmic setting material and sample characters

Put some stuff on the website detailing how to run certain specific settings: Top 10, DC, Marvel, Stormwatch, The Authority, Wildcats, Spawn.

#### **Ethereals & Cosmic**

Two settings that explore the dark underside of superpowers. *Ethereals* is set in the fifties, a post-war era filled with distrust and uncertainty, fear of the red menace steadily growing, the ravages of World War 2 still being felt. It is a world already caught up in its own problems, not ready to accept the presence of superhumans. The use of a superhuman suicide bomb to annihilate Hiroshima awoke the world to the realities of superhuman powers. The discovery of Etherium has sent the space race into overdrive, and already both America and Russia are establishing bases on the moon and facilities in orbit.

Terrence Whitehouse, campaigning for metahuman rights, has taken the city of Chicago hostage. A group known as the Liberators have torn apart a metahuman holding facility and are now gathering an army of superhumans.

Looking forward to a time 20 years in the future, *Cosmic* examines a world where first contact has finally been made with an alien species, though we have yet to learn more than the most vague of details about them.

# APPENDIX 3

## Generic NPC Stats

### Clan SiN

Initiative: 2d6 + 9

#### SiN Security (SiNSec)

Strength	4	Intelligence	3	Evade	2
Agility	3	Willpower	3	Barehand	0
Perception	3	Empathy	3	Resist	4

Skills: Ranged 4; Melee 3; Covert 1; Physical 3; Command 2  
Initiative: 2d6 + 8

Equipment: Turbolaser, Laspistol, Stun Baton, Plastic Armour (7/Soft), Flashbangs (3), Smoke Grenades (3)

#### SiN Soldier

Strength	4	Intelligence	3	Evade	2
Agility	4	Willpower	4	Barehand	0
Perception	4	Empathy	3	Resist	4

Skills: Ranged 5; Melee 3; Covert 4; Physical 4; Command 3; Technical 1  
Initiative: 2d6 + 10

Equipment: Pulse Rifle, Pulse Pistol, Monoknife, Monomesh, Impact Armour (7/Soft), Combat Visor, Targeting System (+1), Pulse Grenades (3)

#### SiN Special Forces

Strength	4	Intelligence	3	Evade	3
Agility	5	Willpower	4	Barehand	0
Perception	4	Empathy	3	Resist	4

Skills: Ranged 6; Melee 3; Covert 5; Physical 4; Command 4; Technical 1  
Initiative: 2d6 + 11

Equipment: Pulse Rifle, Pulse Pistol, Monoknife, Monomesh, Reactive Armour (7/Soft), Combat Visor, Targeting System (+1), Pulse Grenades (3)

#### SiN Death Dancer

Strength	4	Intelligence	4	Evade	4
Agility	7	Willpower	5	Barehand	0
Perception	6	Empathy	5	Resist	4

Skills: Ranged 5; Melee 6; Covert 7; Physical 6; Social 3; Focus 10; Command (Combat) 6  
Initiative: 2d6 + 16

Equipment: Pulse Pistol, Monosword, Monomesh, Wired Reflexes (2), Microfibril Muscle (1), Advanced Stealth Suit, Stealth Shield,

#### SiN 'Ultra' Strike Team

Strength	4	Intelligence	4	Evade	3
Agility	5	Willpower	4	Barehand	0
Perception	5	Empathy	2	Resist	4

Skills: Ranged 6; Melee 4; Covert 4; Physical 5; Command 5 (Combat 7); Technical 3  
Initiative: 2d6 + 16

Equipment: Cone Rifle, Cone Gun, Flare Knife, Light Battle Armour (7/Soft), Combat Visor, I.T.S. (+2), Pulse Grenades (5), Shield Web

### Clan Darkstar

#### Darkstar Paramilitary

Strength	4	Intelligence	3	Evade	2
Agility	4	Willpower	3	Barehand	0
Perception	3	Empathy	3	Resist	4

Skills: Ranged 3; Melee 2; Covert 2; Physical 3; Command 3; Technical 1

Equipment: Pulse Laser, Lasblaster, Vibroknife, Ceramic Alloy Armour (7/Soft), Concussion Bomb (1), Shock Mine (1)

#### Darkstar Soldier

Strength	4	Intelligence	3	Evade	2
Agility	4	Willpower	3	Barehand	0
Perception	3	Empathy	3	Resist	4

Skills: Ranged 4; Melee 3; Covert 3; Physical 4; Command 4; Technical 1  
Initiative: 2d6 + 10

Equipment: Pulse Laser, Lasblaster, Vibroknife, Armoured Spacesuit (7/Soft), Concussion Bomb (3)

#### Darkstar Heavy Infantry

Strength	4	Intelligence	3	Evade	2
Agility	4	Willpower	4	Barehand	0
Perception	4	Empathy	2	Resist	4

Skills: Ranged 4; Melee 4; Covert 2; Physical 5; Command 4; Technical 1  
Initiative: 2d6 + 11

Equipment: Pulse Rifle, Pulse Pistol, Force Knife, Power Armour (7/Soft), I.T.S. (+2), Pulse Grenades (3)

#### Darkstar Assault Trooper

Strength	5	Intelligence	4	Evade	3 (0)
Agility	4	Willpower	5	Barehand	0
Perception	5	Empathy	2	Resist	4

Skills: Ranged 5; Melee 5; Covert 1; Physical 5; Command 5; Technical 2  
Initiative: 2d6 + 14

Equipment: Pulse Rifle, Pulse Pistol, Force Knife, Assault Armour (21/Critical), Advanced I.T.S. (+3), Pulse Grenades (3)

#### Darkstar Exterminator

Strength	9	Intelligence	6	Evade	7
Agility	12	Willpower	5	Barehand	2
Perception	10	Empathy	4	Resist	8

Skills: Ranged 6; Melee 5; Covert 4; Physical 6; Technical 3; Survival 3; Command (Combat) 4  
Initiative: 2d6 + 20

Equipment: Subdermal Sheath (8), Bone Hardening, Advanced Bone Plating, Boosted Reflexes (2), Muscle Augmentation (4), Synapse Weaving (2), Synthetic Heart (3), Nanite Factory (4), Cybereyes (full) and Cyberears (full), plus whatever seems appropriate (usually an Atomic Disruptor, an Advanced Shield Web, Reactive Armour, and a Force Sword)

### Clan Lictor

#### Lictor Soldier

Strength	6	Intelligence	2	Evade	4
Agility	6	Willpower	6	Barehand	1
Perception	6	Empathy	1	Resist	5

Skills: Ranged 4; Melee 4; Covert 4; Physical 4; Command 5  
Initiative: 2d6 + 13

Equipment: Atomic Disruptor, Force Sword, Banded Chitin (7/Soft), Combat Visor, I.T.S. (+2), Disruptor Charge (1)

#### Lictor Commando

Strength	7	Intelligence	2	Evade	4
Agility	7	Willpower	7	Barehand	1
Perception	7	Empathy	1	Resist	5

Skills: Ranged 5; Melee 5; Covert 5; Physical 5; Command 6  
Initiative: 2d6 + 15

Equipment: Atomic Disruptor, Force Sword, Chitin Plate (7/Soft), Combat Visor, Advanced I.T.S. (+3), Disruptor Charge (1), Deflector Field

#### Vat Grown Assassin

Strength	9	Intelligence	6	Evade	8
Agility	12	Willpower	7	Barehand	2
Perception	12	Empathy	2	Resist	8

Skills: Ranged 7; Melee 7; Covert 6; Physical 6; Command (Combat) 5  
Initiative: 2d6 + 23

Equipment: Bone Hardening, Boosted Reflexes (3), Chameleon Skin, Claws, Enhanced Olfactory (3), Gills, Improved Vision & Hearing (3), Increased Nerve Density (3), Muscle Augmentation (3), Organ Replacement, Pain Dampers (4), Synapse Weaving (3), Scales (5), plus whatever carried equipment seems appropriate.

#### **Clan Ros Gravairn**

##### Ros Gravairn Police Officer

Strength	6	Intelligence	2	Evade	4
Agility	6	Willpower	6	Barehand	1
Perception	6	Empathy	1	Resist	5

Skills: Ranged 4; Melee 4; Covert 4; Physical 4; Command 5  
Initiative: 2d6 + 13

Equipment: Atomic Disruptor, Force Sword, Banded Chitin (7/Soft), Combat Visor, I.T.S. (+2), Disruptor Charge (1)

##### Ros Gravairn Militia

Strength	6	Intelligence	2	Evade	4
Agility	6	Willpower	6	Barehand	1
Perception	6	Empathy	1	Resist	5

Skills: Ranged 4; Melee 4; Covert 4; Physical 4; Command 4  
Initiative: 2d6 + 13

Equipment: Atomic Disruptor, Force Sword, Banded Chitin (7/Soft), Combat Visor, I.T.S. (+2), Disruptor Charge (1)

##### Ros Gravairn Soldier

Strength	6	Intelligence	2	Evade	4
Agility	6	Willpower	6	Barehand	1
Perception	6	Empathy	1	Resist	5

Skills: Ranged 4; Melee 4; Covert 4; Physical 4; Command 4  
Initiative: 2d6 + 13

Equipment: Atomic Disruptor, Force Sword, Banded Chitin (7/Soft), Combat Visor, I.T.S. (+2), Disruptor Charge (1)

##### Ros Gravairn Special Forces

Strength	7	Intelligence	2	Evade	4
Agility	7	Willpower	7	Barehand	1
Perception	7	Empathy	1	Resist	5

Skills: Ranged 5; Melee 5; Covert 5; Physical 5; Command 5  
Initiative: 2d6 + 15

Equipment: Atomic Disruptor, Force Sword, Chitin Plate (7/Soft), Combat Visor, Advanced I.T.S. (+3), Disruptor Charge (1), Deflector Field

##### Ros Gravairn Combat Mage

Strength	4	Intelligence	4	Evade	2
Agility	4	Willpower	4	Barehand	0
Perception	4	Empathy	4	Resist	4

Skills: Sorcery (Energy) 5; Sorcery (Warp) 5; Academic (Science) 3; Physical 3; Command 3  
Initiative: 2d6 + 11

Equipment: Combat Visor, Gearskin Suit

##### Ros Gravairn Support Mage

Strength	4	Intelligence	4	Evade	2
Agility	4	Willpower	4	Barehand	0
Perception	4	Empathy	4	Resist	4

Skills: Sorcery (Matter) 5; Sorcery (Life) 5; Medical 3; Physical 3; Command 3  
Initiative: 2d6 + 11

Equipment: Automated Medkit, Bioscanner, Gearskin Suit

##### Ros Gravairn Technomage

Strength	3	Intelligence	5	Evade	3
Agility	4	Willpower	4	Barehand	-1
Perception	5	Empathy	3	Resist	3

Skills: Spellmarking 5; Technomancy 5; Technical 5; Physical 2; Command 2  
Initiative: 2d6 + 12

Equipment: Advanced Toolkit, Tech Scanner, Gearskin Suit

##### Ros Gravairn Shadow Walker

Rather than relying on cyberware, Ros Gravairn use magical assassins.

Strength	3	Intelligence	6	Evade	8
Agility	3	Willpower	7	Barehand	2
Perception	3	Empathy	2	Resist	8

Skills: Focus 6; Sorcery 8; Melee 7; Covert 6; Physical 6; Command (Combat) 5  
Initiative: 2d6 + 23

#### **Shadowraith**

##### Agent

Strength	4	Intelligence	4	Evade	3
Agility	5	Willpower	4	Barehand	-1
Perception	5	Empathy	4	Resist	3

Skills: Ranged 4; Melee 5; Covert 6; Physical 4; Social 2; Command (Combat) 4  
Initiative: 2d6 + 13

Equipment: Crystal Armour, Nanite Bombs (3), Needler, Crysknife, Stealth Suit

##### Specialist

Strength	4	Intelligence	5	Evade	4
Agility	6	Willpower	4	Barehand	0
Perception	6	Empathy	5	Resist	4

Skills: Ranged 5; Melee 6; Covert 7; Physical 5; Social 3; Command (Combat) 5  
Initiative: 2d6 + 11

Equipment: Monoflail, Lancer Longrifle, Advanced Stealth Suit, Microfibre Webs (3), Nanite Bombs (3), Crystal Sword

##### Grandmaster

Strength	5	Intelligence	6	Evade	4
Agility	6	Willpower	6	Barehand	0
Perception	7	Empathy	6	Resist	4

Skills: Ranged 8; Melee 8; Covert 10; Physical 7; Social 5; Command (Combat) 6  
Initiative: 2d6 + 13

Equipment: Monoflail, 2 Crysknives, Deltani Shimmer Suit,

### **The Priesthood**

Flaggellants -  
Novitiates -  
Acolytes -  
Missionarys -  
Priests -  
Deacons -  
High Priests -  
The Cenobriarch -

#### Flaggellant

Strength	5	Intelligence	6	Evade	4
Agility	6	Willpower	6	Barehand	0
Perception	7	Empathy	6	Resist	4

Skills: Ranged 8; Melee 8; Covert 10; Physical 7; Social 5; Command (Combat) 6  
Initiative: 2d6 + 13

Equipment:

#### Novitiate

Strength	5	Intelligence	6	Evade	4
Agility	6	Willpower	6	Barehand	0
Perception	7	Empathy	6	Resist	4

Skills: Ranged 8; Melee 8; Covert 10; Physical 7; Social 5; Command (Combat) 6  
Initiative: 2d6 + 13

Equipment:

#### Acolyte

Strength	5	Intelligence	6	Evade	4
Agility	6	Willpower	6	Barehand	0
Perception	7	Empathy	6	Resist	4

Skills: Ranged 8; Melee 8; Covert 10; Physical 7; Social 5; Command (Combat) 6  
Initiative: 2d6 + 13

Equipment:

#### Missionary

Strength	5	Intelligence	6	Evade	4
Agility	6	Willpower	6	Barehand	0
Perception	7	Empathy	6	Resist	4

Skills: Ranged 8; Melee 8; Covert 10; Physical 7; Social 5; Command (Combat) 6  
Initiative: 2d6 + 13

Equipment:

#### Priest

Strength	5	Intelligence	6	Evade	4
Agility	6	Willpower	6	Barehand	0
Perception	7	Empathy	6	Resist	4

Skills: Ranged 8; Melee 8; Covert 10; Physical 7; Social 5; Command (Combat) 6  
Initiative: 2d6 + 13

Equipment:

#### Deacon

Strength	5	Intelligence	6	Evade	4
Agility	6	Willpower	6	Barehand	0
Perception	7	Empathy	6	Resist	4

Skills: Ranged 8; Melee 8; Covert 10; Physical 7; Social 5; Command (Combat) 6  
Initiative: 2d6 + 13

Equipment:

#### Knight Errant

Strength	9	Intelligence	6	Evade	8
Agility	12	Willpower	7	Barehand	2
Perception	12	Empathy	4	Resist	8

Skills: Ranged 7; Melee 7; Covert 6; Physical 6; Command 5  
Initiative: 2d6 + 23

Equipment:

#### Knight Templar

Strength	21	Intelligence	6	Evade	10
Agility	12	Willpower	24	Barehand	10
Perception	12	Empathy	2	Resist	16

Skills: Melee 10; Covert 6; Physical 6; Command 8  
Initiative: 3d6 + 21

Equipment: Enchanted Full Plate Armour (uses full AV against all attacks, even magical, has Evade maximum of 4), Enchanted Steel Tower Shield (Counts as Total cover against all attacks, even if they would normally penetrate it), Enchanted Bastard Sword (Has Full AP, but is normal in all other respects).

Special Rules:

Speed of Thought – Templars roll 3d6 for their initiative, and keep all three dice. They also receive a +3 bonus to their normal Evade, which has been figured into the stats listed above.

Empty Aura – A Knight Templar's aura is a void in space, a tear in the astral world. As such the power of all spells directed at them is reduced by 10, and the difficulty of any attempt to track them using Astral Perception is increased by the same amount.

Feel No Pain – Templars do not feel pain, and may ignore all action penalties.

Undying – Knights Templar ignore all Stun damage, and regenerate 3 points of lethal damage every turn.

Enchantments – A Templar's armour and weapons count as enchanted, as written above. However if the enchantment only works so long as they are being wielded or worn by a Templar. Should anyone else wear a Templar's armour or wield their sword and shield they will be treated as perfectly ordinary metal weapons and armour, until they are back in the hands of a Templar, at which point the enchantment will be restored. The same enchantments will apply to any Tech Level 0 weapon or armour used by a Knight Templar. Weapons (including ranged weapons) will have Full AP, shields will apply their full cover value against all attacks, and armour uses it's full AV against all attacks, and has it's Evade maximum increased by 4. This effect only applies to Tech Level 0 weapons and armour. The equipment listed above is standard for Templars, but they can appear differently equipped if the GM wishes.

### **General**

The stats listed here are all appropriate to a Tech 2 world. For higher tech levels just upgrade the equipment given. For lower tech levels consider shifting the stats and skills somewhat, replacing technology skills with craftsmanship, and shifting the balance of combat ability towards melee combat.

#### Ganger

Strength	4	Intelligence	2	Evade	1
Agility	4	Willpower	2	Barehand	0
Perception	2	Empathy	2	Resist	4

Skills: Ranged 3; Melee 4; Covert 1; Physical 3; Command 1; Social (Streetwise) 3  
Initiative: 2d6 + 5

Equipment: Submachine Gun, Pistol, Knife, Kevlar Jacket (4/Hardened), Grenade (1)

#### Gang Leader

Strength	4	Intelligence	3	Evade	2
Agility	4	Willpower	3	Barehand	0
Perception	3	Empathy	3	Resist	4

Skills: Ranged 4; Melee 5; Covert 2; Physical 3; Command 3; Social (Streetwise) 5  
Initiative: 2d6 + 9

Equipment: Submachine Gun, Pistol, Knife, Kevlar Jacket (4/Hardened), Grenade (1)

#### Street Mage

Strength	2	Intelligence	4	Evade	2
Agility	3	Willpower	4	Barehand	-1
Perception	4	Empathy	4	Resist	3

Skills: Sorcery 3; Ranged 3; Melee 2; Covert 1; Physical 3; Command 1; Social (Streetwise) 3  
Initiative: 2d6 + 5

Equipment: Pistol, Knife, Kevlar Jacket (4/Hardened)

#### Street Ritualist

Strength	4	Intelligence	2	Evade	2
Agility	4	Willpower	2	Barehand	0
Perception	2	Empathy	2	Resist	4

Skills: Spellmarking 3; Ranged 3; Melee 4; Covert 1; Physical 3; Command 1; Social (Streetwise) 3  
Initiative: 2d6 + 5

Equipment: Submachine Gun, Pistol, Knife, Kevlar Jacket (4/Hardened), Grenade (1)

#### Back Alley Technomage

Strength	4	Intelligence	2	Evade	2
Agility	4	Willpower	2	Barehand	0
Perception	2	Empathy	2	Resist	4

Skills: Ranged 3; Melee 4; Covert 1; Physical 3; Command 1; Social (Streetwise) 3  
Initiative: 2d6 + 5

Equipment: Submachine Gun, Pistol, Knife, Kevlar Jacket (4/Hardened), Grenade (1)

#### Martial Artist

Strength	4	Intelligence	2	Evade	2
Agility	4	Willpower	2	Barehand	0
Perception	2	Empathy	2	Resist	4

Skills: Ranged 3; Melee 4; Covert 1; Physical 3; Command 1; Social (Streetwise) 3  
Initiative: 2d6 + 5

Equipment: Attuned weapon

#### Gunslinger

Strength	4	Intelligence	2	Evade	2
Agility	4	Willpower	2	Barehand	0
Perception	2	Empathy	2	Resist	4

Skills: Ranged 3; Melee 4; Covert 1; Physical 3; Command 1; Social (Streetwise) 3  
Initiative: 2d6 + 5

Equipment: Submachine Gun, Pistol, Knife, Kevlar Jacket (4/Hardened), Grenade (1)

#### Bodyguard

Strength	4	Intelligence	4	Evade	2
Agility	4	Willpower	3	Barehand	0
Perception	5	Empathy	4	Resist	4

Skills: Ranged 3; Melee 4; Covert (Awareness) 4; Physical 3; Command 3; Social 3; Medical (First Aid) 3  
Initiative: 2d6 + 12

Equipment: Handgun, Kevlar Jacket, Knuckle Dusters, Radio, First Aid Kit

#### Hitman

Strength	3	Intelligence	4	Evade	3
Agility	4	Willpower	3	Barehand	-1
Perception	5	Empathy	3	Resist	3

Skills: Ranged 4; Melee 3; Covert 4; Physical 3; Social 3; Command (Combat) 1  
Initiative: 2d6 + 10

Equipment: Assault Rifle, Light Pistol with Silencer, Knife, Kevlar Vest (4/Hardened), Smoke Grenades (3), Flashbang (1)

#### Hunter

Strength	4	Intelligence	3	Evade	3
Agility	4	Willpower	3	Barehand	0
Perception	5	Empathy	3	Resist	4

Skills: Ranged 3; Melee 1; Covert 3; Physical 4; Survival 5  
Initiative: 2d6 + 8

Equipment: Bolt Action Rifle with Optical Scope, Revolver, Knife, Camouflaged Clothes, Survival Gear

#### Fanatic

Strength	3	Intelligence	3	Evade	2
Agility	3	Willpower	4	Barehand	-1
Perception	3	Empathy	3	Resist	3

Skills: Ranged 1; Melee 3; Focus 2; Covert 3; Physical 1  
Initiative: 2d6 + 6

Equipment: Machine Pistol, 2 Knives, Flak Jacket (3/Soft), Molotovs (2)

#### Starship Crewman

Strength	3	Intelligence	4	Evade	2
Agility	3	Willpower	3	Barehand	-1
Perception	4	Empathy	3	Resist	3

Skills: Ranged 2; Melee 2; Technical 4; Physical 1; Space Travel 3  
Initiative: 2d6 + 8

Equipment: Ice Pistol, Knife, Impact Webbing, Toolkit

#### Starship Captain

Strength	3	Intelligence	4	Evade	2
Agility	3	Willpower	4	Barehand	-1
Perception	4	Empathy	3	Resist	3

Skills: Ranged 3; Melee 3; Technical 2; Physical 1; Space Travel 2; Command 4; Social 3  
Initiative: 2d6 + 10

Equipment: Ice Pistol, Glass Rapier, Impact Webbing

#### Security Guard

Strength	4	Intelligence	3	Evade	2
Agility	4	Willpower	3	Barehand	0
Perception	3	Empathy	3	Resist	4

Skills: Ranged 3; Melee 2; Physical 1; Social 1  
Initiative: 2d6 + 6

Equipment: Handgun, Club, Flashlight, Kevlar Jacket (7/Soft)

Corporate Soldier

Strength	4	Intelligence	3	Evade	2
Agility	4	Willpower	3	Barehand	0
Perception	4	Empathy	3	Resist	4

Skills: Ranged 3; Melee 2; Covert 2; Physical 3; Command 2; Technical 1  
Initiative: 2d6 + 10

Equipment: Gyrojet Rifle, Gauss Pistol, Lasknife, Ceramic Alloy Armour (7/Soft), Concussion Bomb (1), EMP Grenade (1)

Corporate Commando

Strength	4	Intelligence	4	Evade	3
Agility	4	Willpower	4	Barehand	0
Perception	5	Empathy	3	Resist	4

Skills: Ranged 4; Melee 3; Covert 4; Physical 3; Command 3; Technical 2  
Initiative: 2d6 + 14

Equipment: Gauss Rifle, Gauss Pistol, Vibroblade, Double Weave Mesh (Soft/7), Impact Webbing, Chameleon Suit, Shock Mine (3)

Corporate Sorcerer

Strength	4	Intelligence	5	Evade	2
Agility	4	Willpower	5	Barehand	0
Perception	4	Empathy	5	Resist	4

Skills: Ranged 4; Melee 3; Covert 4; Physical 3; Command 3; Technical 2  
Initiative: 2d6 + 14

Equipment: Gauss Rifle, Gauss Pistol, Vibroblade, Double Weave Mesh (Soft/7), Impact Webbing, Chameleon Suit, Shock Mine (3)

# APPENDIX 4

## Forms and Play Aids

### Forms and Play Aids

This appendix contains a collection of useful play-aids, to print out or photocopy. The forms included here are as follows:

[GM's Quick Reference](#)

[Character Record Sheet](#)

[NPC Record Sheet](#)

*INFERNO — RAPIER & LASPISSTOL*

*GM'S QUICK REFERENCE*