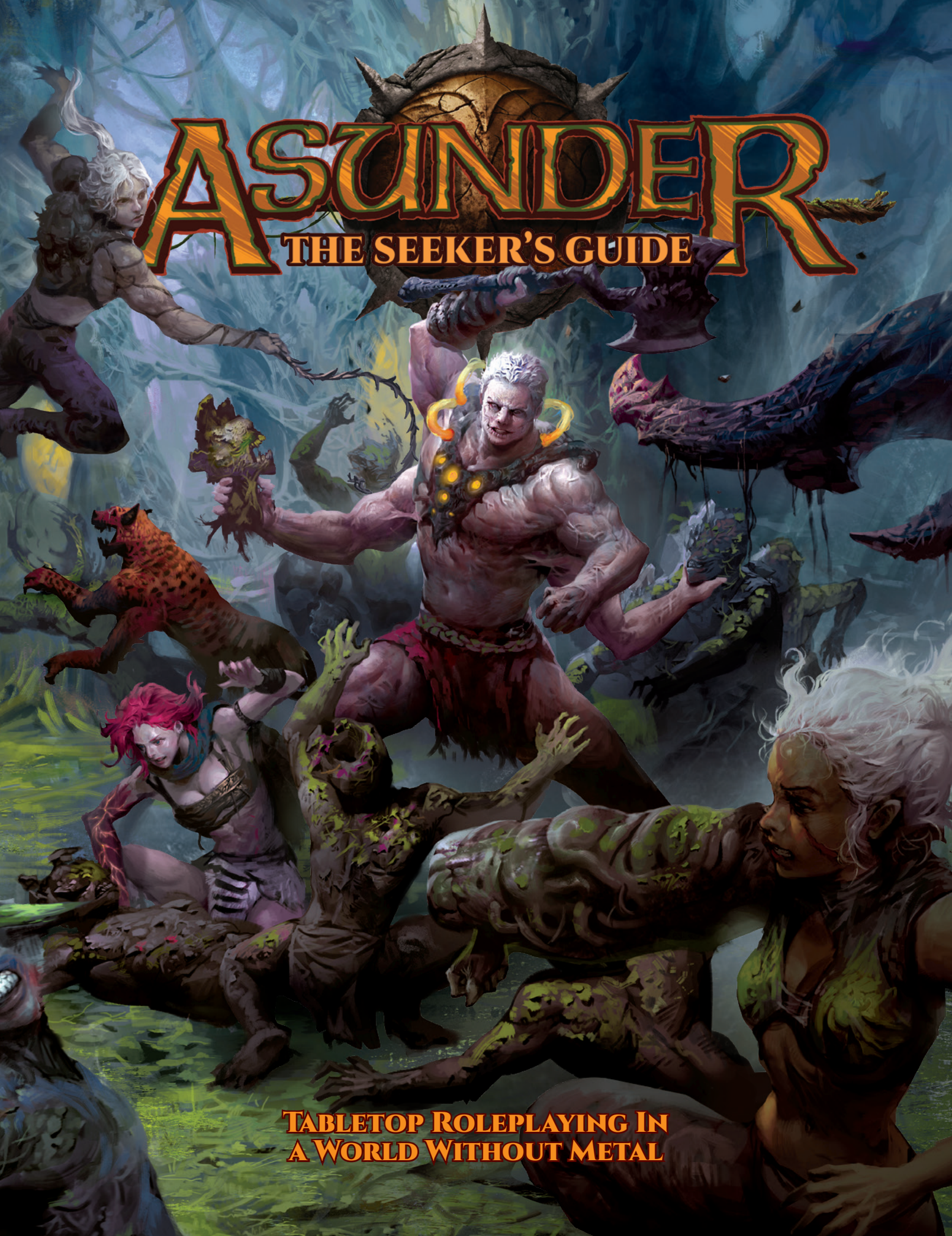




ASUNDER

THE SEEKER'S GUIDE

**TABLETOP ROLEPLAYING IN
A WORLD WITHOUT METAL**



ASUNDER

THE SEEKER'S GUIDE

**A GAME BY THE
FAILED SUPERHEROES
CLUB**

**THE WORLD OF ASUNDER
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System Mechanics, Game Play Rules, and the explanation for the *Asunder* table top roleplaying game adapted from the tabletop roleplaying game *Shadow of the Demon Lord*. "Game System" under license from Schwalb Entertainment LLC.

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Against impossible odds, a mainland marauder uses Exploit Weakness to fight back against an army of blight walkers.

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FOREWORD

I'd been in the dressing room with my friends and fellow cast members all morning, getting my character, Sat, ready for the big "Sagas of Sundry: Dread" shoot day. The room was full of 80's hairspray and laughter. We were friends playing a group of misfits on a camping trip reunion, a year after a supernatural event. We'd heard about how much effort had been put into the set for the show.

The facade of a cabin flanked by a cemetery, woods & a driveway. A campfire with logs for us to sit on. The dreaded oversized *Jenga* tower loomed behind and would decide our actions' fate. Even more intimidating was the production capturing this complex environment: 10+ cameras; lights; sound; and the production crew army. It was the largest production I'd been on, and was all so overwhelming—that is, until Adam Lawson walked up to greet us. Adam was full of excitement, confidence, and creativity.

From the moment he started directing us, we felt safe as actors to push our boundaries in improvisational storytelling, and were able to be fully present and deliver genuine raw emotion.

Honestly, I hadn't felt that kind of rawness and acceptance in storytelling as a player until we played *Asunder* three years later.

In his many years of experience as a producer and director in Hollywood, Adam has found a way to give the same permission he gives his actors, to tabletop role players. With *Asunder*, he's designed a game that allows each player to be the main character in a very mature and dark, boundary-pushing world. A world specifically designed to enable cinematic descriptions of actions that feel epic to play.

The scene is a stormy beachfront battle with a recently crashed flying ship. The separated characters engage in combat with massive water beetles over a poisonous ocean. The rain beats down on Sonya; still, she presses on to protect her comrades. She runs across Palm's back (my winged jaguar bondmate) and leaps into the air as her winged jaguar glides across the battlefield. Falling, she aims for the carapace of this massive beast, hoping the piercing of her club cracks enough of the insect for her body to cave its back in and remove it from the fight.

I love *Asunder* because it allows me to think of these massive, ballsy, cinematic scenes in a "decide now, ask permission later" kind of way. It feels as if no decision is the wrong decision, and rewards over-the-top choices. The further you push boundaries in the game, the more fun you and your friends can have. I've not seen this in any other game system, and it is incredibly refreshing!

Get ready to level up your roleplaying and dive deep into the dark, dynamic world within the pages of this player's guide.

I'm Satine Phoenix, and it's an honor to present to you, *Asunder*.



WELCOME TO ASUNDER!

You hold in your hands the *Seeker's Guide for Asunder*, a resource that contains all the rules you need to know to be a Seeker, as well as many of the rules your Keeper needs to run the game. *Asunder* is a game of people seeking truth, power, and belonging, in a savage world without metal or gods. It uses the same rules that Rob Schwab's *Shadow of the Demon Lord* uses, so if you're familiar with that game you'll be able to get up to speed on *Asunder* fairly quickly. There are some key differences, though, and *Asunder* is not designed to be fully compatible with *Shadow of the Demon Lord*.

Within this book, you'll find the following chapters.

Chapter 1 - A World Out of Balance: This chapter will tell you what you need to know, in brief, about the world of *Asunder* and its people. It's designed to give you the basics. More material about the various settings of *Asunder* is available in the *Keeper's Tome*.

Chapter 2 - Seeker Creation: Seeker Creation walks you through creating a Seeker (your own character) within the world of *Asunder*. In *Asunder*, characters start with a few strange powers and skills, but life in the world of *Asunder* is difficult. Starting characters must prove their worth before they become true Seekers.

Chapter 3 - Playing the Game: This chapter contains the rules for handling a wide variety of situations, from dealing damage to managing afflictions, to navigating hostile environments. It also goes over the basics of the *Asunder* rules system, explaining concepts like how to roll the dice, what attributes are, and so forth.

Chapter 4 - Combat: Sooner or later, you're going to get into a fight in *Asunder*. This chapter explains how combat works.

Chapters 5, 6, and 7 - Novice, Expert, and Master Paths: As you gain power and complete adventures, your group's level will increase. As this happens, you'll gain access to novice, expert, and master paths. There are dozens of paths to choose from in *Asunder*, and these three chapters cover how they work and what strange abilities they give you.

Chapter 8 - Equipment: Whether it's weapons, armor, strange concoctions, beasts of burden, or living ships, the Equipment chapter has you covered, with costs and effects of numerous pieces of gear.

Chapter 9 - Living Gear and Other Oddities: In *Asunder*, people bond to symbiotic creatures that they use as powerful equipment; this chapter covers how living gear works. It also contains a section on other, less easily defined pieces of gear.

Chapter 10 - Essence Trees: All Seekers have access to Essence trees, which are groups of powers and talents that allow you to harness the unique properties of your Essence to perform amazing feats. This chapter defines and details all of the Essence trees, talents, and powers in *Asunder*.

WHAT IS A ROLEPLAYING GAME?

A roleplaying game has rules. Just like a board game or video game, when you play a roleplaying game (RPG), you're agreeing to a set of rules or constraints that shape the experience the game is trying to provide. While RPGs typically allow great flexibility in terms of what players can accomplish and attempt, there are still rules governing the experience.

A roleplaying game has roles. In *Asunder*, most of the players take on the roles of Seekers, ambitious individuals who are looking for adventure, acceptance, answers, or something else entirely. When you play a Seeker, you get to decide what they do, what they say, who they talk to, and how they react to situations (within the constraints provided by the rules). One member of your group takes on the role of the Keeper. The Keeper takes on the responsibility of portraying all minor characters, threats to your group, the environment, and everything else in the game. The Keeper also keeps track of the rules and makes calls about how they are applied. There's more information on the Keeper's role in the *Keeper's Tome*.

A roleplaying game is imaginative play. While the rules exist to provide a framework of constraints, the intent of those constraints is to feed your imagination. You and your fellow players are telling a story together – a story about dynamic, ambitious individuals who want to carve out their place in the world.

A roleplaying game is fun. The goal of the game is for everyone to have a good time and tell a great story. If you do that, then you are “winning” at *Asunder*. Your characters might get put through the wringer; they may have to make impossible choices; and they'll often not get what they want... but that's where the drama (and the fun) comes from. Lean into it! Play big and bold! And most importantly, help ensure that everyone else at the table is having fun. This is the core responsibility of every player at the table, including the Keeper. If someone's not having a good time, then it's time for a conversation away from the table.

A roleplaying game is a safe space. This helps us achieve our previous point; in order to have fun, people need to feel like they're personally safe and not being threatened. *Asunder* can sometimes touch on difficult or sensitive subjects, and it's everyone's responsibility to make sure that those subjects don't harm the people at the table. Remember, while your Seekers may often be in peril and may even be at each other's throats; however, everyone at the table with you is a friend, and you want them all to have a good time. If someone seems uncomfortable, it's time to have a conversation about how that issue can be resolved to everyone's satisfaction.



Almost beyond her control, Ralla rips the Essence from the bodies of her dead companions...an act that will haunt her forever.

CHAPTER ONE

A WORLD OUT OF BALANCE

“Someone’s been through here,” Ralla says, her voice barely a whisper. She studies the footprints in the soft earth, faint and delicate but no more than a few hours old. She turns her head slightly and raises her voice so that Kamira can hear her. “Recently. Three or four of them, probably weavers.”

“Are they going our way?” Kamira asks, voice cool and dark like a subterranean pool.

“Maybe. It might mean we’re getting close to the Wellspring.”

“Remind me why we’re here again,” comes Vestrus’s voice, sardonic and bored.

Ralla stands and faces the man, a flat look in her eyes. “Because of what I saw on the battlefield. Remember?”

“Oh right,” he says, running a hand through his long hair. “Something something spirit, something something ‘seek the Wellspring’, something something save the world. Something. Right?”

“There’s a bit more to it than that,” Ralla retorts, rolling her eyes. “But yes. The spirit on the battlefield told me that the fate of the world hung in the balance, and that the Wellspring contains answers.”

“And this is our responsibility because...”

“Vestrus, you could have stayed at Heartwood and drunk yourself into a stupor. Nobody forced you to come out here, into the jungle.” Ralla points east. “It’s that way, if this expedition is boring you.”

Vestrus quirks a smile. “Touchy today, aren’t you?”

Ralla turns her back to the Skimmer and rolls her eyes again. “Astrid?” she says to the woman next to her, a note of pleading in her voice.

Astrid chuckles and turns to Vestrus. “The Wellspring contains knowledge, and knowledge is valuable. Good enough reason?”

Vestrus tilts his head. “Knowledge can be dangerous, too.”

Astrid smiles, quirks one eyebrow. “You scared of a little danger?”

“Just pointing it out,” Vestrus replies. “Personally, I *live* for danger. But I don’t want to speak for the rest of you.”

Ralla sighs and tries to tune the two of them out. Vestrus is insufferable, but useful. She doesn’t trust Astrid, but she *is* grateful for the glass-dealer’s ability to handle Vestrus. She walks up to Ereborn and says, quietly, “You’re uncharacteristically quiet today.”

Ereborn nods.

“There a reason for that?”

“The jungle’s watching us. Waiting for something. I’m trying to figure out what.”

Ralla studies the Chaos-wielder for a moment. “Does someone know we’re seeking the Wellspring?”

An errant crackle of electricity plays across Ereborn’s face. “I’m not sure. Possibly. You did find those footprints, and we’d be fools to discount them.”

“Do you think we’re still going the right way?”

Ereborn takes a deep breath and lets it out. “I believe so. I can feel the tug of power from this direction. It may be the Wellspring, it may be something else, but I believe it to be the former.”

“How can you be sure?”

The Chaos-wielder doesn’t answer immediately. “Describe the spirit you saw on the battlefield again.”

“Um,” Ralla says, confused at the change of topic. “She was tall, maybe sixteen feet. She radiated with power. Bald, eyes made of light, skin that looked like stone and earth with vines all around her. Her voice sounded like the voices of hundreds of people at once.”

Ereborn nods. “Others have described similar visions on the sites of battlefields, as well as other places of great calamity and death. Many theorize that these are manifestations of Gaia. They believe that Gaia appears to provide aid and guidance to the survivors of such calamities.”

“You don’t sound so sure.”

“These manifestations may very well be aspects of Gaia. As to whether they’re benevolent in nature... I’ve heard conflicting things, and I have my doubts.”

Ralla considers for a moment. “You think we might be walking into a trap?”

“Not necessarily, but it’s a possibility we shouldn’t discount.”

“Do you think it’s worth the risk?”

Ereborn raises his hand, flames playing around his palm as he gazes at it. “Power is seldom without risk, and never without cost.”

Ralla stares at the flames. “Do you regret seeking Chaos?”

“Do you regret deserting the Bone Army?”

Ralla’s jaw clenches. “No. It was the right decision for me at the time.”

"Well then," he replies, saying nothing more.

"Hey," comes Kamira's voice, hushed. "Quiet down. I hear someone ahead." The woman is crouched low, the claws on her disfigured right arm flexing and unflexing.

Ralla nods, signals to Vestrus to flank right. He smiles, winks, and disappears into the underbrush. The man may be insufferable, but he follows orders when it's important. She signals Astrid and sends her to the left. The slight woman draws her sword, a blade of red glass with an edge sharper than nearly anything else in the world. She nods silently and moves off. To Kamira and Ereborn, she signals the center, with her, and the three of them move forward quietly, low and careful.

Ahead, Ralla sees three figures standing in a clearing, waiting. She signals for Kamira to stay and Ereborn to come with her, then she stands up straight and walks into the clearing.

The three weavers turn to face her. "Greetings, outlanders," says one of them, a tall woman covered in a patchwork outfit of vines, leaves, and bark. "What do you seek here?"

Ralla stops ten paces from the leader, near enough to close the distance quickly if she needs to, far enough to ready her defenses if the other attacks. "Just passing through," she says, keeping her body language loose, non-threatening, but ready.

"Doubtful," says the woman, tilting her head. "You've come very close to the Wellspring, and such things do not happen coincidentally."

Ralla's eyes narrow. "What do you know about the Wellspring?"

"We serve the Wellspring and, through it, Gaia. I believe the five of you seek it for reasons you don't understand."

The five of us. Should've known better than to try to sneak up on weavers in the jungle. No point in subterfuge, I guess. "Fine, yes. We're looking for the Wellspring. Can you take us to it?"

The lead weaver nods. Then, without warning, vines lash out and wrap themselves around Ralla's arms and legs, restraining her.

"To arms!" she shouts, struggling against the snares.

Ereborn is the first to act, his hand lashing out and a bolt of multi-colored energy shooting from his palm, engulfing one of the weavers. The weaver screams as his flesh starts to turn to obsidian, but he points at Ereborn

and a trio of tiny bolts shoot from an organism attached to his arm. The bolts hit Ereborn square in the chest and he falls to one knee, shaking his head, trying to clear it as the poison works its way into his system.

Vestrus lands in the center of the group of weavers, falling from the sky like some kind of meteor. In a blur, he snaps his arm at the lead weaver and a vine whip extends, wrapping around one of her arms and crushing it into uselessness. The woman screams, but she closes the distance quickly, ignoring the pain, and shoves a wooden blade into Vestrus's midsection with her other hand.

Kamira darts forward from behind Ralla, claw ready to make quick work of the third weaver, but roots rise up to tangle her feet and she goes down in a heap. She starts to stand, but Ralla can see the roots wind themselves around her legs and, like Vestrus's whip, start to crush her, turning her bones to powder. Kamira grunts but refuses to cry out. She turns her claw to the roots and starts slashing through them, but the third weaver advances on her, an axe made of living wood in her hands.

Ralla struggles against the vines binding her, tries to free herself. *A blade, she thinks. I need a blade.* One of the vines—the one on her right arm—goes limp, and Ralla looks to see Astrid there, glass sword in hand. Another stroke and Ralla's right leg is free too. Ralla takes the opportunity to grab her horok-bone axe and go to work on the other two vines as Astrid runs toward the weaver advancing on Kamira. The weaver raises her axe to block Astrid's sword-swipe, but the glass blade slices right through the wooden axe and bites deep into the weaver's neck, nearly severing her head. Astrid deftly pulls her blade free and turns on the other two.

Now freed from the vines binding her, Ralla, too, advances upon the weavers, axe raised, shield up. The leader turns toward her, Vestrus crumpled in a bloody pool at her feet, his whip still wrapped around her arm. She stands placidly and says, "When you kill us, we'll feed the Wellspring. You'll do the same in time."

Ralla surges forward and grabs the woman with one hand, raising her axe with the other. "What is the Wellspring?" she snarls. "Why did Gaia lead me here?"

The weaver smiles and says nothing, simply closing her eyes. With a grunt of frustration, Ralla throws the woman to the ground and prepares for a killing blow. That's when the world explodes around her.



Ralla struggles to open her eyes. She feels weak, weaker than she's ever felt, so weak she can barely raise her head. The scene in front of her is one of carnage, her friends and traveling companions lying prone on the ground, scattered around her, among the lifeless bodies of the three weavers.

She lifts her eyes and sees a figure, a woman, striding toward her: the spirit from the battleground, Gaia. "Why?" she croaks. It's all she has the strength to ask.

The spirit tilts her head. She gestures at the bodies of the weavers and of Ralla's companions. "These are a suitable



offering. Would you like to drink from the Wellspring? Would you like to serve me?"

This is all wrong. Ralla tries to think, tries to piece together some plan, but it's so hard to form thoughts, to even stay awake. "I... what?" she asks, weakly.

The spirit regards her for a moment. "You will serve me, or you will become part of the offering. Choose."

Ralla looks at her friends' still, lifeless bodies.. She remembers Ereborn's words: power is seldom without risk, and never without cost.

She makes her decision.



Ralla wanders the battlefield, looking for survivors. There, a young man, struggling to sit up, long thorns piercing his chest and midsection. She walks to him, kneels next to him.

"Help... help me," he gasps, eyes unfocused.

"Shhh," she says. "Don't worry. You'll serve a greater purpose soon."

"I... my sister... I need to..."

"Shhh," Ralla repeats, laying her hand on his forehead. There's a brief warmth and a sudden intake of breath from the boy, and then his body slumps, still, cold. His Essence was weak, but it was something at least. One more strand of power for her mistress. Ralla stands and surveys the carnage around her, the battle she instigated. She can feel the Wellspring within her, thirsting for more. Ralla walks on.



THE WORLD OF ASUNDER

THE WORLD IS BROKEN

It was broken a long time ago, broken by the gods who made us, broken when they fled this world to fight their eons-long war, and when they left they took something from the world, and changed it forever thusly. Our most ancient texts say that there was once a thing called metal, hard and unyielding, pulled from the very earth and forged into tools and weapons. Now, gone. Fuel for the gods' war. And us, their children, they left behind in a world that cares about us not at all, a world savage and beautiful and wondrous all at once.

But we are not alone.

Though we are the gods' creation, we are not the only ones. Before us they created the Naga, majestic and cruel, a form fused of serpent and woman. We are forever at odds with them. They, like us, believe that they were the gods' final and best creation, but we know this to be untrue because we possess what the Naga do not: Essence. When the gods made us, they infused us with Essence like theirs, though a million million times lesser. It is from this spark of being that we draw our creativity, our ingenuity, our drive to make and improve and invent. The Naga possess none of this. Though they are fiercely intelligent and possessed of great powers, they do not create. Creation is a cycle that started with the gods and continued to us. In the Naga that cycle was broken, and so they instead seek to take that which we create... for this reason all our interactions end in blood and war.

Few things can cause us to unite with the Naga, but the gods' first creation, the demons, is one of them. We know not why the gods created the demons, but we know that they are vicious, strong, taller than a man, with skin as hard as blackwood, and they thirst for destruction. To the north, from the pits of the Black Isle, they spew forth, consuming and destroying all they touch for reasons we do not comprehend.

On that same Black Isle dwell the Demon Hunters, men and women whose Essence is turned inward, granting them exceptional strength, durability, and control over their bodies. They live in the harshest of climes, for the Black Isle is nothing but black stone, and nothing grows there save the few spores they use for food. They have learned to endure the hardship, to draw strength from it, and to lend that strength to each other so that a single champion can be made powerful enough to fight demons.

To the south is Pacari, the savage land, a place of beasts and those who master them. The men and women there are hard, strong, bonded to the beasts that roam that land, beasts huge and fierce and deadly. They take on aspects of those beasts, and they work in tandem with them, hunting, tilling the fields, moving great burdens, and defending their

land and lives from the predations of other beasts—and other humans.

To the west is the Sky City, islands that, against all logic, float high above the seas. The Skimmers there have learned to control gravity itself and are able to make great leaps into the air. Assisted by spore packs that guide them, they can even fly. The young Skimmers who come of age must make a thousand-foot leap in order to prove that they are adults. Those who make the leap become full members of society. Those that do not are never seen again. On their sky islands, the wealthy and elite dwell on the top, the sky above them, the sun shining down, while the others build homes and places of business into the sides of the islands.

In the Inner Ring, in the seas, live the Seafaring Folk, and they are a people few understand. Out in the seas Gaia is weak, and where Gaia is weak, chaos reigns. They make use of the creatures of the sea, in particular the crustaceans and sea urchins. They use urchins as masks that help them breathe within the toxic fumes that rise from the waters, and their great ships are made of many urchins and crustaceans, living things that help them hunt and survive against the great sea serpents and other monsters of that realm. No tribe has been marked by chaos so much as the Seafarers; each is unique, with mutations all their own. Some have four arms, some have gills, while others have skin as hard as stone or eyes that can see in total darkness. They are fierce and secretive, and they own the waterways.

Ah yes, Chaos. When the gods made the world, they used Chaos, the god-machine, to do so. They controlled it and harnessed it, and when they left the world, they left behind particles of the god-machine, motes of Chaos that dwell in the secret places of the world and warp reality around them. Some are able to harness that Chaos. Some go mad trying. Those who are able to harness Chaos are able to manipulate it, creating devastating and wondrous effects with it, performing miracles that others cannot even dream of attempting. Chaos, though, is a drug, compelling a Chaos-wielder to use it, and burning that wielder out from the inside. For, while the gods had stable Essence, we humans have only a fraction of that substance, and it is scarcely enough to wield Chaos's terrible power. Still, Chaos-wielders are highly sought-after by the governors of cities and settlements. He who controls the Chaos-wielders has great power and, while the chaos-wielders are unpredictable and dangerous, that cost outweighs the potential gain. And so many Chaos-wielders spend their short lives in idle luxury, bringing their power to bear at the beck and call of those who pay their wage.

Into this world you have come. It is a harsh one; lethal, unpredictable, full of terrible beauty and wondrous danger. It is broken, and may never be healed.

But it is our home.

10 THINGS TO KNOW ABOUT ASUNDER

THERE ARE NO GODS

The gods left long ago. They created the world and the creatures that populate it for reasons nobody fully understands, but they abandoned their creations to go fight a war elsewhere, and they have not returned.

THERE IS NO METAL

When the gods left the world, they took all the metal from it, leaving it broken and incomplete. Many believe that they needed the metal for their war.

PEOPLE HAVE ADAPTED

When the gods created humans, they invested them with a fragment of their own Essence, their own divine spark. When they left the world, the humans' Essence bonded with parts of the world around them, allowing them to gain the power they needed to survive. In addition, to compensate for the sudden lack of metal, humans learned to craft other substances and to create symbiotic lifeforms to act as weapons, armor, and tools.

MUCH OF THE WORLD IS WATER

The gods broke the world when they left, and most of Asunder's land masses sank below the waves. What remains is a single continent and a number of smaller islands around it. There are people who live upon the seas, people who live on each of the islands, and a great many people who live on the mainland.

THE WORLD IS FANTASTICAL

Strange and wondrous things exist in the world of Asunder. There's an entire city made up of flying islands populated by people who can defy gravity. There's a land of people who bond with and communicate with beasts, and another where people control and engineer plants, making advanced technology.

THE WORLD IS HARSH

Despite the fantastical elements, Asunder is not a kind world. Life can be brutal and short; the world and its people do not tolerate weakness, and those who cannot survive on their own do not live long.

PEOPLE ARE STRANGE AND VARIED

The people of the world are a varied lot. Some have random mutations like extra arms or gills. Others bond with beasts and take on their aspects, like horns or thick hides. Still others can fly or control plants or harness the elemental powers of the universe. There is no such thing as a typical human on Asunder.

THERE IS NO MAGIC, ONLY CHAOS

Chaos is an elemental force, and one that is at odds with the natural order of the world. It leaked into the world when Asunder was broken, and it infects parts of it still. Some seek these shards of Chaos out in order to harness their power. Many of these people die trying, but those who succeed are potent individuals, capable of reshaping reality to their whim. Chaos is not without risk, though, and many are consumed by their own power within a few years.

HUMANS ARE NOT ALONE

Humans are not the only sentient beings on Asunder. The Naga—huge, snakelike beings—live in the swamps of the world. They prey upon human settlements, taking what they need through pillage. In some parts of the world, demons spew forth from the depths, destroying anything in their path. And there are rumors of beings known as devourers, creatures so dangerous and destructive that most who encounter them are destroyed utterly.

SEEKERS LOOK FOR ANSWERS

There are many mysteries on Asunder. Where do the demons come from? What do the Naga want? Is the world truly coming to an end? What is Gaia, and what is her purpose? Some people form bands of Seekers: powerful, adventurous individuals, outcasts in search of answers.

THEIR STORY IS YOUR STORY.



MAJOR TRADE ROUTE:

THE MARKED EACH TRADE ROUTE WITH THE NUMBER OF WEEKS IT TYPICALLY TAKES TO COMPLETE IT IN FAIR WEATHER.



MUCH BLACK GLASS HERE
BUT DEMON SPAWNINGS ARE EVERYWHERE

THE KRACKEN

WATER AND STEAM SPRAY AS HIGH
AS FIFTY MEN INTO THE AIR HERE

OCEAN

GREEN FOX BARK THAT
NEVER DISSIPATES

MAN HAS NOT ALWAYS BEEN ON ASUNDER. SOMETHING CAME BEFORE US.
SOMETHING DARK AND ANCIENT AND UNKNOWLEDGEABLE. THAT IS WHAT I SEEK.
THE ANSWER TO WHAT WAS BEFORE.
NONE OF MY KIN CARE FOR THE PAST. THEY ONLY PURSUE THE MEASURES OF THE DAY,
BUT I THINK THE PAST IS BEGINNING TO CRUMBLE BACK OUT OF THE DARKNESS
AND IF IT IS KNOWN IT WILL DEVOUR MAN IN ITS WICKED MIND.

I HAVE SEARCHED THE OCEANS AND ISLES FOR THE SECRETS THAT ARE KEPT BY THE UNKNOWN KEEPER.
THIS MAP IS A RECORD OF MY FINDINGS AND MY FAILURES.
THE WORLD IS VAST AND VIOLENT. TOO VAST FOR ONE LIFE TIME TO EXPLORE.
THE GREEN FOX HAS BURNED MY LUNGS AND I DON'T HAVE MUCH TIME LEFT AMONG THE LIVING.
WHY YOU FIND THE KEEPER AND SAVE ASUNDER FROM BEING DESTROYED BY EVIL SEVEN DEEP INTO THE EARTH.
GULSHIM THE LOST EXPLORER

FINEST SILKS AVAILABLE
FAR ISLES

SWERMONT TOR

BLACK ISLAND

HIGH TOR BAY WILL EAT EVEN A SHIP
SO TO THE EAST OF THE CRACKS

RED SMOKE DOUPS FROM THE
PEAKS OF ARRISHANE

ARRISHANE

THE EMPRESS SERPENT
WAS SPOOTTED HERE!

TALEISHANMAR

BLACK SEA

THE WATERS STAND
STILL HERE

SHILK

THE SHILK STEAL
CHILDREN FROM
THEIR MOTHERS

THESE ISLES ARE FORMED FROM
SMOOTH STONE HARDER THAN
MY BONE AND SHARPED LIKE
MY HORN'S WINGS

EASTRAIN ISLES
GOOD HUNTING

EXTRAORDINARILY STRONG
TIDES HERE

ECNILIO
OCEAN

HERE I WITNESSED BEAST RIDERS
BOULEDED WITH SHARKS WHO DIPPED
IN AND OUT OF THE WATER LIKE
FISH WITH LEGS

UMMALAND

ISLAND

BLACK BIGHT

CARILISSA SEA

LUSHAMI ISLANDS (VOID
AT ALL COSTS)

GREAT GOUTS OF BUBBLING
ENERGY CHURN THE WATER HERE

RAINBOWS OF ENERGY GOUT
FROM BENEATH THE OCEAN BETWEEN
THESE ISLANDS

THE GEYSERS

AND STONE MONUMENTS NO MAN
COULD HAVE BUILT SLOWER OUT
ACROSS THE OCEAN

A SUNKEN CITY LIES BENEATH
THE WAVES HERE BUT IT IS HOME
TO A GIANT'S NARROW CREATURE

INNER SEA

FAR EAST

ARAEISHO

KANONO

PACARI

GULF OF ISANDOLE

RI'USH
ARE IMPORTANT
LAND REPRESSIONS ARE
TOLERATED

ARSHELIGOS

ARAEISHO

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SWAMPY HORRIBLE STINKING!

BOLSTEN MIRE

THINGS LIVE HERE THAT EVEN
THE DARK FISH OF THE OCEAN
WOULD RUN FROM

THE PERAKLES

VERY WELCOMING TRADE OUTPOST

THIS MAP ONLY DEPICTS THE MAJOR PORTS OF ASUNDER
THERE ARE MANY MORE CITIES, TOWNS, VILLAGES, AND MORE
FOUND

THOUGH WE DREW CLOSE TO THE EAST ASIRES
WE NEVER LANDED DUE TO THE LARGE NUMBER OF
ENORMOUS CREATURES PREDATING THE ISLANDS

EAST ASIRES

THE KNOWN TERRITORIES OF MAIN ISLAND AND ITS IMMEDIATE SURROUNDS





UNTARIS OCEAN

BLACK ISLAND

BLACK SEA

CARILLISA SEA

ASIRE OCEAN

PACARI



SEA







(from left to right) A sky dancer from Sky City, a chaos wielder from the Mainland, a Light Touched cultist from the Mainland, a Bone Recruit from the Mainland, and a glass dealer from Sky City.

CHAPTER TWO

CHARACTER CREATION



Before you can play *Asunder*, you'll need a character. This chapter walks you through the steps you need to think about in order to make an avatar for yourself in the game world. The Keeper can provide you with a character if you wish, but this chapter allows you to make one that is yours in every way.

When you create a character, you can make all the decisions about what the character looks like, acts like, and where they come from, or you can leave many of those choices to chance. While having full control over your character can be satisfying, rolling random traits for your character can often generate ideas you'd never have come up with otherwise!

WHAT IS A SEEKER?

Most people in *Asunder* are content to live their lives: merchants, hunters, sailors, craftspeople, artists, and myriad other professions. Some, though, know that something is wrong with the world. Some go beyond muttering about end times and want to know more, to find out what the truth of the matter is, and maybe to stop it. They are Seekers.

Before you create your Seeker, ask yourself: what do you seek?

ANSWERS

One thing many Seekers have in common is their need for answers. They wonder why the world is dying, why the dead sometimes rise from battlefields, why there's a perpetual storm that haunts the seas, why the demons spill forth from the earth, why the gods left. They recognize that the world is full of mystery, and they make it their mission to investigate that mystery, to learn why things are the way they are, why they work the way they do.

REDEMPTION

Some become Seekers in order to atone for some past misdeed. They believe that, if they can unravel the mysteries of the world, if they can protect people from its dangers, if they can find its hidden places and its wonders, they can make up for the things they've done.

BELONGING

Many Seekers start off as outcasts. They're people who don't belong in the communities to which they were born for some reason or another, and they're looking for a place to call home. Seekers often organize into bands, and these bands can become incredibly tight-knit. When you're out in the world, facing its dangers on a regular basis, you want to do so with people you trust. You come to rely on those people, and they become your family, even if only for a time.

ADVENTURE

Some become Seekers purely out of a sense of wanderlust. They want to see the wide world, make their mark, and have a good time doing it. It's a simple motivation, but a common one.

FAME AND FORTUNE

There are a lot of valuable artifacts in the forgotten places of the world, and there's plenty of money and notoriety to be made by finding those objects and bringing them back to civilization. There are those who become Seekers because working a trade just isn't for them and they have to make money *somehow*.

ORIGINS

Once you've thought about why your character might become a Seeker, it's time for you to choose your **Origin**. Your Origin describes where in the world you come from, but it goes a bit beyond that. While every Seeker in *Asunder* is human, humans are a widely divergent lot in this world. When the gods created humanity, they imbued humans with a spark of divine Essence. When the gods left, the humans' Essence bonded with various aspects of their environment, with their physical bodies, or even with their own souls, giving humans from different parts of *Asunder* myriad strange and wondrous powers.

The following Origins are available in the world of *Asunder*. Other Origins, or even Ancestries from Schwalb Entertainment's *Shadow of the Demon Lord*, might be available at the Keeper's discretion.

THE MAINLAND

People from **the mainland** have no special powers unless they seek them out. Those from the mainland delve deep into their professions, bond with symbiotic gear, or seek out Chaos so that they can wield its incredible, unpredictable power.

PACARI

On **Pacari**, the people bonded with beasts. This bond gives the Pacari bestial traits and abilities, as well as the power to communicate with and even control their bonded beasts.

BLACK ISLE

The Black Isle is a place of desolation and hardship where people have learned to turn their Essence inward. Through intense training and powerful meditative techniques, the Black Islanders have made themselves capable of superhuman feats.

SKY CITY

The people of **Sky City** live among the clouds, and their bond allows them to defy gravity. Most can leap great distances, and some can even fly!

NEW GAIA

On **New Gaia**, people bond with plants, learning to create, mold, and control them in unique and powerful ways. Additionally, some people on New Gaia bond with insects instead of plants, though these individuals are rare.

THE SEA

The people of **The Sea**, known as Seafarers, are a changeable and tumultuous people, and this is represented by the ongoing mutations of their bodies. Some even learn to create additional mutations, allowing them to consciously adapt to their environment.

ORIGIN BENEFITS

Each Origin will provide you with a number of benefits, starting traits, and access to special Essence powers.

ORIGIN STORY

In each Origin, you'll see suggestions for what your character might be like, as well as a number of tables that include even more twists and turns in your personal story. You're free to roll on these tables, choose options, or make up your own (with help from your Keeper), as you see fit. While random chance can act as a catalyst for story ideas you may never have thought of before, ultimately your Seeker is *your* character in this game, and you should make sure you're happy with who you're playing before the game begins.

ORIGIN TRAITS

This game uses **attributes** and **characteristics** to describe your capabilities, as well as talents and powers. Your Origin determines what your starting Attributes and Characteristics are, as well as your starting talents (if any), what powers you have access to, and so forth.

ATTRIBUTES

Your Seeker has four attributes: Strength, Agility, Intellect, and Will. Each attribute has a **score** (provided by your Origin) and a **modifier**.

SCORES

Your attributes are rated 1 to 20; this is your **score**. 10 is considered average for a human being. Write down the starting scores for your Origin and modify them as your Origin directs you to.

- 🌀 **Adjusting Scores:** You can increase one score by 1 by decreasing another score by 1. You can make this adjustment only once during character creation.
- 🌀 **Increasing Scores:** As your group's level increases, so too will your scores.

FATAL FLAWS

Each Origin has a *Fatal Flaw* table. While you can feel free to choose one from the table or make up your own Fatal Flaw, please ensure that your Fatal Flaw is something that will complicate your life from time to time. Ideally, it'll get in your way one or two times per session. Don't worry; when your Fatal Flaw complicates your life, you get a mechanical reward and it'll lead to fun situations! Check out **Chapter 3** for more information on how fatal flaws work.

RANDOM ORIGINS

You can choose your own Origin if you like. If you'd prefer to let the dice decide, roll a d6.

1	The mainland
2	Pacari
3	The Black Isle
4	Sky City
5	New Gaia
6	The Sea

MODIFIER

You use your score to determine your modifier. To do so, subtract 10 from your score; the result is the modifier for that attribute. For example, if your Strength is 11, your modifier is +1. If your Agility is 9, your modifier is -1. Note the modifier for each attribute on your character sheet.

CHARACTERISTICS

In addition to your four attributes, your character has several characteristics: Defense, Health, Healing Rate, Perception, Size, Speed, Essence, Damage, Discord, and Strain. Your Origin tells you what to fill in for each of these numbers.

ESSENCE TREE ACCESS

Your Origin determines what your character's Essence has bonded to, or can bond to. Part of this is represented by any talents your Origin gives you, but each Origin also has access to two Essence trees. Essence trees are collections of Essence powers ranked from 0 to 5. Whenever a talent—whether from your Origin or from a path—directs you to choose Essence powers or discover Essence trees, you choose from the trees to which your Origin grants you access.

LANGUAGES & PROFESSIONS

Your Origin also tells you which languages you speak, read, and write, and which professions (if any) you start the game

CHARACTER SHEET

You'll find a character sheet at the end of this book; you can feel free to print or photocopy this sheet as often as you need to in order to record your character's statistics and other important features. You can also download a copy of the character sheet from the *Asunder* website.

with. You might get more of these throughout the game as your group advances.

TALENTS

Your Origin might also give you one or more talents. Some Origins don't start with any talents, while others might start with more than one. Record these talents and what they do on your character sheet.

You gain a special benefit tied to your Origin when your group reaches level 4.

ORIGIN TABLES

Each Origin presents several tables that you can use to flesh your character out. You can feel free to choose options from these tables or even make up your own (with your Keeper's help), but it can sometimes be more fun to roll randomly on these tables. After all, constraints often breed creativity!

THE MAINLAND

People from the mainland don't have the same array of strange and diverse powers that people from other parts of Asunder have. What they do have is determination, versatility, and numbers. Where someone from New Gaia might learn to rely on her ability to control plants, or a person from Sky City might grow dependent on his ability to defy gravity, mainlanders learn to live in the world of Asunder without any of those advantages. They adapt by deepening their knowledge of their professions, banding together into large city-states, and learning to survive by their own grit and gumption.

☞ **Soul-Bonded:** People from the mainland have Essence just like any other human on Asunder, but their Essence bonded with their own souls long ago. While this doesn't give them any overt powers, it does make them the only people in the world who can learn to harness Chaos or receive blessings from Pure Light.

Mainlanders can also forge deeper bonds with living gear than people of other Origins. Most mainlanders pursue none of these paths, though, leaving such dangerous activities to Seekers and other foolish risk-takers.

☞ **Numerous:** The mainland is larger than any of the islands of Asunder, and its population is correspondingly outsized. Where a settlement on one of the islands might consist of thousands or tens of thousands of people, each city-state on the mainland contains millions of people. While the city-states don't often agree, there's strength in numbers and there's power to be found in cooperation. Mainlanders learned this a long time ago; they know the value of having reliable comrades at your side.

☞ **Deep Knowledge:** Mainlanders, for the most part, don't have to spend time learning how to use strange powers because they have none. As a result, they spend their time learning trades, crafts, professions, and pursuing various specialties of knowledge. The mainland is renowned for its expert craftsfolk and sages, and nearly everyone on the mainland is literate in at least one language.

☞ **Common Names:** Panket, Cindare, Merina, Trask, Alia, Flor, Jaddiah, Nira

CREATING A MAINLANDER

Starting Attribute Scores Strength 10, Agility 10, Intellect 10, Will 10. Choose one attribute and increase it by 1.

Perception equals your Intellect score

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter of your Health, rounded down

Size 1/2 or 1, **Speed** 10, **Essence** 0

Damage 0, **Discord** 0, **Strain** 0

Essence Trees: Chaos, Symbiosis

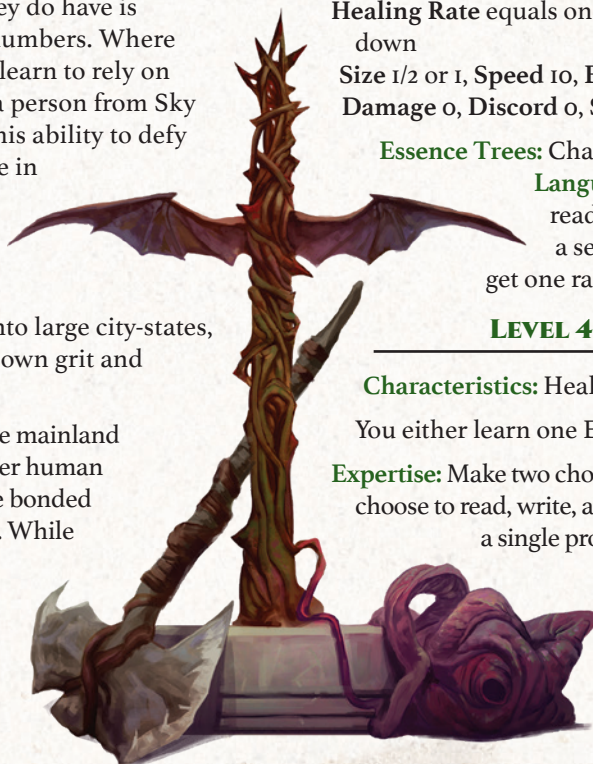
Languages and Professions: You speak, read, and write Trade Speech, as well as a second language of your choice. You get one random profession.

LEVEL 4 EXPERT MAINLANDER

Characteristics: Health +5

You either learn one Essence power or gain Expertise.

Expertise: Make two choices. For each choice, you can either choose to read, write, and speak a new language or else add a single profession. In addition, whenever one of your professions grants you a boon on a challenge roll, you get 1 extra boon. If any of your boons on this roll generate a result of 1, reroll them, keeping the new result.



A bone axe and horok heart lay at the feet of a winged cross, the symbol of warriors from Far East.



(from left to right) A symbiont gear maker, a leader of the Pure Light cult, and a Chaos-wielder whose body has already started to show the effects of too much Discord.

MAINLANDER BACKGROUND

1	You come from a wealthy merchant family. When you roll for your starting Wealth, add 2 to the roll.
2	You were exposed to Chaos not too long ago. You start with 1 Discord.
3	You earned a living working in your profession.
4	You once hired Jenny Blue-Eyes to assassinate someone.
5	You attended one of the academies of Hyden. Add a random area of academic knowledge.
6	You're a frequent visitor to the Arena of Megalith.
7	You come from one of the outlying settlements and have only visited a city-state once.
8	You spent seven years learning to sail with the Seafarers. You start with 1d6 Strain and the Sailor profession.
9	You spent time apprenticing for a master craftsperson. Add the Artisan profession.
10	You're recovering from an addiction to symbiotic performance-enhancers. You start with 1d6 Strain.
11	You once tried to bond with a Chaos shard and failed, but survived. You start with 1d6 Discord.
12	You lost two fingers on one of your hands to your profession. You consider it a fair trade.
13	When one of the Naga attacked your caravan, you drove it off.
14	You spent time in Storm Point in a part of town inhabited primarily by weavers.
15	You were born in Megalith and spent your early years on the streets.
16	You've traveled all over the world. You speak an additional language.
17	You spent time in Hyden studying linguistics. Choose a language you speak; you can read and write that language.
18	You have a spouse and 1d6-2 children (minimum 0).
19	You stole something valuable and buried it to keep it safe.
20	You lost someone important to you. Their death haunts you to this day.

MAINLANDER FATAL FLAW

3	You're cruel and like causing others pain.
4	You're greedy and want to get as much for yourself as you can.
5-6	You anger easily and fly into a rage at the slightest provocation.
7-8	You hold a deep grudge against someone and you'll do anything to get revenge.
9-12	You're reckless, always looking for a thrill.
13-14	There's someone you're protecting, and you'll do anything to keep them safe.
15-16	You doubt yourself and often hesitate at the wrong time.
17	You dislike violence and avoid it whenever you can.
18	You believe that everyone is fundamentally good.

MAINLANDER NATIONALITY

3	Megalith
4-7	Far East
8-11	Storm Point
12-14	Hyden
15-16	East Twin
17-18	West Twin

MAINLANDER AGE

3	You're a child, 18 years old or younger.
4-7	You're a young adult, 19 to 25 years old.
8-12	You're an adult, 26 to 35 years old.
13-15	You're a middle-aged adult, 36 to 55 years old.
16-17	You're an older adult, 56 to 75 years old.
18	You're a venerable adult, 76 years old or older.

MAINLANDER BUILD

3	You are short and thin.
4	You are short and heavy.
5-6	You are short.
7-8	You are slender.
9-12	You are average in height and weight.
13-14	You are a bit overweight.
15-16	You are tall.
17	You are tall and thin.
18	You are very tall and well muscled.

MAINLANDER APPEARANCE

3	You're monstrous. You were probably touched by Chaos in the womb, and it gave you an inhuman appearance: a tail, horns, glowing eyes, or the like.
4	You're ugly. People find you unpleasant to be around because of your boils, sores, missing nose, or weird body hair.
5-6	Most would call you homely. You're not ugly, but you're certainly not beautiful.
7-8	You're rather plain. Often, people can't even remember precisely what you look like.
9-12	You're average in pretty much every way.
13-14	Most consider you attractive for some quality: your hair, your smile, your eyes.
15-16	You have a number of attractive qualities that, when put together, make people notice you.
17	You're considered one of the great beauties of the land and you likely have many suitors.
18	Beauty doesn't quite describe you. People like you come along once in a generation, if that.

PACARI

The people of Pacari bonded with the beasts of the land long ago, and that fact has influenced their culture and physiology in a number of ways. Many Pacari have beast-like traits, and most Pacari can communicate with one or two beasts at least, if not an entire species of animal. The Pacari tend to be either large and muscled or lean and lithe, and they are a nomadic hunter-gatherer people with a strong warrior tradition.

🦋 **Beast-Bonded:** Nearly every Pacari is bonded to at least one beast, a bond they form when they reach adolescence. This bond gives Pacari the ability to speak telepathically to their bondmates and sometimes to other beasts of that type. The bond goes deeper for some, allowing the Pacari to take on traits of their bonded beast, thus increasing their strength, endurance, speed, stealth, and savagery in combat. The most powerful beastmasters are able to muster huge groups of animals to their command or even to transform physically into a beast.

🦋 **Nomadic Hunter-Gatherers:** There are few permanent settlements on Pacari, and tribes that rely on agriculture are rare. Rather, Pacari tend to move from place to place within a territory, taking what they need from the land and ensuring that it can give them sustenance again later. While the Pacari haven't spent much time on animal domestication in the traditional sense, their beast bonds mean that labor animals are a common sight in Pacari encampments, and hunting parties are often accompanied by wolves, big cats, and other predators.

🦋 **Savage Warriors:** Pacari combat is straightforward and efficient. They leave fancy weapon techniques and codes of battle to others, instead treating combat like any hunt: the strongest survives. When in conflict, a Pacari fights with a beast's savagery in tandem with one or more bonded beasts. This makes the Pacari extraordinarily dangerous in combat; they are ruthlessly pragmatic in a fight, and mercy isn't a concept that's gotten much of a foothold in Pacari culture.

🦋 **Common Names:** Leyva, Kestrigan, Fragk, Serrai, Kryss, Puldergna, Glaven

CREATING A PACARI

Starting Attribute Scores: Strength 9, Agility 9, Intellect 9, Will 10.

Perception equals your Intellect score +1

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter of your Health, rounded down

Size 1/2 or 1, **Speed** 10, **Essence** 0

Damage 0, **Discord** 0, **Strain** 0

OTTER-PEOPLE AND BIRD-FOLK

The bullet points at left the picture of savage Pacari warriors bound to predators or huge beasts, people of fury and violence. That's certainly true of some Pacari, and while it's the predominant stereotype about these people, it's far from the only truth. Some Pacari tribes bind themselves to smaller, gentler animals like rabbits, otters, birds, or deer, and these bonded animals give their Pacari bondmates elements of their physiology and personality. When creating a Pacari character, sometimes it can be fun to play against type, and create a character people don't expect!

DESCRIBING YOUR BEAST COMPANION

Based on the traits you give your companion, you can describe it as any kind of animal you can think of, and you're not limited by the kinds of animals you'd find in our own world. Asunder is a land of strange beasts, after all. When creating your bondmate, you must observe two restrictions. First, the bondmate you create must make sense with the traits it has. Second, Pacari are unable to bond with fish of any kind; that's the domain of the Seafarers. If you have a bondmate with the swimmer trait, consider making it an amphibious creature of some sort.

Essence Trees: Beast Bond, Beast Aspect

Languages and Professions: You speak, read, and write Pacari in the dialect of your tribe, as well as Trade Speech.

Bondmate: You are bonded to one beast. Your beast is a tiny, small, medium, or large animal. You can choose traits for your beast from the table below, based on your beast's size.

Tiny	Choose 2: climber, flier, poisonous, swimmer
Small	Choose 2: climber, poisonous, swimmer
Medium	Choose 1: climber, poisonous, swimmer
Large	None

You can communicate with your bonded beast telepathically as long as you're within 1 mile of each other. Your beast acts on its own in combat, but you can use an action or a triggered action to issue it a command, allowing you to control it during that turn. If your bonded beast dies, you take 1d6 Strain. You can bond with a new beast (which you choose and create using the rules above) by going out into the wilderness of Pacari and meditating for one day and one night. After this time, your new bondmate finds you.

LEVEL 4 EXPERT PACARI

Characteristics: Health +5

You either learn one Essence power or gain Second Bond.

Second Bond: You gain an additional bondmate, using the same rules listed above, under Bondmate. You cannot have two bondmates of the same size.



PACARI BACKGROUND

1	Your beast bond came early, when you were a young child.
2	You bonded to an unusual beast, one with strange traits or abilities. Your bondmate gets an additional trait, chosen from the Tiny row.
3	You sat in meditation at the Great Menhir of Ordru for six days before your bondmate found you.
4	You were a huntmaster for your tribe.
5	You were once badly injured by the Black Cloud.
6	You've studied under a tribal elder. Add a random academic area of knowledge.
7	You made good money working as a guide for outlanders. Start the game with 2d6 slivers.
8	You once fought a Chaos-wielder, and it left its mark on you. You start with 1d6 Discord.
9	You spent time standing vigil over the God's Corpse, guarding it from outsiders.
10	You once explored the ruins of Martu Canyon and found something there. You start with an extra Interesting Thing.
11	You lost a bondmate several years ago. Start with 1d6 Strain.
12	A mainlander spent time with your tribe and taught you to read and write. You can read and write Hyderen.
13	You were born to the Nanok tribe, but left them long ago.
14	You once met the Wooden Man and lived to tell the tale.
15	You spent several years traveling the world. You speak one additional language.
16	You're a craftsperson for your tribe. You start with the Artisan profession.
17	You once traveled to the Black Isle and fought a demon there. It left you with a scar.
18	You were taken prisoner by another tribe. You spent 1d6 years there before you escaped.
19	You are one of the few Pacari who live in a permanent settlement.
20	A good friend of yours died, and you bonded their bondmate.

PACARI FATAL FLAW

3	Your savagery is unmatched and you give yourself over to bloodlust readily.
4	You don't trust others, believing that everybody seeks to take what's rightfully yours.
5-6	You're proud, believing yourself to be the superior of those you meet.
7-8	You know little of the world outside of Pacari, and this often trips you up.
9-12	You thrive in the heat of battle, and are always seeking physical combat.
13-14	You feel stupid and inferior among outsiders.
15-16	You're seeking something and you hold its importance above anything else.
17	You only kill when you absolutely must and you harshly judge those who kill with ease.
18	You're naive and believe what others say.

PACARI BEAST BOND

1-4	You draw savagery and raw power from your bondmate. Increase your Strength by 2.
5-8	You draw nimbleness and stealth from your bondmate. Increase your Agility by 2.
9-12	Your bondmate has acute senses, and imparts this gift to you. Increase your Perception by 2.
13-16	Your bondmate grants you great speed. Increase your Speed by 3.
17-20	You draw hardiness and durability from your bondmate. Increase your Health by 5.

PACARI AGE

3	You're a child, younger than 18 years old.
4-7	You're a young adult, 18 to 25 years old.
8-12	You're an adult, 25 to 35 years old.
13-15	You're a middle-aged adult, 36 to 45 years old.
16-17	You're an older adult, 46-55 years old.
18	You're a venerable adult, 56 years old or older.

PACARI BUILD

3	You are short and thin.
4	You are short and dense.
5-6	You are short.
7-8	You are slender.
9-12	You are average in height and weight.
13-14	You are muscular.
15-16	You are tall and muscular.
17	You are tall and thin.
18	You are enormous.

PACARI APPEARANCE

3	You're touched by the beast. You have animalistic physical traits, like fur, wolf ears, or cat eyes.
4	You're ugly and brutish. Your features are coarse, thick, and scarred, and it makes you frightening.
5-6	You're nothing special. Not particularly attractive, but not ugly either.
7-8	You're plain. There's nothing special or distinctive about your appearance.
9-12	You're average in pretty much every way.
13-14	You have an attractive quality: a powerful build, bronzed skin, or thick, lustrous hair.
15-16	You have many attractive qualities, making you quite popular in your tribe.
17	People from every tribe know of your beauty.
18	Your beauty is so great that many of your fellow Pacari believe it's supernatural in some way.

NEW GAIA

New Gaia is an island of verdant, primeval jungles. The plants here are enormous in scale; they're huge, prehistoric varieties not found anywhere else on Asunder. When the gods left the world, the people of New Gaia bonded with the plants of the island, gaining the ability to create, alter, bond with, and control them, and even to take on aspects of plant life. A rare few people on New Gaia bond with insects instead of plants, and these insect-bonded are often feared and mistreated by the rest of society.

🌀 **Plant-Bonded:** The people of New Gaia—often called “Weavers”—bond with the plants of their island, learning to control and shape them to their will. This has led to a society of innovation and invention, as weavers engineer plants to fill a variety of purposes. Society in New Gaia is one of convenience and constant advancement; there are plants here that perform functions that simply don't have an analog in other parts of the world, and New Gaia is seen by most as a leader in culture and technology.

🌀 **The Hands of Gaia:** The society of weavers on New Gaia is led by a group of matrons known as the Hands of Gaia. These women seek to spread the advancements of their society to other lands along with the worship of Gaia as the god of Asunder. Their priesthood is ordered in ranks and classes named for the types of plants they've bonded with.

🌀 **Insect Weavers:** A rare few (maybe ten percent) of weavers on New Gaia bond with insects instead of plants. These weavers have the ability to control swarms of insects, as well as to create new forms of insects over time, breeding them for different purposes. Many see these insect-bonded as dangerous because of their ability to call great, destructive swarms of creatures at a whim, but most insect weavers simply want to be treated fairly and to live in peace.

🌀 **Fighting for Equality:** The weavers who bond with insects instead of plants are often treated very poorly regardless of gender. Many rationalize this by talking about how dangerous the insect-bonded are, while proponents of social justice decry such accusations as pure bigotry. In response, the Insect Weavers have established a secret organization known as the Red Alliance. Some claim it is merely a myth, but those connected to it know it is much more than that. To the Order of Mothers they label the alliance as terrorists. However, to some on the mainland they claim they are simply settling the score.

🌀 **Common Names:** Heirana, Oberain, Renna, Enrik, Sparn, Diann, Criston, Vera

CREATING A NEW GAIAN

Starting Attribute Scores: Strength 8, Agility 9, Intellect 12, Will 10.

Perception equals your Intellect score

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health, round down

Size 1/2 or 1, **Speed** 10, **Essence** 0

Damage 0, **Discord** 0, **Strain** 0

Essence Trees: Plant Control, Plant Form

Languages and Professions: You speak, read, and write Mother's Tongue and Trade Speech. You know one random common, academic, or wilderness profession.

Verdant Awareness: When you're in a place with a significant number of plants—a jungle, a park, a forest, a plain, or anywhere else where plants are common—you're able to tap into the plants' collective unconscious in order to increase your awareness of your surroundings. Consequently, you get 1 boon on any Perception rolls you make in such a place, and you can see areas obscured by shadows as if they were lit.

Shape Plant: You can spend a few minutes shaping a plant or fungi into a useful form, granting one of the following benefits.

🌀 The plant is a melee weapon. It deals 1d6+2 damage.

🌀 The plant is a ranged weapon. It deals 1d6 damage and can attack anything in short range.

🌀 The plant is armor, or otherwise defends you. If you're not already wearing armor, it grants you +2 to your Defense.

🌀 The plant enhances your physical body in some way when you consume it. Choose Strength or Agility; for the next minute, you get 1 boon on any attack rolls or challenge rolls you make with that attribute.

🌀 The plant has healing properties. When you consume it, you heal half your healing rate.

Once you create the plant, it lasts for 1 hour (or until it's consumed, if consumable; whichever comes first). You suffer no Strain from using a plant you shape, and neither does another plant-bonded New Gaian. Someone else can bond to and use your plant, but doing so requires 1 minute of concentration and inflicts 1 Strain on the wielder. Once you've used this ability, using it again before you complete a rest causes you 1 Strain each time you do so, or 1 Seeker point.

Plant Empathy: You can feel the pain of plants around you. Under normal circumstances, this is minimal and doesn't distract you. However, if you're near an event of significant plant destruction—such as a forest fire or even a tree being cut down—the screams of the plants fill your ears and you feel their pain. When this happens, you suffer 1 bane on all challenge rolls and attack rolls until you leave the area or the destruction stops.



A plant weaver uses Return From the Soil to start another life after her last one was taken.



An insect weaver and his riding beetle use his swarm to retrieve a glass from their latest kill.

LEVEL 4 EXPERT NEW GAIAN

Characteristics: Health +5

You either learn one Essence power or gain Plant-Shaping Mastery (or Swarm Mastery for Insect Weavers).

Plant-Shaping Mastery: The plants you shape are more potent and durable. They last for 6 hours (or until consumed). Further, plants that deal damage deal an extra 1d6 damage. Plants that increase your Defense increase it by +4 instead of +2. Plants that grant boons grant 1 extra boon. Plants that heal allow you to recover your full healing rate.

Swarm Mastery: You can send your Cloud of Insects to attack any target within medium range for 2d6 damage. Gain an additional +1 boon on perception rolls when your Cloud is present. +1 boon on Agility challenge rolls that would destroy your Cloud of Insects.

NEW GAIAN BACKGROUND

1	You are renowned as an expert in herbalism among your people. You gain the Apothecary profession.
2	You spent time in Storm Point, learning the ways of the mainlanders.
3	You studied at a university in Hyden. You speak, read, and write an additional language.
4	You've been chosen by the Council of Mothers for an important task.
5	You ate a seed from the Great Tree and gained knowledge. You gain a random academic profession.
6	You spent extensive time studying bioluminescent fungus in the Starlight Caverns.
7	You invented something that made you good money. Start the game with 2d6 slivers.
8	You nearly died in the Poison Lands, but were rescued. Start with 1d6 Strain.
9	You served the Council of Mothers with distinction.
10	You journeyed to the Barrens to seek knowledge, but found Chaos instead. Start with 1d6 Discord.
11	You have ties to the Red Alliance.
12	You've been fighting for justice and equality most of your life.
13	You grew up near Bugtown, and your best friend is insect-bonded.
14	You once sought out Grandfather Ash, asking for wisdom. He told you something you wish he hadn't.
15	You spent a year on the Black Isle and it nearly killed you. Start with 1d6 Strain.
16	Your village was nearly destroyed by a wandering Chaos-wielder, but you saved it. Start with 1 Strain and 1 Discord.
17	You've argued for insect-bonded equality in front of the Council of Mothers. It didn't go well.
18	The Red Alliance claimed responsibility for a terrorist act that killed someone you loved.
19	You spent a year building ships at Shipwatch. Gain the Artisan profession.
20	You nearly killed yourself once experimenting with augmentation plants. Start with 1d6 Strain.

Some weavers bond to insects instead of plants. If your Seeker is one of these, alter the Creating a New Gaian section as follows:

Instead of the Plant Control and Plant Form Essence trees, you have access to: Insect Control, Insect Meld

Replace Verdant Awareness, Shape Plant, and Plant Empathy with the following:

You're constantly surrounded by a cloud of stinging or biting insects that you can communicate with and even control. You can dismiss or recall the cloud as an action, if you wish. While your cloud is present, you get 1 boon on any Perception rolls you make. In addition, whenever you deal melee damage or damage with an Insect Control power, you deal an extra 1d6 damage from your stinging insects. Your cloud can be killed off, however. If you're subject to an effect that requires an Agility challenge roll to resist, your cloud is destroyed if you fail the roll. When this happens, you receive 1 bane on any attacks or challenge rolls you make for 1 turn, and enemies receive 1 boon to attack you for the same duration. You can summon a new cloud of flies when you take a rest, or by using an action and spending a Seeker point.

As an action or a triggered action on your turn, you can send your cloud to harass and annoy someone within medium range. While your swarm is doing so, you lose the benefits of Cloud of Insects, but your target makes all attack rolls and challenge rolls with 1 bane, and anyone who attacks the target does so with 1 boon. You can recall your cloud as an action or triggered action on your turn, ending this effect and regaining the effects of Cloud of Insects. If your target is subject to an effect that requires an Agility challenge roll to resist and fails the roll while being afflicted by your Stinging Swarm, your swarm is destroyed and you suffer the same effects you would if your Cloud of Insects were destroyed.

NEW GAIAN FATAL FLAW

3	Like nature itself, you are red in tooth and claw. You relish violence.
4	You look down upon those not from New Gaia.
5-6	You've been mistreated and have a chip on your shoulder.
7-8	You tend to assume people know what you're talking about. They often don't.
9-12	You have a deep mistrust of those who casually harm plants (or insects).
13-14	When you learn that you can do something, you rarely think about whether or not you should.
15-16	You believe Gaia is salvation, and anyone who disagrees with you is wrong.
17	You are fiercely protective of those you travel with. Woe betide those who do them wrong.
18	You're utterly inexperienced with the world outside New Gaia.

NEW GAIAN AGE

3	You're a child, 18 years old or younger.
4-7	You're a young adult, 19 to 21 years old.
8-12	You're an adult, 22 to 30 years old.
13-15	You're a middle-aged adult, 30 to 40 years old.
16-17	You're an older adult, 41-50 years old.
18	You're a venerable adult, 51 years old or older.

NEW GAIAN BUILD

3	You are short and thin.
4	You are short and heavy.
5-6	You are short.
7-8	You are slender.
9-12	You are average in height and weight.
13-14	You are tall.
15-16	You are tall and muscular.
17	You are tall and thin.
18	You are unusually tall and thin.

NEW GAIAN APPEARANCE

3	You're so in tune with plant (or insect) life that your appearance is strange, alien, and frightening.
4	You're ugly. You have pimples, boils, scars, and other unattractive features that make people shun you.
5-6	You're pretty homely. Not ugly, but certainly not attractive.
7-8	You're plain. People have trouble describing you when they try.
9-12	You're average in pretty much every way.
13-14	You're considered attractive: shapely, slender, a dazzling smile, eyes like stars. Take your pick.
15-16	The artists of your people use people like you as models. You're quite beautiful.
17	You're one of the great beauties of your generation.
18	Your bond with nature is such that your appearance seems otherworldly in a way that people find irresistible.

BLACK ISLE

The Black Isle is a hard place full of hard people. It contains almost no vegetation, and the entire landscape is made of black rock with hard edges and sharp corners. The few beasts that live here are dangerous predators that prey upon each other and upon the humans living here, but they're not even the worst part. The Black Isle is where demons spew from the ground to hunt and kill, and the Black Islers know it is their responsibility to keep the tide in check. They are a fierce warrior people, and their lives leave little room for anything soft or unnecessary.

☞ **Essence Turned Inward:** The Black Islers had little to bond with when the gods left, and so their Essence turned inward and bonded with their own bodies. These people have learned to harness their Essence

with meditation and martial arts. They practice constantly, focusing their energy on relentless self-improvement. Such single-mindedness has paid off; those from the Black Isle are capable of superhuman feats. Their skin is tougher, their muscles are stronger, and they can move with unmatched speed and deadliness.

☞ **Demon-Hunters:** The people of the Black Isle see themselves as the last line of defense preventing the demon horde from escaping into the wider world. They have learned to form hunting parties: groups of ten to twenty led by a single hunter. While this hunter is the most skilled and the most highly-trained of the group, this isn't what makes him or her deadly; rather, the people of the Black Isle have learned to work in perfect unison, using potent meditative techniques to achieve a group consciousness. This allows them to funnel all their physical power—the power of a group of ten to twenty hardened warriors—into a single person, the lead hunter. Such an individual is more than a match for your average demon.

☞ **Purpose in All Things:** Black Islers don't like things that have no purpose. "Purpose" in this case means, "this thing helps me survive and excel." Art, song, soft clothing, and other such unnecessary distractions are rare in Black Isle society. Many Black Islers even eschew weapons in combat, relying instead on their bodies alone. More than one person has lost a fight against a Black Isler after realizing with growing dismay that the unarmed, unarmored person bearing down on them was far deadlier than they appear.

☞ **Common Names:** Entregar, Pherius, Gammaron, Lanica, Eritrea, Hann, Sileppa

CREATING A BLACK ISLER

Starting Attribute Scores: Strength 11, Agility 9, Intellect 9, Will 9.

Perception equals your Intellect

Defense equals your Agility score +2

Health equals your Strength score +4

Healing Rate equals one-quarter your Health, rounded down

Size 1/2 or 1, **Speed** 10, **Essence** 0

Damage 0, **Discord** 0, **Strain** 0

Essence Trees: Body Conditioning, Battle Meditation

Languages and Professions: You speak, read, and write Trade Speech and Deep.

Demon Killer: Whenever you attack a demon or someone under their influence, you do so with 1 boon.

LEVEL 4 EXPERT BLACK ISLER

Characteristics: Health +6

You either learn one Essence power or gain Stone Fists.

Stone Fists: Your unarmed strikes deal an extra 1d6 damage.



A Black Isle demon hunter delivers a Gestalt Strike to a demon that's been plaguing his village.

BLACK ISLER BACKGROUND

- 1 You used to be a demon hunter, but you were ousted by a younger upstart.
- 2 You were once accused of demonic corruption.
- 3 You made enemies by supporting Kared instead of Stolgart.
- 4 You guided a group of outlanders into the Mines of Korunna. They died, but they paid you first. Start the game with 2d6 slivers.
- 5 You left the Black Isle and returned, but were labeled a coward. Still, you learned a new, random profession.
- 6 You've studied the outside world. Add an academic area of knowledge.
- 7 You once drank the pure, hot blood of a demon after you killed it, and it gave you a vision. Start with 1d6 Discord.
- 8 You fell into a deep chasm once and it took you 1d6 years to find your way back out.
- 9 As a rite of passage, you swam out to the Face of the Sea and back.
- 10 You served on the Circle of Six for 1d6 years.
- 11 A demon once nearly killed you by sapping your life-force. Start with 1d6 Strain.
- 12 You once did a favor for a mainlander, and he gave you something. Start with an additional random Interesting Thing.
- 13 You were cast out of your clan as an infant for being weak. Another clan took you in and raised you.
- 14 You're fascinated by outlander art. Add the Artist profession.
- 15 You have a large, distinct scar, a reminder of a near-fatal mistake.
- 16 A friend saved your life once, and you have yet to repay her.
- 17 Someone you cared about was killed by a demon while you were out on a hunt.
- 18 You had a vision when you meditated at Skyward Temple.
- 19 You once wandered into the Green Valley, but you've never been able to retrace your steps.
- 20 A demon took you prisoner once, talked to you for seven days, and released you.



The demons of the Black Isle come in many twisted forms, but all with a perfect hate for humans...the ones the gods loved more.

BLACK ISLER CASTE

3-4	Gatherer. Increase your Intelligence by 1. Add the Animal Trainer, Farmer, or Gatherer profession.
5-7	Teacher. Increase your Intelligence by 1. Add another language, and you can read and write all languages you speak.
8-13	Warrior. Increase your Agility by 1 and your Strength by 1.
14-16	Builder. Increase your Strength by 1. Add the Artisan, Laborer, or Woodcutter profession.
17-18	Elder. Increase your Intelligence by 1 and your Will by 1. When you roll on the <i>Black Isler Age</i> table, your result cannot be lower than older adult.

BLACK ISLER FATAL FLAW

3	You believe killing is the only thing you're truly good at.
4	You have nothing but disdain for outlanders and their softness.
5-6	You doubt yourself and second-guess your own decisions.
7-8	You know almost nothing about outlander customs.
9-12	You slay demons and those you believe to be their servants without hesitation or remorse.
13-14	You long for the thrill of battle and seek it whenever you're able.
15-16	You're seeking something, and you hold its importance above anything else.
17	You're a little too fond of outlander creature comforts.
18	You've sworn a vow not to kill another human being ever again.

BLACK ISLER AGE

3	You're a child, 16 years old or younger.
4-7	You're a young adult, 17 to 32 years old.
8-12	You're an adult, 33 to 50 years old.
13-15	You're a middle-aged adult, 51 to 65 years old.
16-17	You're an older adult, 66 to 80 years old.
18	You're a venerable adult, 81 years or older.

BLACK ISLE BUILD

3	You are short and wiry.
4	You are short and hard.
5-6	You are short.
7-8	You are slender.
9-12	You are average in height and weight.
13-14	You are muscular.
15-16	You are tall and muscular.
17	You are tall and wiry.
18	You are huge and muscled.

BLACK ISLE APPEARANCE

3	You're hideous. Many think you touched by the demons for your unnatural features, and few trust or want to be around you.
4	You're ugly and battle-scarred. You're probably missing an ear, an eye, or your nose, and even before that you were no prize.
5-6	You're somewhat brutish. Your features are thick and heavy, and you have lots of unsightly hair.
7-8	Your looks are entirely utilitarian.
9-12	You're average in pretty much every way.
13-14	You have an attractive quality: chiseled muscles, piercing eyes, or a square jaw.
15-16	You're quite attractive, with a number of qualities that people find appealing.
17	You're so beautiful that most of your clanmates don't believe you're hard enough for the Isle.
18	You're a vision. Many think you touched by the demons for your unnatural features, and few trust or want to be around you.

SKY CITY

When the gods left Asunder, taking all the metal with them, great islands wrested themselves from the ocean and drifted upward to settle in the sky high above. The people who dwell on those islands know that it's because of a peculiar crystal that grows on those islands—blice crystal—which alters gravity around it. When metal was present, it was heavy enough to keep the islands in the water; once the metal disappeared, the islands found a new home in the sky. The Essence of the people who live on those islands has bonded with blice crystal, which allowed them to adapt to their skybound environment with ease. They have built a massive, elaborate elevator to allow visitors and cargo to enter Sky City.

🌀 **Skimmers:** Others often refer to the citizens of Sky City as “Skimmers.” In truth, having their Essence bonded to the blice crystal of the floating islands gives them the ability to leap great distances, alter gravity around them, and even fly. They rely on specialized gas spores to direct their flight. The people of Sky City harvest blice, working it into clothing and armor to enhance their abilities and grinding it up to make tonics that they use to strengthen their control over gravity.

GODSBLOOD

The Skimmers hold to an old story: the legend of Belias. When the world was young and the gods still dwelt here, Belias was the most graceful and clever of all of them. He could leap great distances, dance on clouds, and charm the sun to setting, so they say. But his brother, Sevah, was jealous of Belias's beauty and charm, and plotted against him. When the gods left Asunder, Sevah enacted his plan and murdered Belias, cutting his throat and spilling his blood on the world. Where his blood made contact with the world, it became crystalline and bound to the earth, ripping it skyward and making it fly.

The Skimmers know that the blice crystals are the reason their home flies, and the reason they can defy and control gravity. Whether or not the legend is true, many Skimmers call blice crystals “godsblood” to this day.



A skimmer uses her Sky Dancing to hurl blice daggers at an approaching swarm of Svit.

☞ **Ruled by Nobles:** The noble houses rule Sky City. Each of the major islands is owned by one of these great houses, and there are countless minor ones that fight over what's left. Though the rule of law is strictly upheld in Sky City, behind the scenes the nobles engage in the Great Game, a contest of bribery, blackmail, assassination, and political machinations. In the Great Game, nothing is out of bounds so long as you don't get caught. Beneath the nobles are, basically, everyone else. Commoners in Sky City are effectively serfs, working the land, tithing to their noble lords, and operating at their beck and call.

☞ **Quick Warriors, Giant Weapons:** The Skimmers have learned to use their gravity-manipulation powers to develop and perfect a distinct martial style that no one else in Asunder can replicate. Their fighting style is graceful, flowing, full of impossible leaps, slow floats to the earth, wall-running, and other confounding techniques that make Skimmers difficult to target and even more difficult to defend against. Mobility is their hallmark, and you never know which direction a Skimmer will strike from. To make things even more dangerous for their opponents, Skimmers are fond of wielding oversized weapons; a favorite of theirs is the *vasha*, a staff half again as long as a grown man, with bladed ridges at either end, often wielded in one hand. Those who learn this technique do so by altering the gravity around the weapon, making it light and easy to wield, then reversing it once they've built momentum to create a devastating swing.

☞ **Common Names:** Rin, Kojan, Derot, Herane, Dastrom, Vis, Closter, Lea

CREATING A SKIMMER

Starting Attribute Scores: Strength 9, Agility 12, Intellect 10, Will 9.

Perception equals your Intellect

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter of your Health, rounded down

Size 1/2 or 1, **Speed** 12, **Essence** 0

Damage 0, **Discord** 0, **Strain** 0

Essence Trees: Sky-Dancing, Gravity Manipulation

Languages and Professions: You speak, read, and write Trade Speech. In addition, you can choose to speak, read, and write one additional language or add one random profession.

Lighter than Air: You can leap great distances, dozens or even hundreds of feet at a time. Whenever you jump up or across, multiply the distance you can jump by 10. When you drop down from a height, you can fall 30 yards without taking damage. In addition, whenever you make a challenge roll that involves jumping or climbing, you do so with 1 boon. You can spend a Seeker point to increase

your ability to jump further, allowing you to double the distance you can jump or fall (on top of the initial increase) for 1 minute.

LEVEL 4 EXPERT SKIMMER

Characteristics: Health +5

You either learn one Essence power or gain Prodigious Leap

Prodigious Leap: As an action or a triggered action on your turn, you can make an astoundingly long leap. When you do so, multiply the distance you jump by 10 again. This includes the distance you can safely drop. Once you've used this ability, you must complete a rest before you can do so again. This ability stacks with the increase you'd get from spending a Seeker point. For instance, if you used your prodigious leap *and* spend a Seeker point, your jump distance would be multiplied by 10, then 10 again, then 2.

SKIMMER BACKGROUND

1	You were born to a minor noble house. When you roll for starting Wealth, add 2 to your roll.
2	You were raised as a blice farmer. Add the Gatherer profession.
3	You left home to study at an academy in Hyden. Add a random academic area of knowledge.
4	You were born as a commoner on the island of one of the major noble families.
5	You served one of the major noble families with distinction.
6	When you first took your Great Leap, you nearly fell to your death.
7	You were involved in a blice-farming accident. The crystals exploded and nearly killed you.
8	You rejected the rule of the nobility and went to live on the Rebel Islands.
9	You spent time as a guard in one of the great museums of Sky City.
10	You grew up on the streets, stealing your food to survive. Add a random criminal profession.
11	You're the disowned scion of a major noble house.
12	You made a good living trading goods with mainlanders. Start with 2d6 slivers.
13	You worked as a translator for one of the noble houses. You can speak another language.
14	You're renowned as a great artist in Sky City. Add the Artist profession.
15	You spent 1d6 years in prison for crossing a noble.
16	You made a living in your profession.
17	You spent time spying on a noble house for a different noble house.
18	You were a sky bridge operator for several years.
19	You attended the Academy. Add a random martial profession.
20	In your youth, you spent time doing jobs for Blue William.

SKIMMER FATAL FLAW

3	You love to show your powers off to anyone who will watch.
4	You're a hedonist. Earthly pleasures are the only kind that matter.
5-6	You're prone to fits of irrational rage.
7-8	You play the Great Game everywhere: deception, subterfuge, and gaining the advantage are everything.
9-12	You hate the wealthy and those who wield power over others.
13-14	You believe yourself better than those who are bound to the ground.
15-16	You're on a mission of revenge, and nothing will get in your way.
17	You have a lover in every port, and most of them are none too fond of you now.
18	You're utterly without guile.

SKIMMER AGE

3	You're a child, 16 years old or younger.
4-7	You're a young adult, 17 to 21 years old.
8-12	You're an adult, 22-52 years old.
13-15	You're a middle-aged adult, 53 to 65 years old.
16-17	You're an older adult, 66-75 years old.
18	You're a venerable adult, 86 years old or older.

SKIMMER BUILD

3	You are short and thin.
4	You are short and stocky.
5-6	You are short.
7-8	You are slender.
9-12	You are average in height and weight.
13-14	You are heavy.
15-16	You are tall and muscular.
17	You are tall and heavy.
18	You are very tall and thin.

SKIMMER APPEARANCE

3	You're incredibly ugly. Life has not been kind to you, whether it's the ravages of a disease or simply hard living.
4	You're ugly. You have unsightly hair, unattractive features, pimples, boils, and so forth.
5-6	You're homely. While most wouldn't consider you ugly, your appearance is...uninspiring.
7-8	You're quite plain. Your appearance doesn't make much of an impression, and people don't tend to notice you for your looks.
9-12	You're average in pretty much every way.
13-14	You're attractive. You might have long, beautiful hair or a sculpted nose that people find appealing.
15-16	You're beautiful. You have numerous suitors, and you never have to sleep alone if you don't want to.
17	You're one of the great beauties of your generation. There are maybe four or five like you in Sky City.
18	Your looks go beyond beauty. Nobody can recall someone like you; your grace is unparalleled.

THE SEA

Those who live on the sea are like the sea itself: mercurial, troubled, dangerous, and predatory. Most land-dwellers consider the Seafarers frightening, not just because of their tendency toward unpredictability and violence, but for their strange mutations. Every Seafarer has at least one mutation and, while these mutations help them survive out on the open ocean, they also act as a mark that separates them from those who dwell on land. People spot the Seafarers easily and tend to avoid them unless they need something. The Seafarers, for their part, don't seem to care. Many enjoy the fear they inspire and, in any case, they spend most of their time out on the sea, hunting great sea serpents, engaging in piracy, and doing whatever the sea demands for survival.

☞ **Sea-Bound:** When the gods left Asunder, there were many people out at sea. The oral histories of these people say that the chaotic, tumultuous nature of the sea prevented the Essence of the Seafarers from settling on any one thing, so it bonded to the only thing it could: the ocean itself. When this happened, they mutated. Some grew extra limbs, while others sprouted eyes, mouths, claws, scaly skin, or gills. These mutations set them apart from their brethren back on land, and so they united to become a new tribe. Now, the Seafarers rule the waters. They're unparalleled sailors, able to survive in conditions that would utterly destroy lesser sailors or ships, and they have become a vital, necessary part of commerce and travel on Asunder.

☞ **Symbiotic Bonds:** While every nation of Asunder uses symbiotic organisms in some way or another, nobody relies on them quite as much as the Seafarers do. They wear crustaceans and urchins that help them breathe underwater, filter the toxic chlorine gas of the ocean out of their lungs, or enhance their strength, speed, and toughness. But the most notable way in which the Seafarers use symbiotic organisms is their ships. A seafarer ship is a composite of numerous living creatures, melded and grown out in the waters. A skilled seafarer can control this creature, but seafarer ships have a mind of their own. This makes them both a dangerous liability and a powerful asset.

☞ **Many Captains:** Though Seafarers, for the most part, see each other as kin and abide by a code that binds them together, they are a fractious and independent lot. Each ship captain is a sovereign ruler, and aboard her ship, her word is law. No other ship captain has the right to countermand a captain on her own ship; to do so is an open challenge, and often leads to war between the two captains. Because each ship is effectively its own little nation, rules and behavior vary greatly between ships. Some can be relied upon to provide safe passage to land-dwellers looking to travel or trade, while others will waylay any ship they see, plundering it and leaving the crew for dead. Each captain flies her own flag, and it's usually wise to



One Seafarer's Natural Weapon mutation becomes a retractable bone blade in her wrist, and another grows extra arms.

learn which flags are safe, and to assume any you're unfamiliar with are not.

🐉 **Common Names:** Edair, Danica, Loric, Ninae, Cley, Persa, Heron

CREATING A SEAFARER

Starting Attribute Scores: Strength 10, Agility 10, Intellect 9, Will 9.

Perception equals your Intellect

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter of your Health, rounded down

Size 1/2 or 1, **Speed** 10 (12 while swimming), **Essence** 0

Damage 0, **Discord** 0, **Strain** 0

Essence Trees: Sea-Calling, Adaptation

Languages and Professions: You speak, read, and write Trade Speech and Blue. You have the Sailor profession.

At Home At Sea: Whenever you'd make a challenge roll with at least 1 boon due to your Sailor profession, you roll with 1 additional boon.

Mutation: Every seafarer has a mutation. Roll on the following table to determine yours, or choose one. With your Keeper's help you can, at your option, come up with your own mutation. You get to decide what your mutation looks like.

1-2	Natural Weapon. Your unarmed attacks deal an extra 1d6 damage.
3-4	Natural Armor. Add 2 to your Defense.
5-7	Heightened Senses. Add 4 to your Perception.
8-14	Water Adaptation. You can breathe underwater, and you roll any swimming-based challenges with 1 boon.
15-16	Climber. You ignore difficult terrain due to climbing, and you roll any climbing-based challenge rolls with 1 boon.
17-18	Extra Arms*. You have four arms instead of two. This allows you to wield twice as many weapons or tools, and even to dual-wield cumbersome weapons.
19-20	Camouflage. Whenever you make a challenge roll to avoid notice, you do so with 1 boon.

*Your Seeker may have four arms, but actions and options don't stack with them. They can't make four attacks or get benefits from four shields. For combat purposes, save dual-wielding cumbersome weapons; they act like someone with two arms. However, they can carry four things in their hands.

LEVEL 4 EXPERT SEAFARER

Characteristics: Health +3

You either learn one Essence power or gain an Extra Mutation.

Extra Mutation: Roll again on the *Mutation* table, or choose a new mutation. You now have both mutations. If you roll the same mutation a second time, roll again until you get a different one.

SEAFARER BACKGROUND

1	Your ship sank during a violent storm. You're the only survivor.
2	You used to be the captain of a ship, but lost it due to mutiny.
3	Your ship went feral when you hit a pocket of Chaos. Start with 1d6 Discord.
4	Your last raid was quite successful. Start with 2d6 slivers.
5	You were marooned alone on an island for 1d6 years.
6	You've spent a lot of time in Megalith, and have even fought in the Arena.
7	A scholar sailed with your ship for several years, and you learned from him. Add a random area of academic knowledge.
8	You've sailed on dozens of different ships, with dozens of different captains.
9	You spent some time wandering the mainland. You can speak an additional language.
10	You're wanted in at least two city-states for piracy.
11	You found something on a raid, and have hung onto it since. Start with an additional, random Interesting Thing.
12	You were once chased out of a port for being too rowdy.
13	Your best friend was killed by a sea serpent during a hunt. The serpent got away.
14	You recently spent days adrift in a lifeboat in a chlorine-induced haze. Start with 1d6 Strain.
15	You have a distinctive scar from an encounter with a sea serpent.
16	You spent time hatching and raising ships. Start with the Shipwright profession.
17	Your crew was taken by another ship's crew, and you spent 1d6 years as a galley slave.
18	You were once swallowed by a sea serpent but carved your way out.
19	On your ship, you were well-liked for your musical ability. Start with the Entertainer profession.
20	Your entire crew was nearly killed in an encounter with the Hungry Fleet.

SEAFARER FATAL FLAW

3	You're aggressively proud of your mutations.
4	You believe that the natural order is for the strong to take things from the weak.
5-6	You like to drink, and when you drink, you like to fight.
7-8	You often say things that scandalize and offend land-dwellers.
9-12	You don't back down from anybody. Ever.
13-14	You wear symbiotic organisms in public whenever you can, because you like to scare people.
15-16	Being on land makes you ill at ease.
17	You're a thrill-seeker. The more dangerous the activity, the better.
18	You tend to get others into trouble. It's not your fault!

SEAFARER AGE

3	You're a child, under 18 years old.
4-7	You're a young adult, 18 to 25 years old.
8-12	You're an adult, 26 to 35 years old.
13-15	You're a middle-aged adult, 36 to 45 years old.
16-17	You're an older adult, 46 to 55 years old.
18	You're a venerable adult, 56 years old or older.

SEAFARER BUILD

3	You are short and thin.
4	You are short and stocky.
5-6	You are short.
7-8	You are slender.
9-12	You are average in height and weight.
13-14	You are heavy.
15-16	You are tall and muscular.
17	You are tall and heavy.
18	You are very tall and thin.

SEAFARER APPEARANCE

3	You're monstrous. Your mutations are obvious, disturbing, and frightening to some.
4	You're ugly. You probably have an extra nose or two, frills instead of hair, or some other unsightly cosmetic mutation.
5-6	You're slightly disturbing. Your unsightly mutations are minimal but present. You can hide them if you try.
7-8	You're quite plain. You don't have any disturbing mutations, but you're also not particularly attractive.
9-12	You're average in pretty much every way. You probably have mutations, but they don't bother people.
13-14	You're attractive. You have few, if any, visible mutations, and you've got an attractive quality or two.
15-16	You're beautiful. Your mutations are nearly invisible, and you have several attractive qualities.
17	You're striking. Your mutations serve to accentuate your beauty rather than detract, giving you an exotic appeal.
18	Your unearthly beauty turns heads, and makes people wonder if you're really of this world.

PROFESSIONS

Professions describe what you do. Whether it's a trade, an area of knowledge, some form of military training, or simply an aptitude for a particular kind of work, a profession is a good indicator for what your character did for a living before she became a Seeker. The professions presented here are broad, giving you freedom to define your particular role or expertise within a profession. It's up to you to figure out exactly what a profession or combination of professions means on your character sheet, and how that interacts with the other information on your character sheet. What does it mean to be a Pacari sailor? A Mainlander expert in folklore? A Seafarer refugee? You don't have to decide during character creation; sometimes it can be fun to figure out the answers to those questions in play.

The following languages are used throughout the lands of Asunder. By default, if you know a language, you can speak, read, and write that language.

- Trade Speech: Devised by the city-states of the mainland in order to facilitate trade and communication between cultures, Trade Speech (or, simply, Trade) has spread beyond the borders of the mainland and become a commonly used language amongst all people of the world. Though it doesn't replace a nation's native language or languages, many Seekers know enough Trade to be able to communicate anywhere.
- Pacari: The language of the Pacari tribesfolk is complex and rich, with a system of hieroglyphs for written communication. Each tribe has their own dialect of Pacari and, while most tribes are able to communicate with each other, outsiders often find the myriad variations confusing.
- Mother's Tongue: A language known almost exclusively by the weavers of New Gaia, Mother's Tongue is not often taught to outsiders. It can be used to communicate incredibly complex ideas in a very short span of time.
- Blue: While most Seafarers speak fluent Trade, they have their own language, Blue, that they use amongst their own kind. They often use Blue to speak openly with each other around land-dwellers.
- Nagese: The Naga have their own language, a tongue of sibilant, rolling sounds.
- Deep: Though they may not have invented it, the demons often speak Deep. As a result, many Black Islers have learned the language.
- Hyderen: Hyden, like the other city-states, used to have its own language before the widespread adoption of Trade. Though the other city-states' languages have more or less died off, Hyderen is still spoken in some places and taught in the academies, even if it is considered terribly archaic.

STARTING PROFESSIONS

You start with two professions, plus any granted to you by your Origin. You can choose any profession you like, or you can roll on the tables provided to generate a random profession.

LANGUAGES

If you wish, you can trade out one of your starting professions in order to speak, read and write another language.

PROFESSION TYPES

- 1 **Academic:** You've spent time studying a particular field and have become an expert. Roll a d20 and consult the *Academic Professions* table. You can recall information related to your area of expertise.
- 2 **Common:** You might be a laborer, a craftsperson, or work in some other commonly-found trade. Roll a d20 and consult the *Common Professions* table. You can recall information related to your trade and, given time and materials, produce goods related to it.
- 3 **Criminal:** You engage in illegal or illicit activities. Roll a d20 and consult the *Criminal Professions* table. You can recall information related to your profession, and you have contacts you can call upon.
- 4 **Martial:** You've spent time in the military, law enforcement, or some similar profession. Roll a d20 and consult the *Martial Professions* table. You likely have contacts related to your profession.
- 5 **Religious:** The gods may be gone, but people still believe in something more. Roll a d20 and consult the *Religious Professions* table. You can recall information related to your religion.
- 6 **Wilderness:** You've spent time living on nature's bounty. Roll a d20 and consult the *Wilderness Professions* table. You have access to natural lore.

COMMON
PROFESSIONS

1	Animal trainer
2	Apothecary
3	Artisan. Choose a manufacturing trade.
4	Artist. Choose a medium.
5	Boatman or ferryman
6	Butcher
7	Cook
8	Drover or herder
9	Entertainer. Choose a style.
10	Farmer
11	Fisher or sea hunter
12	Symbiont-tender
13	Laborer. Choose a labor.
14	Merchant. Choose a product.
15	Plant-tender
16	Musician. Choose an instrument.
17	Sailor
18	Servant or valet
19	Shopkeeper
20	Teamster

ACADEMIC
PROFESSIONS

1	Architecture, masonry-based
2	Architecture, plant-based
3	Engineering
4	Etiquette & customs
5	Folklore
6	Geography
7	Sapient non-humans
8	History
9	Law
10	Literature
11	Chaos
12	Medicine
13	Navigation
14	Essence bonds
15	Philosophy
16	Politics
17	Nature
18	Mythology
19	Science
20	War

RELIGIOUS PROFESSIONS

1-5	Disciple of the Old Gods: You believe the Old Gods will one day return and deliver the world from its current tribulations.
6-8	Pure Light Adherent: You believe in the divine nature of Pure Light, and you follow it where it goes.
9-13	Gaian: You worship Gaia as a source of life and mother of the planet.
14-16	Demon-Worshiper: You believe the demons are divine messengers sent to remake the world anew.
17-18	Chaos Cultist: You venerate Chaos as a force of both creation and destruction.
19-20	Serpent Priest: You worship the great sea serpents and the terrible fury they bring.

MARTIAL
PROFESSIONS

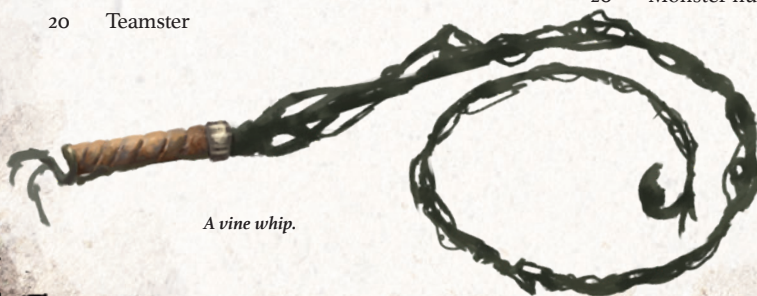
1	City guard
2	Detective
3-4	Gladiator
5	Jailer
6	Officer
7	Champion
8	Mercenary
9-10	Militia member
11-12	Warrior
13-14	Peasant conscript
16	Quartermaster
17-18	Soldier
19	Assassin
20	Monster hunter

CRIMINAL
PROFESSIONS

1	Agitator
2	Beggar
3	Burglar
4	Carouser or rake
5	Charlatan or confidence artist
6	Glass dealer
7	Fence
8	Forger
9	Gambler
10	Grave robber
11	Informant
12	Murderer
13	Pickpocket
14	Pirate
15	Prostitute
16	Rebel or terrorist
17	Saboteur
18	Spy
19	Thug
20	Urchin

WILDERNESS
PROFESSIONS

1	Bandit, brigand, or highway robber
2	Barbarian
3	Exile
4	Gatherer
5-6	Guide
7	Hermit
8-9	Hunter
10	Nomad or vagabond
11	Pioneer
12	Poacher or rustler
13-14	Outlaw
15-16	Refugee
17	Spelunker
18	Tracker
19	Trapper
20	Woodcutter



A vine whip.

USING PROFESSIONS

Professions describe, in broad terms, what you've spent time learning, and what your training is. As such, the Keeper will often look to your professions in order to determine what's possible for you to accomplish in the game. This might result in an automatic success when you attempt a particular task, or it might result in the Keeper granting you 1 boon if the outcome is uncertain. For example, if you're a Farmer, it stands to reason that you know how to tend to crops and can generally do so without making a roll. If you try to determine what the weather will be like in the coming day, the Keeper might grant you 1 boon on a roll to do so, or simply tell you what the weather will be like. Professions do not stack. If you are utilizing the burglar profession for an action, you cannot also use the assassin profession on top of it for the same action.

ALTERING PROFESSIONS

The professions provided here aren't an exhaustive list. You might have an idea for some pursuit or occupation for your character that doesn't appear on this list. Maybe you spent a long time as a stowaway on a ship, and Sailor just doesn't describe what you did accurately. In that case, it's fine to substitute a profession on these tables for one of your own devising. Consult with your Keeper first, and work with them to come up with a good profession for your Seeker.

STARTING EQUIPMENT

You start with equipment based on your character's wealth. First, roll 3d6 and consult the *Wealth* table. Come up with a story for why you live at the lifestyle at which you live, bearing in mind your Origin and professions. Your starting Wealth gives you additional equipment as listed below, as well as some starting benefits. Generally speaking, the poorer you are, the greater the bonus you get at character creation.

DESTITUTE

You have a light melee weapon appropriate to your homeland, rags, and a pouch containing 1d6 slivers. You live a hand-to-mouth existence, and this has made you strong. You get +1 to your Strength attribute and add a Criminal Profession.

POOR

You have a light melee weapon appropriate to your homeland, patched basic clothing, a sack, bread, a waterskin, a small bioluminescent lantern, a candle, and a pouch containing 2d6 slivers. Your life is hard and you've had to scrape for what you have; you get +1 to Agility or Will.

Asunder has no precious metals; instead, people use gems as currency. The following gems are used as currency in Asunder.

- ✧ **Emeralds**, or "greens," are the most valuable currency in Asunder, and are very rare.
- ✧ **Diamonds** ("whites") have the next lowest value; five diamonds are worth one emerald.
- ✧ **Rubies** ("reds") have the next lowest value; five rubies are worth one diamond.
- ✧ **Sapphires** ("blues") have the next lowest value; five sapphires make up one ruby.
- ✧ **Pearls** ("bobs") have the next lowest value; five pearls make up one sapphire.
- ✧ **Slivers** (pearls cut into flat discs) have the lowest value; five slivers make up a pearl.

All that said, the vast majority of people who live in Asunder use slivers and bobs as their primary currency, with adventurers and the wealthy also dealing in sapphires and occasionally rubies. Diamonds and emeralds are typically the purview of the very, very rich. To make things easy to track, prices in this book are listed in terms of slivers, pearls, and sapphires; the higher forms of currency are primarily there for color; you can use them as you like or not at all. So, for example, if something in this book costs one diamond, it would instead be listed as costing 25 sapphires.

WEALTH

3-4	Destitute: You are penniless and live on the streets.
5-8	Poor: You live in squalid conditions and you're never sure where you're going to get your next meal.
9-13	Getting By: You earn enough to meet all your expenses.
14-16	Comfortable: You live well and make enough that you can save a little.
17	Wealthy: You live very well. You have nice clothes and fine accommodations, and you have probably not gone without for a long time.
18	Rich: You want for nothing. You likely come from a noble family, and you have servants and an estate, castle, or house in the best part of town. Your fortunes earn you many friends and many enemies.

GETTING BY

You have a light weapon and a martial weapon appropriate to your homeland, basic clothing, a backpack, a week of rations, a waterskin, a small bioluminescent lantern, 1d3 torches, and a pouch containing 1d3 pearls. You've learned a trade to get what you have, so you start with an additional common or criminal profession.

COMFORTABLE

You have a light weapon and a martial weapon appropriate to your homeland, fine clothing, a backpack, a cloak, a week of rations, a waterskin, a strong coil of living vine, a small bioluminescent lantern, 2 torches, 1 dose of sawgrass powder, a shield, and a pouch containing 2d6 pearls. You also have a piece of minor living gear of the Keeper's choice or, instead, a healer's kit, tool kit, or writing kit. At the Keeper's option, you may also have a small cottage or flat somewhere.

WEALTHY

You have a light weapon and a martial weapon (each with one property) appropriate to your homeland, courtier's clothing, a backpack, a cloak, a week of rations, a waterskin, a strong coil of living vine, a small bioluminescent lantern, 1 dose of sawgrass powder, a shield, and a pouch containing 1d6 sapphires. You also have a piece of minor living gear of the Keeper's choice or, instead, a healer's kit, tool kit, or writing kit. At the Keeper's option, you may also have a small manor house or a ship.

RICH

You have a light weapon and a martial weapon (each with one property) appropriate to your homeland, noble's clothing, a cloak, a week of rations, a waterskin, a strong coil of living vine, a small bioluminescent lantern, a dose of sawgrass powder, a shield, and a pouch containing 2d6 sapphires. You also have a personal servant, a guard, and three riding beasts appropriate to your homeland, with saddles. At the Keeper's option, you may also have a sprawling estate or a large ship.

INTERESTING THINGS

Your character starts play with one interesting thing. You can choose an interesting thing from the following tables if you like, but it's often more fun to roll for an interesting thing and see where it might push the story. To determine your interesting thing, roll a d6 to see which table to roll on, then roll a d20 to find out what interesting thing you start with. These don't necessarily have any kind of mechanical effect on your character (though they can, with the approval of the Keeper); they're meant to give you ideas for how to flesh out your Seeker's backstory and personality.

INTERESTING THINGS TABLES

1	Objects
2	Memories
3	Living things
4	Needs
5	Scars and marks
6	Relationships

OBJECTS

1	A bluish-white pebble that is always warm to the touch.
2	A little doll made of sticks and twine.
3	The deed to a property you've never heard of, with no indication of where it is.
4	A stone medallion with a strange symbol on it.
5	A shard of ice that never melts.
6	A wooden arrow that killed someone you loved.
7	A tiny shard of blice crystal in a bottle on a leather cord.
8	A rough-spun shirt. You can change its color with a thought.
9	The skull of a creature you cannot name.
10	A miniature horse trapped in amber.
11	A small wooden box that plays music when opened.
12	A bone shield that once belonged to a loved one.
13	A small leather pouch of stones, each with a carved symbol on it.
14	A drawing of a young girl. She seems oddly familiar, but you do not know her.
15	A letter from a noble in Hyden who claims to be your uncle.
16	A necklace of teeth from various animals and people.
17	A fine jacket that never gets dirty or wet.
18	A map of a land you're unfamiliar with.
19	A stone chalice. It fills with water every morning at dawn.
20	A spear that nearly killed you once.

MEMORIES

1	The sparkling sound of laughter as you lay helpless.
2	A white hot pain in the back of your skull, followed by darkness.
3	Flashes of a life lived by someone else.
4	A blank space where a memory should be.
5	A cave full of ancient paintings. You're certain they form a prophecy.
6	Being born fully grown from a massive seed pod.
7	The man who raised you, but who is not your father.
8	Dying. Then darkness. Then, once again...life.
9	Murdering someone with your bare hands. You can't remember why.
10	You performed those deeds, but you didn't want to.
11	The most beautiful room you've ever seen. You long to return.
12	A voice in the darkness. You didn't know the language, but you understood its words.
13	Narrowly escaping being a human sacrifice.
14	The eyes of a lover long since gone.
15	A promise made long ago to meet again.
16	Making an oath to kill someone you've never met.
17	A song that made you feel alive for the first time in your life.
18	The glade where a great treasure is buried. You wish you could remember where it was.
19	Captaining a ship, half a lifetime ago.
20	The password to an underground location where live are bought and sold.

LIVING THINGS

1	A small tree seed, pulsing with life.
2	A pulsing growth on your arm that you're sure is a separate being.
3	A small rodent with a strange mark on its back.
4	A flower you refuse to let die.
5	A demonic presence always in the back of your skull.
6	A faithful dog.
7	A tiny yellow bird that sings sweet music.
8	A cluster of vines that crawls around like a spider.
9	Your left arm. It used to belong to someone else.
10	A stone jar with a heart inside. It still beats.
11	A small flying insect that looks at you with intelligent eyes.
12	Short vines and creepers that grow from your back.
13	A raven. It's not yours, but it follows you everywhere.
14	A sick cat that you're nursing back to health.
15	A pair of trained squirrels.
16	A small venomous flying lizard called a svit.
17	A talking crustacean. It's friendly, but not very smart.
18	A bag of seeds. You feel compelled to plant them wherever you go, and you never seem to run out.
19	A glowing blue crystal. You know it's alive. It told you so.
20	A fungal growth throughout your body. You're sure one day it will kill you.

NEEDS

1	To find acceptance.
2	To get revenge for the ones they took from you.
3	To see everything, go everywhere.
4	To take things that aren't yours.
5	To escape that which chases you.
6	To atone for the things you've done.
7	To prove yourself to the ones who don't believe in you.
8	To feed your addiction.
9	To protect the object of your affection.
10	To escape your past.
11	To acquire riches so you can retire.
12	To be known everywhere.
13	To pay off your debts.
14	To murder the one you hate.
15	To tame the frontiers of the world.
16	To learn why the gods left.
17	To comport yourself with honor and dignity, always.
18	To fill the void inside you through the pursuit of pleasure.
19	To free yourself from the curse that haunts you.
20	To find a lost heirloom and reclaim your birthright.

SCARS & MARKS

1	A ragged scar from your shoulder to your wrist.
2	A missing eye.
3	A tattoo you don't remember asking for.
4	A strange symbol on your palm. You were born with it.
5	A broken nose that never healed quite right.
6	Tattoos, head to toe.
7	A slave brand on the back of your neck.
8	The battle scars of having survived the arena.
9	A symbol on your forehead that glows faintly.
10	An old leg injury that throbs when it's going to rain.
11	A puncture wound next to your heart where a thorn almost killed you.
12	Burn scars covering the right side of your body.
13	Strange patches of fur on your arms and legs.
14	Your left hand, clawed and monstrous.
15	Slitted, cat-like pupils.
16	A mouth full of shark teeth. They replaced your real teeth long ago.
17	A stump where your third arm used to be.
18	A peg leg.
19	The scar on your neck where your throat was once cut.
20	Your missing right ring finger, taken as payment for a debt.

1	Your best friend, a notorious pirate.
2	Your childhood rival, always one step ahead of you.
3	Aiken, a merchant who always seems to be around when you enter a settlement.
4	The assassin contracted to kill you.
5	The one you love, another Seeker.
6	Another Seeker with whom you have a friendly rivalry.
7	The black market dealer who sells you dreamgrass.
8	A noble who owes you a favor.
9	Your surrogate mother, a Naga, who raised you from birth.
10	A Bone Army mercenary. Sometimes you send each other work.
11	A poet who is determined to write an epic poem about your deeds.
12	A being who lives inside your mind, offering guidance and advice from time to time.
13	A being who lives inside your mind, constantly plaguing you with self-doubt.
14	Your ex-lover, an arena fighter.
15	Another Seeker with whom you share a common goal: kill the one who wronged you.
16	Another Seeker who once saved your life. You owe them.
17	The crime boss who owns your debts.
18	Feriti, a chef who owns a restaurant in The Twins, reportedly the best in the world.
19	A Sky City courtesan who's fond of you and will sometimes help you out.
20	A powerful warlord, whom you once served, but whom you've now sworn to kill.



A living
chameleon mask.

ROLEPLAYING YOUR SEEKER

At this point, you've decided on an Origin for your Seeker and either chosen from or rolled on the associated tables, you've picked or randomly rolled professions; you've determined your wealth level and starting equipment; and you've rolled one random interesting thing. Now it's time to put all of those choices and rolls together into a coherent character that you can inhabit for the next several sessions of play. To put the finishing touches on your Seeker, answer the following questions:

- ☞ **What do you seek?** You've witnessed signs the world is ending. What exactly did you see? And what do you plan to do about it? Maybe you seek an artifact that can change destiny, or you simply want to be on top when everything comes crumbling down. Come up with something cool that will drive play forward, that your fellow Seekers can help you out with, and that you can lean on whenever the group isn't sure what to do.
- ☞ **What do you love?** Everyone loves something, even if it's just themselves. What's most important to your Seeker?
- ☞ **What do you hate?** Injustice? Bullies? People who talk in the theatre? What is it that sets you off and makes you white-hot with fury?
- ☞ **How do others feel about you?** Are you well-liked? Ostracized? Seen as an exemplar or role model? Do people think you're competent, funny, or attractive? Do they think you smell bad?
- ☞ **How do you feel about them?** Your choices up to this point might have suggested how you feel about a few NPCs, but you also need to figure out how you feel about the other Seekers in your group. Are you with them out of necessity? Do you value their friendship? Are you all new, and you're just not sure yet?
- ☞ **What have you achieved so far?** Seekers, with very few exceptions, aren't born the moment you created your character. Your Seeker has a past, and that means past accomplishments. What has your Seeker achieved so far that they're proud of?
- ☞ **What have you done wrong?** Everyone makes mistakes. What have you done that you're trying to make up for or outrun?
- ☞ **What are your obligations?** Do you have responsibilities? Debts? People you need to look after?
- ☞ **What do you believe in?** What gives you strength? What causes do you champion? What would you die for?
- ☞ **What don't you tell anyone?** You have secrets, just like anyone else. What are they? Why do you keep them secret?

CHARACTER TRAITS

It can also be helpful to come up with a few character traits that you can use as a roleplaying anchor for your character. When you want to say something in character, it can be helpful to go back to one of these traits and incorporate it into your roleplay, so you can make sure you're portraying your Seeker in a consistent way. Try to come up with at least two positive (and one negative) character traits. If you're stuck for traits, roll on or pick from the table below.

PERSONALITY TRAITS

1	Benevolent	Aloof
2	Cheerful	Arrogant
3	Courageous	Conceited
4	Dependable	Craven
5	Determined	Deceitful
6	Dutiful	Impulsive
7	Empathetic	Lazy
8	Fair	Malicious
9	Forgiving	Obnoxious
10	Generous	Rude
11	Gracious	Quarrelsome
12	Helpful	Sarcastic
13	Honest	Self-centered
14	Honorable	Slovenly
15	Humble	Stingy
16	Idealistic	Sullen
17	Imaginative	Surly
18	Kind	Thoughtless
19	Noble	Unfriendly
20	Orderly	Vulgar

YOUR FIRST ADVENTURE

Once you finish creating a character, you are ready to begin your first adventure. You play with a group of friends, one of whom is the Keeper. Playing through a starter adventure has many benefits.

LEARN THE RULES

The starter adventure gives you a chance to learn how the game plays (i.e. how to resolve fights, social interaction, and moving), without having to worry about too many exceptions gained from playing a character at a higher level. By the adventure's conclusion, you should have a good understanding of how the basic rules work. There are three connected adventures in the *Keeper's Tome* which start at level 0 and continue until your Seeker is level 2. These adventures are designed to help you understand how the rules and setting of *Asunder* work.

DECISIONS AND OUTCOMES

While playing the game, keep track of what your character does and how your character behaves. What you do during your first adventure should inform the choices you make after your group forms and gains a level. So if you spend a lot of time fighting, sneaking around, creating an important relationship, or doing something else noteworthy, jot it down.

BUILDING A GROUP

The first adventure operates as the origin story for the characters played by you and your friends. Your character might know one or more other characters that will join the group, or you might be strangers. Regardless, this adventure explores the conflicts, challenges, and revelations that will connect your characters for the remainder of the game.

Here are some things you should do during your first adventure.

- 🌀 **Cooperate.** Learning how to work together is crucial for your group to survive the perils that lie in wait. Look for ways to help other players in the game to create stronger connections. As you play, note the relationships you make with other characters. You may befriend some and come into conflict with others. These relationships will become important once the group forms.
- 🌀 **Avoid Conflict.** Starting characters are fragile and have few resources. Since a hit or two can knock you out or even kill you, you should be cautious about fighting and consider it only as a last resort.
- 🌀 **Find Gear.** Your starting equipment is unlikely to carry you far. You will need better armor, weapons, and supplies if you want to continue playing. You can upgrade your gear by taking on jobs for pay, looting bodies, and robbing your enemies.
- 🌀 **Achieve Your Objective.** Every adventure you play has an objective, a goal or quest that drives the story. Sometimes the Keeper will tell you what it is and other times you'll have to find out the nature of your objective through play. Achieving your objective brings the story to its conclusion, so keep working toward it as you play.

LEVEL ADVANCEMENT

After you complete your first adventure, your group gains a level. As shown on the *Advancement* table, at level 1 you choose a novice path from the ones described in **Chapter 5**. This can be any path you like, but it's best to choose one

that reflects what happened in your first adventure. If, for example, you spent that adventure fighting, *survivor* or *maurader* would be good choices. If you were interested in Essence powers, then being a *bonded* would be a good choice.

As you continue playing the game, your group's level increases whenever the Keeper tells you. Typically, your group's level increases when you and your friends accomplish major story objectives. Each time your level increases, check the table to find out how the increase benefits your character.

ADVANCEMENT

0	Starting level. One play-session is usually enough to shape your Seeker in the direction of a Novice Path.
1	Choose a novice path from the ones presented in Chapter 5 and gain the benefits from that path for this level.
2	You gain the benefits from your novice path for this level.
3	Choose an expert path from the ones presented in Chapter 6 and gain the benefits from that path for this level.
4	Gain the benefits from your Origin for this level.
5	Gain the benefits from your novice path for this level.
6	Gain the benefits from your expert path for this level.
7	Choose a master path from the ones presented in Chapter 7 and gain the benefits from that path for this level.
8	Gain the benefits from your novice path for this level.
9	Gain the benefits from your expert path for this level.
10	Gain the benefits from your master path for this level.

STARTING AT HIGHER LEVELS

You can start the game at a higher level if you join an existing group or if the Keeper decides to set the group level higher than 0. You create a starting character as normal, but when you finish, go to the *Advancement* table and follow the instructions for each level until you reach the group's level.

EQUIPMENT AT HIGHER LEVELS

Characters at higher levels have more resources than do those at lower levels. For each level, add 3d6 pearls to your purse. You can spend these gems to purchase better weapons, armor, and additional equipment from the items described in **Chapters 8** and **9**.

Additionally, each time you choose a path (at levels 1, 3, and 7), you gain another random interesting thing from the *Interesting Things* tables presented under starting equipment.



An Assassin's Needle



PIN
DUR
SKI

CHAPTER THREE PLAYING THE GAME

This chapter tells everything you need to know to play *Asunder*. The rules cover the basics of how your character and other creatures do things in the game. Both the characters you play and the creatures you encounter might possess special abilities that alter how the normal rules work. Such exceptions always trump the general rules described here.

As you play, you should always use common sense about the real world as your guide for what's possible and what isn't. Strange creatures, Essence powers, and other such phenomena can defy what we deem laws of reality, bending or even breaking them. Aside from such miraculous events, characters can do just about anything people do in the real world: climb, start a campfire, walk, balance on a narrow surface, talk, use their senses, and so on. Most times, you don't need rules for these things. You tell the Keeper what your Seeker does and the game moves forward.

For simplicity's sake, these rules use "you" to describe your character's actions in the game.

MAKING DECISIONS

Simple, ordinary actions are assumed to happen normally. For example, you tell the Keeper that you buy a bone knife from a street merchant. Unless something interesting interferes with that activity, it happens as you stated and the story continues.

If you try to do something that is impossible, the Keeper tells you that the activity doesn't happen and what (if anything) results from the effort. For example, trying to breathe underwater simply fails unless you have a mutation or other advantage that grants you the ability to do so; the Keeper tells you that you start drowning and play progresses from there.

Sometimes, an action you describe prompts the Keeper to make a judgment about whether or not the action is possible. The rules help make the decision, often requiring the roll of dice to decide the outcome. Generally speaking, the Keeper should only call for a roll when one or more of these conditions is true:

1. **The stakes are high.** It's a life-and-death situation, or an important goal lies in the balance. *Important* in this context means *has the ability to affect the course of the story*.
2. **Someone important stands in direct opposition.** This could be another PC, a bandit warlord, or a peasant with a sword.
3. **The outcomes for both success and failure would be interesting and fun for the group.** If one of the outcomes is boring or disrupts the game in some way, the Keeper should not call for a roll; the action either automatically succeeds or automatically fails.

TIME

Precise timekeeping is rarely necessary during play. If you're not in a hurry, it doesn't matter how long it takes you to make marketplace purchases or reach the nearest city-state. The Keeper decides how much time passes. A month-long ocean voyage might be summarized with a few minutes of description, or you might play through a tense negotiation in real time.

There are occasions where time is important. When a Naga slithers out of the jungle and attacks, when you spring a trap and have to run away from the wall of water it releases, or when you're chasing a psychopathic killer through tangled city streets, you need to know when it's your turn to act. In such cases, the Keeper can switch to rounds – segments of time that are 10 seconds long. See **Chapter 4** for a more detailed look at how rounds work.

ROLLING DICE

As noted in the introduction, the game uses two kinds of dice: a twenty-sided die and a six-sided die (the ordinary cube die found in many games).

You roll a twenty-sided die (a d20) whenever you attempt an activity whose outcome is uncertain. The die roll determines whether the attempt is a success or a failure.

You roll one or more six-sided dice (d6) for a number of effects. The most common situation is determining the damage dealt by an attack. For example, an Essence power's effect requires you to roll three six-sided dice (expressed as "3d6") for damage. Sometimes you add or subtract modifiers to such rolls; for example, "1d6 + 2" means you roll 1 six-sided die and then add 2 to the roll to get the total. Boons and banes might require you to adjust a d20 roll by adding or subtracting a d6 roll.

Additionally, sometimes the rules indicate you should roll a d3, a die with 3 sides. To roll a d3, just roll a d6 and divide the result by two, rounding up as necessary.

ROLLING A D20

You roll a d20 to determine an activity's outcome when making an attack roll or a challenge roll. Whenever you roll a d20, follow these steps.

1. **Roll the Die:** Note the number you rolled.
2. **Apply Modifiers:** Add or subtract any modifiers from character attributes or characteristics to the number you rolled. The rules or the Keeper determine what modifier you use, depending on the task you attempt.

3. **Apply Other Adjustments:** Add or subtract any other adjustments to the die roll, such as a bonus or penalty, or a boon or bane.
4. **Determine the Result:** Compare the final total to the target number for the roll. If the total equals or is greater than the target number, the result is a success. If the total is less than the target number, the result is a failure.

ATTACK ROLLS

You make an attack roll when you attempt to influence or harm another creature or an object. Examples of attack rolls include swinging a weapon to strike an enemy combatant, using an Essence power to overwhelm a creature's mind, or using a club to smash a statue. See **Chapter 4** for more information.

- ✧ **Modifier:** Attack rolls with a melee weapon, such as a wooden club or a bone sword, normally add your Strength modifier. When you make an attack with a ranged weapon, such as a throwing shard or thorn spitter, you normally add your Agility modifier to the attack roll. Special kinds of attack rolls might use a different attribute modifier. Some kinds of powers or talents require you to make an attack roll; the power's or talent's description tells you what modifier to use when making it.
- ✧ **Target Number:** The target number for an attack roll is usually a creature's Defense score for weapon attacks, or an attribute score for other kinds of attacks.
- ✧ **Success:** In general, a success deals damage to the target, imposes an affliction, or forces the target to move or behave in some way. For example, if you use a weapon to attack a creature and get a success, you roll the weapon's damage dice. The creature takes damage equal to the total of the damage roll.
- ✧ **Failure:** The target avoids the attack: You miss with your weapon, your shot goes wide of its mark, or the power fails to harm or take hold on the target.
- ✧ **Attack Roll Example:** Anna's character, Vetara, takes aim at a wild horok with her thorn-spitter. She's attacking with a ranged weapon, so she adds her Agility modifier to the attack roll. Anna rolls a d20 and gets a 4. She adds her Agility modifier (+3) to the number on the die for a total of 7. The horok's Defense is 16, so the result of the attack roll is a failure and the thorn misses.

CHALLENGE ROLLS

You make a challenge roll when you attempt an activity that is not directly opposed by another creature and the outcome is not certain. Sometimes an action that would ordinarily be simple becomes more challenging when under stress or when time is limited. Examples of challenge rolls include climbing, swimming, picking locks, listening for faint sounds, reducing the damage you would take from

being caught in an explosion, leaping back from a sprung pit trap, or resisting the effects of strain on your Essence.

- ✧ **Modifier:** The type of modifier depends on the action you attempt. For example, you make a Strength challenge roll to smash down a door, applying your Strength modifier. If you listen at a door, you make a Perception challenge roll and use your Perception modifier. If you want to leap out of the path of a gout of fire, you make an Agility challenge roll and use your Agility modifier.
- ✧ **Target Number:** The target number for challenge rolls is always 10.
- ✧ **Success:** The activity happens as described.
- ✧ **Failure:** The activity does not happen, or you don't get the desired outcome. If you attempt the same activity again under identical circumstances, it automatically results in a failure. For example, if you attempt to scale a sheer cliff wall unassisted and get a failure, you cannot, under the same circumstances, climb that wall. To get up to the top, you have to change the circumstance in some way. You might toss up a grappling hook and rope, find a ladder, hammer spikes into the surface, or put on climbing claws.
- ✧ As another example, say you attempt to use lock picks to open a locked door. If you have plenty of time and you aren't under any stress, you can eventually open the lock without having to make a roll. However, if you are under pressure, you might have to make the challenge roll. If you get a failure, you can't try again to open the lock under those circumstances, though you can do so once time is no longer an issue.

CHALLENGE ROLL EXAMPLE 1

Adam's character, Kirit, tries to kick down a barred door. The Keeper decides Adam must make a Strength challenge roll. Adam rolls a d20 and gets a 9. He adds his Strength modifier (+2) to the number on the die, for a total of 11, which is a success since Adam needed a 10. Kirit kicks down the door.

CHALLENGE ROLL EXAMPLE 2

An insect-weaver sends forth a swarm of stinging flies, catching Kathy's character, Feldra, in the area. Everything in the power's area takes damage from the flies, but creatures can attempt Agility challenge rolls to take only half the damage. Kathy rolls a d20 and gets a 9. She adds her Agility modifier (+1) to the number on the die for a total of 10. Since the total is 10 or higher, she gets a success and takes only half the damage.

BONUSES AND PENALTIES

Many situations in play can confer a bonus or a penalty on a d20 roll, representing an advantage or a disadvantage.

A bonus is always a positive number (+), which you add to the roll; a penalty is always a negative number (–), which you

subtract. A single die roll might have bonuses and penalties from different sources. These are cumulative, so you need to total them up and add them to the total of your roll.

BOONS AND BANES

Circumstances can make d20 rolls easier or harder. Positive circumstances grant one or more boons, while negative circumstances impose one or more banes.

BOONS

Boons improve your d20 die rolls. One or more boons might apply to a given roll. For each boon, you roll a d6 and then add the highest number rolled on all the boon dice to d20 roll. For example, if you make a d20 roll with 3 boons, you would roll 3d6. Say you get 1, 4, and 6 on those dice. The 6 is the highest number, so you add 6 to your d20 roll.

BANES

Banes hinder your d20 die rolls. One or more banes might apply to a given roll. For each bane, you roll a d6 and then subtract the highest number on all the bane dice from your d20 roll. For example, if you make a d20 roll with 4 banes, you would roll 4d6. Say you get 1, 3, 5, and 5 on those dice. Since 5 is the highest number, you would subtract 5 from your d20 roll.

COMBINING BOONS AND BANES

Boons and banes cancel each other out, one for one. If 2 boons and 1 bane apply to a particular d20 roll, you make the roll with 1 boon (1 bane cancels 1 boon). Similarly, if 2 boons and 4 banes apply to the roll, you would end up making the roll with 2 banes (2 boons cancel 2 banes).

ATTRIBUTES

Attributes describe a creature's basic capabilities in the game. Most creatures have four attributes: Strength, Agility, Intellect, and Will. Each attribute has two numbers: a **score** and a **modifier**. Together, these numbers reflect a creature's natural talent and formal training when attempting to do things in the game.

- ☞ **Score:** An attribute's score ranges from 1 to 20. Player characters usually have starting scores from 8 to 13.
- ☞ **Modifier:** An attribute's modifier equals its score minus 10. You apply this number to d20 rolls when you use the attribute. So, for example, if your Agility was 13, your Agility modifier would be +3. If you had a Strength of 8, your Strength modifier would be -2.

USING ATTRIBUTES

Here are some guidelines about how you commonly use your character's attributes in the game. Each attribute is associated with one or more characteristics, described later.

STRENGTH

Strength describes brawn, constitution, physical power, and durability.

- ☞ **Score:** Your Strength score is the target number for any attack that would directly harm your body.
- ☞ **Health:** This measures your ability to withstand damage. Your starting Health equals your Strength score and might be adjusted by Origin (see Chapter 2). If your Strength score increases, your Health increases by the same amount.



A lieutenant in the Bone Army battles a North Mountain beast.

ATTRIBUTES

Strength	Health
Agility	Defense
Intellect	Perception
Will	Strain

LIFTING WEIGHTS BY STRENGTH

1	1 lb.	2 lb.
2	2 lb.	4 lb.
3	5 lb.	10 lb.
4	10 lb.	20 lb.
5	20 lb.	40 lb.
6	30 lb.	60 lb.
7	40 lb.	80 lb.
8	50 lb.	100 lb.
9	75 lb.	150 lb.
10	100 lb.	200 lb.
11	150 lb.	300 lb.
12	200 lb.	400 lb.
13	250 lb.	500 lb.
14	350 lb.	700 lb.
15	500 lb.	1,000 lb.
16	1,000 lb.	2,000 lb.
17	2,000 lb.	4,000 lb.
18	4,000 lb.	8,000 lb.
19	8,000 lb.	16,000 lb.
20	16,000 lb.	32,000 lb.

☞ **Attack Rolls:** You make a Strength attack roll when you attack with a melee weapon or use brute force to shove, grab, or knock down another creature.

☞ **Challenge Rolls:** You make a Strength challenge roll when you attempt an athletic activity, such as climbing, running long distances, or swimming. You also make Strength challenge rolls to resist the effects of poison, disease, and similar harmful substances or situations.

☞ **Lifting Weights:** Your Strength score determines how much weight you can normally lift, as shown on the *Lifting Weights by Strength* table. The Normal column lists how much you can reliably lift over your head without having to make a challenge roll. The Success column lists the maximum weight you can lift by getting a success on a Strength challenge roll.

☞ **Size:** Larger creatures can lift greater weights, while smaller creatures can't lift as much. Multiply a creature's lifting weight for its Strength by its Size (see *Characteristics*) to determine how much it can lift. For example, a Size 2 creature with Strength 10 can reliably lift 200 pounds, or 400 pounds with a success on a Strength challenge roll.

☞ **Dragging and Shoving:** A creature can drag up to about 5 times the weight it can normally lift. Using an action (see *Combat*), a creature can drag or shove such an object up to 2 yards across a reasonably flat surface, 1 yard up a sloped surface, or 3 yards down a sloped surface.

AGILITY

Agility describes quickness, poise, and reflexes.

☞ **Score:** Your Agility score is the target number for any kind of attack that needs only to touch you or that would trap you.

☞ **Defense:** Your Defense score is the target number for enemy attack rolls using weapons. It equals your Agility score when you are not wearing armor or using a shield, unless you have a bonus from a talent, path, or Origin that increases your Defense.

☞ **Attack Rolls:** You make Agility attack rolls when you attack with ranged weapons or with melee weapons that have the finesse property (see **Chapter 4**).

☞ **Challenge Rolls:** You make Agility challenge rolls when you attempt physical activities that involve quickness and dexterity, such as jumping, leaping, escaping bonds, or squeezing through a tight space. You also make Agility challenge rolls to reduce damage from being caught in an explosion or to avoid sudden danger, such as a sprung trap.

INTELLECT

Intellect describes cunning, wit, memory, and education.

☞ **Score:** Your Intellect score is the target number for any kind of attack that would deceive or confuse your mind, thoughts, and senses.

☞ **Perception:** You use Perception to notice and interact with your surroundings. Your base Perception score normally equals your Intellect score, but your Origin can adjust this score.

☞ **Attack Rolls:** You make Intellect attack rolls when you use certain powers or talents or when you try to deceive another creature.

☞ **Challenge Rolls:** You make Intellect challenge rolls when you try to recall obscure information, use logic to solve a problem, or attempt any other activity that requires knowledge or education. You also make Intellect challenge rolls to resist effects that would weaken or harm your mind, deceive your senses, or confound or confuse you.

WILL

Will describes courage, discipline, and sense of self.

☞ **Score:** Your Will score is the target number for any attack that would force you to act against your will, such as being charmed, compelled, or frightened.

- ☞ **Strain:** Certain actions or events can tax your Essence to dangerous levels. Your Will score is the maximum amount of Strain you can gain before you suffer an Essence break.
- ☞ **Attack Rolls:** You make Will attack rolls when you use certain powers or talents or try to persuade or intimidate another creature.
- ☞ **Challenge Rolls:** You make Will challenge rolls when you use determination to overcome a challenge. You also make Will challenge rolls to resist effects that would determine or restrict actions or to avoid gaining Strain.

CHARACTERISTICS

Creatures have characteristics that describe other traits. Some characteristics (Health, Defense, Perception, and Insanity) are associated with attributes.

HEALTH

Health describes the maximum damage a creature or object can take. It represents a combination of durability, stamina, luck, and the ability to turn a lethal injury into a minor one.

Your starting Health is equal to your Strength score, though your Origin might adjust it; if your Strength score changes, your Health changes by the same amount. Powerful creatures can have very high Health.

INCREASING AND DECREASING HEALTH

For most creatures and objects, Health is a constant. Powers, talents, and other special situations can grant bonuses or penalties to Health, representing improved or weakened vitality and durability. Usually, such bonuses or penalties are temporary.

Advancing in level permanently increases your Health. If a creature's Health decreases to 0 for any reason, it dies.

INJURED

You are injured while your damage equals or exceeds one-half your Health. Being injured doesn't normally change your capabilities, though some effects, talents, and traits can interact with this state.

HEALING RATE

All creatures can recover from damage, given enough time. A creature's healing rate is how much damage it heals after it completes a rest or when targeted by an effect that heals damage. A creature's healing rate equals one-quarter its Health (minimum 1). If the creature's Health increases, its healing rate also increases.

DEFENSE

Defense represents the protection a creature or object has against attacks made with weapons.

DEFENSE SCORE

Unless your Origin states otherwise, while unarmored, your Defense equals your Agility score. Wearing armor and wielding a shield increase or replace this number.

Objects typically have Defense 5.

MAXIMUM DEFENSE

A creature's Defense cannot exceed 25, even if weapons, armor, and other effects would increase it beyond that number.

PERCEPTION

Perception works just like an attribute. It has both a score and a modifier. A high Perception indicates sharp senses, while a lower number indicates a creature has poor vision or hearing, or its senses are otherwise limited.

SCORE

Your base Perception score equals your Intellect score. Your ancestry can increase this number. Other creatures might also have increased Perception scores based on their nature.

CHALLENGE ROLLS

You make Perception challenge rolls when you try to listen for sounds, notice a detail in your environment, or recognize an illusion for what it is.

MAXIMUM PERCEPTION

A creature's Perception score cannot exceed 25.

STRAIN

A character's reserve of Essence isn't infinite, and using Essence abilities too often can tax it, causing permanent damage. In addition, living gear can cause Strain. While living gear is useful and sometimes necessary to life in Asunder, bonding with a piece of living gear (or, in some cases, consuming one) is introducing a foreign body to one's system, and the body seeks to reject it. The people of Asunder have learned to fight this reaction, but doing so causes Strain, and high levels of Strain in the long term can cause serious problems.

STRAIN TOTAL

Most characters begin with Strain 0. You cannot gain more Strain than your Will score.

GAINING STRAIN

Certain situations cause you to accumulate Strain, as directed by the rules or at the Keeper's discretion. The most common sources of Strain are over-use of Essence abilities or living gear, but there are any number of situations that can tax one's Essence. Whenever you gain Strain, you



become **fatigued** for a number of rounds equal to your new Strain total. If you are already fatigued, you instead become **stunned** for the duration. (Complete descriptions of the effects of both *fatigue* and *stunned* can be found in the *Afflictions* section later in this chapter.)

When your Strain total reaches your Will score, you suffer an Essence break.

ESSENCE BREAKS

When you suffer an Essence break, remove the fatigued affliction gained from Strain and roll a d20, then consult the *Essence Break* table to determine what happens to you. Many forms of Essence break are temporary, but some are permanent. Once your Essence break ends, reduce your Strain total by 1d6 + your Will modifier (minimum 1).

STRAIN RECOVERY

Your Strain total does diminish over time. Each time you take a rest and have at least 1 Strain, roll a d6. On a roll of 3 or higher, reduce your Strain total by 1.

DISCORD

Chaos is the primal force of pure creation and destruction, the power with which the gods shaped the world. Though humans from the mainland can bond with it, Chaos is fundamentally beyond human capability and understanding, so it warps those who spend too much time in contact with it. This is represented by your Discord total.

The most common ways to get Discord is by making contact with a Chaos shard, spending time at a Chaos site, or using Chaos powers or Chaos gear. For more on Chaos shards and Chaos sites, see **Chapter 4** of the *Keeper's Tome*. For more on Chaos gear, see **Chapter 8**.

Most characters begin with Discord at 0.

GAINING DISCORD

Your Discord score might increase during the game, usually as a result of coming into contact with Chaotic forces.

Examples include:

- ☞ Using a Chaos power.
- ☞ Using a Chaos talent.
- ☞ Pushing a Chaos power beyond its normal limits.
- ☞ Spending time at a Chaos site.
- ☞ Making contact with a Chaos shard.
- ☞ Keeping a piece of Chaos gear on your person for an unsafe length of time.

As your Discord score increases, you suffer increasingly strange and unpleasant effects.

In addition, when you gain Discord, roll a d20. If the number rolled is less than your new Discord score, roll a

d20 again and consult the *Chaos Mutations* table. If the roll results in a Chaos mutation you already have, you instead gain 2d6 Strain.

DISCORD RECOVERY

Discord is very difficult to recover from. For every full week you spend out of contact with Chaos, roll 1d6. On a roll of 3 or higher, reduce your Discord total by 1. If you gain Discord for any reason, start your week of recovery time over.

ESSENCE BREAK

1	Death. The shock to your Essence proves too much, and your Essence is destroyed, killing you.
2	Coma. You become unconscious. At the end of each hour, roll a d6. A roll of 4 or higher ends your Essence break.
3	Amnesia. You lose your memory. You cannot recall who you are, where you are, or who anyone else is. While you still have access to your talents and powers, you lose access to your professions during this time. At the end of each hour, roll a d6. A roll of 4 or higher ends your Essence break.
4-5	Wracked with Pain. You fall prone and are stunned, writhing in pain. At the end of each minute, roll a d6. A roll of 5 or higher ends your Essence break.
6-7	Sickened. You become violently sick. While sickened, you are dazed. At the end of each round, roll a d6. A roll of 5 or higher ends your Essence break.
8-9	Weakened Essence. Your Essence is weak, and you have trouble using it. Whenever you make an attack or challenge roll as the result of using an Essence power or talent, you do so with 2 banes. At the end of each hour, roll a d6. A roll of 4 or higher ends your Essence break.
10-11	Fight Response. You lash out at everything around you. Until your Essence break ends, you must take a fast turn each round and use an action to attack the creature nearest you, regardless of whether it is a friend or foe. At the end of each round, roll a d6. A roll of 5 or higher ends your Essence break.
12-13	Flight Response. You're overwhelmed with panic, becoming frightened until your Essence break ends. While frightened in this way, you must use an action to rush away from any creature you see. At the end of each round, roll a d6. A roll of 5 or higher ends your Essence break.
14-15	Backlash. Your Essence explodes outward. You and any creature with Essence within medium range take 3d6 damage. Your Essence break immediately ends.
16-17	Mutation. You gain a cosmetic mutation chosen by the Keeper. It has no game effect, but you are impaired until you take a rest, after which point you grow accustomed to it. Your Essence break immediately ends.
18-19	Symbiont Shrivel. Any living gear bonded to you is immediately destroyed. The number of pieces of new living gear you can safely bond with is reduced by 1 while your Essence break lasts. At the end of each day, roll a d6. A roll of 3 or higher ends your Essence break.
20	Fractured Essence. Permanently reduce your Essence score by 1 (minimum 0). If you know any Essence powers with ranks higher than your new Essence score, you cannot use them until you raise your Essence score to a sufficient level. Essence talents you already have are unaffected, but you can't take new ones if your number of Essence talents is more than twice your Essence score. Your Essence break ends immediately.

DISCORD EFFECTS

0-3	No effect.
4-6	People feel ill at ease around you, and you make attack rolls to interact with creatures in social settings with 1 bane. Reality is warped in minor ways around you, such as small objects disappearing or changing color, or strange smells drifting by without explanation.
7-8	The matter of your body is disrupted and inconsistent, imposing a -4 penalty to your Health. In addition, you manifest some outward sign of Chaos, such as hair that looks like fire, lightning crackling in your eyes, or skin that constantly changes color and texture.
9-16	You die if you become incapacitated, your body exploding in a riot of destruction. Everyone within medium range of you must succeed on an Agility challenge roll or take 6d6 damage. On a success, they still take half damage. If your death would cause you to explode for other reasons, instead add 4d6 damage to the normal damage for your explosion.
17 or more	Each time you take Discord, make a Will challenge roll. If you fail, you die and explode, as above.

CHAOS MUTATIONS

1	Your shadow moves independently of your body.
2	When you speak, multicolored smoke drifts from your mouth.
3	Mirrors break when you look at them.
4	You can only consume food tainted by Chaos. Luckily, carrying food on your person does this normally. If you consume non-tainted food, you vomit it back up immediately.
5	Sunlight causes you discomfort. Whenever you enter sunlight after being away from it for more than an hour, you're impaired for 1 minute.
6	Strange runes dance underneath your skin. Nobody can quite read them.
7	You grow great ram's horns.
8	Your hair turns into fire that produces dim light, though it doesn't produce heat.
9	Your eyes become black pits of darkness.
10	Your skin appears to be made of crystal.
11	When you bleed, your blood is a riot of glowing colors.
12	The air constantly stirs around you, moving papers and causing flames to flicker.
13	Animals are always hostile to you and attack you when you come within 6 yards of them.
14	Your facial features melt away, leaving smooth skin behind. This doesn't affect your ability to perceive, breathe, speak, or eat.
15	You lose the ability to speak, instead communicating telepathically to everyone in your immediate area.
16	You develop unsightly growths and goiters that disgust those around you.
17	Your teeth become sharp and pointed, and you grow a second row of teeth behind the first.
18	If you spend more than a day in the same place, crops in that location wither and die.
19	When you lose your temper, it starts to rain.
20	You grow an extra finger on each hand.

ESSENCE

Essence describes a creature's ability to harness and direct their Essence bond. A creature's Essence score determines the highest rank power it can learn and how often it can cast the powers it knows. It also determines the total number of Essence talents a creature can have at one time. Essence powers and talents are described in more detail in **Chapter 10**.

Most creatures have Essence 0. Player characters can increase their Essence based on the paths they choose.

SIZE

Size is a number that describes roughly how big a creature is relative to an average-sized human. A human is typically Size 1. A Size 1/2 creature is half as big as an average human, while a Size 2 creature is twice as big as an average human.

SPACE

The space a creature occupies is important in combat and special situations (such as squeezing through a narrow opening). A creature is considered to occupy a horizontal, square space roughly equal to its Size on each side. Thus, a Size 1 creature occupies a 1-yard square, while a Size 3 creature occupies a 3-yard square. (It isn't literally filling the whole space, but it is moving around in and otherwise controlling that area.)

A creature's Size does not account for its height, which varies from creature to creature.

REACH

Larger creatures can reach farther than smaller ones, letting them attack or interact with things at a distance. A creature's reach equals its Size rounded up to the nearest whole number. For example, a Size 1 or smaller creature can make an attack with a stone axe against a target, or open a closed door, within 1 yard of it, while a Size 2 creature can do so within 2 yards of it.

SPEED

Speed is a number that tells you how quickly a creature moves. On its turn in combat, a creature can move up to its Speed in yards. Outside of combat, creatures can travel longer distances over time.



A stone blade machete
and a bark wood buckler.

MOVEMENT EFFECTS

When an effect, such as from a trait or a Essence power, talks about moving, the default movement pace, unless otherwise indicated in the effect's text, is walking on the ground.

DISTANCE TRAVELED

Sometimes you might need to know how far a creature can move during a period of time. The *Movement by Pace* table tells you how far a creature travels depending on its pace (cautious, walk, jog, or run). The table assumes a Speed of 10, which is typical for humans and similar creatures.

FASTER AND SLOWER CREATURES

For every point of Speed beyond 10, increase the distance moved by 10 percent. For example, a person from Sky City's base Speed is 12, so that character can walk 72 yards in 1 minute.

For every point of Speed below 10, decrease the distance moved by 10 percent. For example, a creature might have a base Speed of 8, so that creature can jog 96 yards in 1 minute.

MOVEMENT BY PACE

Minute	30 yards	60 yards	120 yards	240 yards
Hour	1 mile	3 miles	4 miles	8 miles
Day	8 miles	16 miles	32 miles	—

Cautious: At this pace, you move quietly and watchfully.

While moving at a cautious pace, you make all Perception rolls with 1 boon.

Walk: You move at a steady pace. You can typically walk for 8 hours without difficulty. Walking for longer is considered a force march.

Jog: You move at a quick pace. Each hour spent jogging counts as 2 hours of walking. You make all Perception rolls with 1 bane while moving at this pace.

Run: You sprint, moving as fast as you can. Each hour of running counts as 4 hours of walking. You make all Perception rolls with 2 banes while moving at this pace. It's typically not possible to run for 8 consecutive hours without taking periods of rest.

Force March: If you travel more than the equivalent of 8 hours without taking a break for 1 hour or longer, you risk exhaustion. At the end of each additional hour of travel (regardless of pace), make a Strength challenge roll. This roll is made with 1 bane if you are jogging or with 2 banes if you are running. On a failure, you take 1d6 damage and become fatigued until you complete a rest. See *Healing Damage* for more about resting.

DIFFICULT TERRAIN

Some forms of terrain are hard to traverse. Rubble, debris, steep slopes, stairs, underbrush, and the like can all slow down movement and are considered difficult terrain. A creature moves across an area of difficult terrain at half the normal rate. Moving across 10 yards of difficult terrain is the same as moving across 20 yards of normal terrain.

If an area contains several kinds of difficult terrain, their effects are cumulative. For example, moving through thick underbrush on a steep hillside would halve your rate of travel twice: traveling 2 yards through it would be equivalent to moving over 8 yards of normal terrain.

You can always move at least 1 yard, regardless of difficult terrain, provided your Speed is at least 1.

NARROW SPACES

A creature can freely move through any opening wide enough to accommodate its Size or larger.

A creature can move at half the normal rate through a narrow opening that is half as wide as its Size, but no smaller. For example, a Size 1 creature can squeeze through a tunnel that's half a yard wide, but not through a foot-wide opening. If the narrow space includes difficult terrain, the effects are cumulative as described under *Difficult Terrain*.

The Keeper might rule that a space is too low to move through regardless of its width, depending on the creature's height.

BEING MOVED

Creatures can be moved, willingly or not, by other creatures' actions or by effects. The source of the movement specifies the distance and direction moved, and the creature immediately moves as directed. Difficult terrain still affects this movement; if a creature pushes you 2 yards across rubble, you would move only 1 yard.

MOVING INTO PERIL

If being moved would put a creature into peril, such as over the edge of a cliff or into a wall of flames, the creature makes an Agility challenge roll. On a success, the creature falls prone just before it enters peril—at the cliff's edge, for example—and then stops moving from the effect that moved it.

MOVEMENT THROUGH CREATURES

A creature cannot move through a space occupied by another creature (friend or foe) without squeezing, unless the other creature is very small or very large. Any creature can move freely through the space of a Size 1/4 creature or of a creature whose Size is 2 or more larger than its own. For example, a Size 1 creature could move through a space

occupied by a Size 1/4 creature or by a Size 3 or larger creature.

Creatures can also move freely through the spaces of prone creatures.

SPECIAL MOVEMENT

Usually a creature moves by walking, running, or slithering across the ground. Creatures can also use some or all of the following special forms of movement, which are described under *Move* in **Chapter 4**.

Common sense should always prevail when deciding what forms of movement a creature might attempt. Elephants and horses don't climb well at all, and worms tend to be poor jumpers. The Keeper can rule that certain kinds of movement aren't possible for creatures based on their nature and anatomy.

FALLING

When you fall a distance of more than 5 yards, you take damage from landing. Use the *Falling Damage* table to determine the amount of damage, based on the surface on which you land.

FALLING DAMAGE

4 or less	—	—
5–9	2d6	1d6
10–14	4d6	2d6
15–19	6d6	3d6
20–24	8d6	4d6
25–29	10d6	5d6
30–34	12d6	6d6
35–39	14d6	7d6
40–44	16d6	8d6
45–49	18d6	9d6
50 or more	20d6	10d6

Land Prone: If you take damage from landing after a fall, you fall prone.

Falling onto Other Creatures and Objects: If you land on another creature or an object other than the ground, both you and the creature or object on which you fell take half the damage from landing after the fall.

DAMAGE

All kinds of harmful effects can deal damage to creatures and objects. A weapon slices into unprotected flesh, a fearsome trap springs, or a nasty power sprays poison. Harmful environmental effects, falls, and other unexpected situations can also deal damage.

Damage is a number that describes injuries and exhaustion. The amount of damage dealt can be a flat number, the sum of one or more d6s, or a roll of one or more d6s plus a number.

DAMAGE SOURCE

Damage can come from many different sources. Weapons, flames created by a Chaos power, or poison from a snake's venomous bite all deal damage. Some creatures have immunities, resistances, or vulnerabilities to certain sources of damage, taking no damage, half damage, or double the damage. Typically, the damage source is made clear by the name of the effect or power name—damage from a lightning bolt is lightning. If the type/kind of damage is not obvious, the Keeper decides the source based on the damaging effect.

TAKING DAMAGE

When a creature or object takes damage, add the amount of damage dealt to the creature's or object's damage total.

When a creature or object takes half damage, divide the total damage by 2 and round down to the nearest whole number. You halve damage only once, regardless of how many times you are instructed to halve it.

ROLLING DAMAGE

You roll damage once per attack. If a single attack or effect deals damage to more than one target, you apply the amount of damage to each one.

EXTRA DAMAGE

Many situations might cause an attack to deal extra damage. Any extra damage applies only if the attack normally deals damage. Extra damage granted by different sources is cumulative.

EFFECTS OF DAMAGE

A creature or object suffers no ill effects from taking damage until its damage total equals its Health. If a creature's damage total equals its Health, the creature becomes incapacitated (see below). If an object's damage total equals its Health, it is destroyed.

The damage total can never exceed the Health of the creature or object; any excess damage is ignored.

INSTANT DEATH

A creature dies if it takes an amount of damage equal to its Health from a single source such as an attack or landing after a fall.

INCAPACITATED

A creature becomes incapacitated when its damage total equals its Health score. Upon becoming incapacitated, the creature falls prone. A creature remains incapacitated until

its damage total no longer equals its Health. If the creature takes any damage while incapacitated, it dies.

Creatures other than player characters that become incapacitated either die or fall unconscious for 1d3 hours, as the Keeper decides.

Player characters, however, become disabled and make fate rolls to determine what happens to them.

DISABLED

Disabled characters are defenseless.

Fate Roll: At the end of each round you are disabled, roll a d6. On a 1, you start dying. On a 6, you heal 1 damage and become impaired for 1 minute. A roll of any other number has no effect. If after 3 consecutive rounds you are still disabled, you become unconscious for 1d3 hours and stop making the fate roll. At the end of this time, you heal 1 damage and become impaired for 1 minute.

DYING

Dying characters are unconscious.

Fate Roll: At the end of each round you are dying, roll a d6. On a 1, you die. On a 6, you become disabled. A roll of any other number has no effect.

HEALING DAMAGE

Creatures heal damage by resting or from equipment, certain talents, and healing powers. When a creature heals damage, it reduces its damage total by the amount healed.

RESTING

You can benefit from a rest once per 24 hours. A rest is a period of inactivity that lasts about 8 hours. During this time, you can sleep, meditate, read, eat and drink, or perform other non-strenuous tasks. When you complete the rest, you heal damage equal to your healing rate. You can extend the period of rest to a full 24 hours. At the end of this time, you heal damage equal to twice your healing rate instead.

If something interrupts the rest for more than 1 minute, the time spent resting is wasted and you must start the rest over from the beginning to gain any benefit from it.

DEATH

When a creature dies, it becomes an object. Dead creatures cannot be restored to life by healing damage.

When humans die, their Essence is absorbed by Gaia, to be used for her inscrutable purposes. The subject of the soul, its existence, and what happens to it after death is one of much debate.

Creatures other than humans don't have Essence. They have consciousness, free will, and motive force, but they lack the divine spark that humans have. If they're restored to life somehow, their consciousness returns but is forever changed.

RETURNING FROM DEATH

Certain Essence powers allow dead creatures to live again. When a dead creature returns to life in its original body, it has all the attribute and characteristic scores it had at the time of death. It also gains 1d6 Strain, due to the intense shock of one's Essence being ripped from its body and then restored. If this would cause an Essence break, it instead lingers in a permanent vegetative state, trapped in its body until it dies. While in this state, the creature is unconscious.

STARTING A NEW CHARACTER

If you die and you're not restored to life, your next character begins with a Weaver Elixir of Restoration as compensation for the cruel twist of fate that abbreviated your last character's career.

AFFLICTIONS

Afflictions describe a variety of harmful effects that alter or limit what creatures can do. The effect that imposes the affliction tells you how long it lasts and what can be done to remove it. If not specified, the affliction is permanent.

- ☞ **Asleep:** A sleeping creature is prone and unconscious. Another creature that can reach it can use an action to wake it up. Unless otherwise noted, taking damage removes this affliction.
- ☞ **Blinded:** A blinded creature cannot see. It treats everything else as totally obscured (see *Obscurement*). Other creatures make attack rolls with 1 boon against a blinded creature's Defense or Agility. Perception challenge rolls that rely on sight automatically result in a failure. Finally, the blinded creature's Speed becomes 2 unless its normal Speed is lower.
- ☞ **Charmed:** A charmed creature sees the source of the affliction as a trusted friend and ally. The charmed creature cannot choose the creature that bestowed the affliction as the target of its attacks.
- ☞ **Compelled:** A compelled creature cannot use actions or move. Instead, during each fast turn (see *Combat*), the creature that bestowed the affliction can force the compelled creature to move up to its Speed or to use an action. The creature that bestowed the affliction makes all decisions on the compelled creature's behalf.
- ☞ **Dazed:** A dazed creature cannot use actions.
- ☞ **Deafened:** A deafened creature cannot hear. Perception challenge rolls made to listen automatically result in failure.
- ☞ **Defenseless:** A defenseless creature cannot defend itself. Its Defense is 5, it cannot use actions, and its challenge rolls using attributes result in failure. The creature can still perceive its surroundings, however, and can make Perception challenge rolls as normal.
- ☞ **Diseased:** A diseased creature makes all attack rolls and challenge rolls with 1 bane.

- ☞ **Fatigued:** A fatigued creature makes all attack rolls and challenge rolls with 1 bane.
- ☞ **Frightened:** A frightened creature makes all attack rolls and challenge rolls with 1 bane. As well, frightened creatures cannot take fast turns (see *Combat*).
- ☞ **Grabbed:** The effects of the affliction depend on the creature's Size. If the grabbed creature's Size is equal to or less than that of the creature grabbing it, the grabbed creature cannot move away from the creature that grabbed it until it removes the affliction.
If the grabbed creature's Size is larger than that of the creature grabbing it, whenever the grabbed creature moves, the creature grabbing it can choose to move with it (by clinging to the grabbed creature's body) or end the grab. (See *Grab* for more information on how to grab, and *Escape* for how to escape a grab.)

- ☞ **Immobilized:** An immobilized creature has Speed 0 and cannot benefit from bonuses to Speed. Other creatures make all attack rolls against the immobilized creature with 1 boon.
- ☞ **Impaired:** An impaired creature makes all attack rolls and challenge rolls with 1 bane.
- ☞ **Poisoned:** A poisoned creature makes all attack rolls and challenge rolls with 1 bane.
- ☞ **Prone:** A prone creature lies on the ground. Other creatures can move through its space. While prone, the creature can move only by crawling or use its move to stand up. The prone creature makes Strength and Agility rolls with 1 bane. Creatures that can reach the prone creature make all attack rolls against it with 1 boon, while creatures that cannot reach it make attack rolls against its Defense with 1 bane.
- ☞ **Slowed:** A slowed creature can take only a slow turn (see *Combat*), its Speed is halved, and it cannot benefit from increases to Speed.
- ☞ **Stunned:** A stunned creature cannot move or use actions. The creature automatically gets failures on all challenge rolls it would make. Other creatures make all attack rolls against the stunned creature with 1 boon.
- ☞ **Surprised:** A surprised creature cannot use actions, cannot move, and automatically gets a failure on all challenge rolls it would make.
- ☞ **Unconscious:** An unconscious creature is unable to act, move, or perceive its surroundings. The creature's Defense is 5. It cannot use actions or move, and all its challenge rolls result in failure.

MULTIPLE AFFLICTIONS

If you gain an affliction you already have, there is usually no additional effect, but you must remove each instance of the affliction to end its effect on you. For example, if you are poisoned from a snake's venomous bite and then become poisoned from a spider's venomous bite, you remain poisoned until you remove both instances of the poisoned affliction.

THE ENVIRONMENT

Game play occurs in an imaginary environment, filled with creatures, obstacles, and dangers both seen and unseen.

OBJECTS

Objects are inanimate things such as doors, curtains, statues, staircases, and even dead characters. Objects can be damaged and destroyed.

ATTRIBUTES

Objects have Strength 0 and Agility 0. They do not have Intellect or Will scores and are thus immune to attack rolls against those attributes and to effects that allow challenge rolls using those attributes. Objects are immune to afflictions.

Perception: Objects do not usually have Perception.

Defense: Objects typically have Defense 5.

Size: Objects have Size just as creatures do.

Speed: Objects incapable of moving under their own power have Speed 0.

HEALTH AND DAMAGE

An object's Health depends on its Size and composition, and its base Health equals 10 times its Size. Objects made from fragile materials have half the base Health, while objects made from stone or metal (a legendary substance on Asunder) multiply their base Health by 2 or more.

An object takes damage just as a creature does. Damage shows in the object as cracks, scorch marks, and the like. When its damage total equals its Health, the object is destroyed or rendered useless. Some objects are resistant or immune to some sources of damage based on their Size or composition. For example, a galleon is immune to damage from a dagger, and a sword is not likely to be harmed by cold or ice.

CARRIED AND WORN OBJECTS

Carried and worn objects are usually not at risk of taking damage from attacks unless those objects are specifically targeted.

SENTIENT OBJECTS

Sentient objects, such as animated beings, are effectively creatures and are subject to the rules governing creatures. Such objects might have Intellect and Will scores, the Perception characteristic, and other capabilities.

BREAKING OBJECTS

Rather than dealing damage to chop up or smash an object, you might just use brute force to break it. Examples include kicking down a door, putting your fist through a paper wall, or bursting rope bonds.

When you attempt to break an object, make a Strength challenge roll. For each point of Size the object is larger than you, you make the roll with 1 bane. Depending on the object's composition, additional banes or boons might apply to the roll, at the Keeper's discretion.

RANGE AND DISTANCE

A few broad categories describe the range of weapons and powers for the purpose of choosing targets and centering area effects.

You: You are the target or the effect originates from you or a point within your space.

Reach: The target or the point from which the effect originates must be within your reach, and you must be able to touch it. If you attempt to touch an unwilling creature, you must make a Strength or Agility attack roll against the target's Agility. On a success, you touch the target.

DISTANCE

Short: The target or the point from which the effect originates must be within 5 yards of you.

Medium: The target or the point from which the effect originates must be within 20 yards of you.

Long: The target or the point from which the effect originates must be within 100 yards of you.

Extreme: The target or the point from which the effect originates must be within 500 yards of you.

Sight: You must be able to see the target or the point from which the effect originates.

OBSCUREMENT

Poor lighting, precipitation, and fog reduce visibility. An area, and creatures and objects within it, can be partially, heavily, or totally obscured.

PARTIALLY OBSCURED

Rain, light snow, fog, and shadows all partially obscure an area. Everything in a partially obscured area is visible, but observers cannot make out fine detail.

Any roll involving sight by a creature looking into a partially obscured area is made with 1 bane.

HEAVILY OBSCURED

Heavy rain, snow, and thick fog all heavily obscure an area. Everything in such areas is faintly visible.

Any roll involving sight by a creature looking into a heavily obscured area is made with 2 banes.

TOTALLY OBSCURED

Creatures and objects in totally obscured areas cannot be seen, because they are in darkness or blinding conditions, such as a white-out in a blizzard.

Under normal circumstances, any creature in an area that is totally obscured is blinded.

ILLUMINATION

The game uses three levels of illumination.

Lit: The sun, moon, torches, candles, and other forms of illumination cause areas to become lit. A sighted creature can see everything in a lit area that's within its field of view and is not hidden. Darkness lightens into shadows at a distance from a light source equal to twice the light's radius.

Shadows: Shadows form the border between light and darkness. Indirect illumination, faint glows, and moonlight create areas of shadow. An area of shadows is partially obscured.

Darkness: This is the total absence of light. An area of darkness is totally obscured.

INVISIBILITY

An invisible creature or object cannot be seen by other creatures using normal senses. It is considered to be totally obscured and can thus hide anywhere. An invisible creature makes attack rolls with 1 boon against the Defense or Agility of a target creature that cannot see it.

An invisible creature still makes noise, leaves footprints, and displaces liquids. Clouds of dust and smoke can also reveal such creatures. In such conditions, the invisible creature is treated as heavily obscured.

SHADOWSIGHT

Those with this ability see into areas obscured by shadows as if those areas were lit.

DARKSIGHT

Those with this ability can see in areas obscured by shadows or darkness within medium range as if those areas were lit. Beyond this distance, you treat darkness as shadows and shadows as lit.

ROLEPLAYING

Roleplaying covers all the decisions that the Keeper and Seekers make about the creatures and characters they control. These decisions might be as simple as stating what a character says or does, or choosing a target for an attack. In other cases, a player might let background details, personality, and other past events in the game dictate what his or her character does.

People have different comfort levels when it comes to roleplaying. Some like to immerse themselves in the game,

speaking as their characters or representing them with painted miniatures. Others prefer to describe what their characters do and say. There's no "proper" way to roleplay; if everyone is having a good time, you're doing it right.

MAKING DECISIONS

Although you can do (or at least attempt) whatever you like in the game, you can more easily imagine what's happening and make better decisions if you learn to depend on your character's details and the story in which you play. You can draw inspiration for decision-making from many different sources, a few of which are described here.

BACKGROUND

You determine your character's background when you create your character. A background describes the kinds of experiences your character had before his or her story begins, which can guide your portrayal. For example, a character who grew up with the rebels of Sky City might be brash, opinionated, and distrustful of authority figures.

PERSONALITY

Your character should have a distinctive personality. Keeping that personality in mind can help you decide how he or she would behave in a given situation, though it's okay to act against personality from time to time. For example, a character described as "often serious" might not find the pranks of their vagabond companion all that funny.

CONNECTIONS

You interact with the other players, as well as their characters, while you play the game. You might be friends or strangers in real life, but in the game you should try to adopt the relationship between the characters instead. Even if you're best friends with another player, your characters could despise each other. You might have just met another player, but your characters are lifelong friends.

When roleplaying character connections, respect the other players' comfort levels. If your character has an amorous relationship with another player's character, express it only as far as that player wants to go along. Likewise, if your character hates another character, you risk ruining the play experience by actively working against that character unless the other player is willing to play out this relationship. Before play, everyone should discuss their characters' connections with each other to find the best ways to portray the relationships.

STORY DEVELOPMENT

The imaginary world of the game is wide open for you to explore, but you and the other players are working together to tell a particular story and fulfill its objective.

Your roleplaying decisions should generally serve to move the story along. It's perfectly fine to abandon the larger story temporarily when you need to, but not when doing so frustrates the efforts of other players who are working toward the goal. Even if your character has negative connections to some or most members of your group, you are still united by a common purpose. When all else fails, remember that Seekers are often misfits. Your fellow Seekers are likely the only family you have.

SEEKER POINTS AND ESCALATIONS

Every human in *Asunder* is instilled with a power called Essence, a fragment of the power of the gods, left behind before they fled the world. This Essence takes on many forms in the world and its people, but there's one thing all people of *Asunder* have in common: their Essence responds to their emotional state. When people get into heightened emotional situations, their Essence can respond to those situations and become that much stronger. In the game of *Asunder*, we represent that with Seeker points and escalations.

SEEKER POINTS

Seeker points are a currency you can use for a variety of purposes in *Asunder*. It's best to represent them with some sort of physical token, as you'll be gathering and spending them throughout each game session. You start each game session with 1 Seeker Point, regardless of how many you ended the last session with; Seeker ebbs over time, so there's no reason to hoard your Seeker points. Only Seekers have Seeker points; NPCs and monsters don't get them.

You can spend Seeker Points in the following ways:

- ☞ When you take an action that requires a roll, you can spend Seeker points to add boons to your roll, 1 for 1.
- ☞ Some talents are activated by spending Seeker Points, or can be used to greater effect when you spend Seeker points. Some Seeker powers can also be improved with Seeker points.

ESCALATIONS

Every character in *Asunder* has a Fatal Flaw: a form of hubris or character defect that plagues that character and gets in their way frequently. The heightened emotional state that a person enters into when they give into their Fatal Flaw resonates with their Essence, making it stronger despite the fact that their situation has probably gotten worse.

In game terms, we represent this with **escalations**. Once per scene, you can choose to **escalate the scene** in accordance with your Fatal Flaw. This means that the scene gets more dangerous and complicated for you: a polite conversation becomes an argument, an argument becomes a fistfight, a fistfight results in weapons drawn, and so forth. The important thing about an escalation is that your situation has to be **more dangerous** and **more complicated**, and it must happen as a direct result of you giving in to your Fatal Flaw. Work with the



A Wooden Legionnaire roots his suit to the earth to keep it alive.

Keeper to determine the exact nature of your escalation. Once you choose to escalate a scene, you immediately get a Seeker point.

Another thing happens once you choose to escalate the scene: each of the other players at the table gets the opportunity to **lean in**. Starting with the player to the left of the one who escalated the scene, each player has the opportunity to explain how their own Fatal Flaw causes them to get involved in the escalation, and how that further complicates things, or how they choose to stay out of it. Those who choose to lean in with their Fatal Flaw immediately get a Seeker point. Those who choose to stay out of it do not.

When you choose to lean into an escalation, you don't necessarily have to take sides with the person who started the escalation. If you decide that your Fatal Flaw puts you at odds with your allies, great! Enjoy your Seeker point.

SOCIAL INTERACTION

Social interaction is usually handled through roleplaying. When you want to talk to another character, you speak as your character or describe what your character says. The Keeper and other players do the same.

SOCIAL CONFLICT

The Keeper can call for an attack roll when you attempt to alter another creature's behavior or belief through conversation in social settings. These rolls do not usually occur in combat unless the Keeper says otherwise. Intellect and Will are the attributes you use most in social situations. You make the attack roll against the attribute that best describes how the creature would resist your influence.

Usually, when interacting with a creature, it needs to be able to understand you. If you don't have a common language, the Keeper can let you make a roll if you try to communicate a basic idea, possibly with 1 or more banes.

BOTCHED SOCIAL ROLLS

When you make an attack roll in a social situation and the total of your roll is 0 or lower, your attempt has the opposite of the desired outcome. A creature you hope

to befriend becomes hostile to you, a creature you try to persuade becomes intractable, and a creature you would intimidate laughs off your threats. Further attempts to interact with the creature in this way might result in failure, or the botched roll could impose 1 or more banes as the Keeper decides.

BEFRIEND

You try to improve how another regards you, foster goodwill, or give comfort to someone experiencing emotional distress. To befriend a creature, make a Will attack roll against its Will. On a success, the creature becomes friendly toward you. You might make further social rolls against that creature with 1 boon, at the Keeper's discretion.

DECEIVE

You attempt to pass a falsehood off as the truth, make the implausible seem plausible, or bluff. To deceive a creature, make an Intellect attack roll against its Intellect. On a success, the creature believes your deception until it's shown to be false.

INTIMIDATE

You use threats, physical pain, or body language to menace another creature and force its cooperation. Make a Will (or Strength if you are inflicting pain) attack roll against the creature's Will. On a success, the creature behaves in the desired manner.

PERSUADE

You try to convince a creature to take a risk, reveal a secret, or do something against its nature, such as accept a bribe. Make a Will attack roll against the creature's Will. On a success, you persuade the creature to do as you wish.

TAUNT

You try to infuriate a creature and incite it to violence. Make an Intellect attack roll against the creature's Will. On a success, the creature becomes angry with you and at anyone or anything you chose when you made the attempt. The creature acts in a manner the Keeper deems appropriate based on the taunt. An affected creature might attack, yell, or just become hostile.





CHAPTER FOUR COMBAT

Combat occurs when one or more creatures attack another creature or group of creatures. Since the stakes are at their highest in combat, time in the game slows down to make sure everyone participating has a chance to contribute to the outcome.

THE BATTLEFIELD

Before combat begins, the Keeper sets up the scene and tells you the important details about the battlefield: the area where the combat will take place. The Keeper might sketch out the battlefield on paper or a wet-erase surface, use a map, or just describe it.

Exact positions are more important for some groups than others, but everyone should at least have an idea about where their characters are when the combat starts. The Keeper might decide where everyone is, based on what was happening when hostilities broke out, or ask the Seekers. Some groups use miniatures, tokens, or coins to keep track of positions, while others let the whole thing unfold in their imagination.

AWARENESS & SURPRISE

Most times, the creatures being attacked are aware of their attackers. If creatures on one side were hidden from the other, appear out of nowhere, or catch the other side sleeping or otherwise engaged, there's a chance for surprise.

When the Keeper decides surprise is possible, everyone on the side that could be surprised makes a Perception challenge roll. On a failure, the creature becomes surprised until the end of the first round.

ANATOMY OF A ROUND

Combat is resolved in 10-second units of time, called **rounds**. A round has three parts: fast turns, slow turns, and the end of the round.

ACTION ORDER

During each round, Seekers who want to take a turn (fast or slow) do so in that part of the round, in any order they choose. Once a Seeker finishes his or her turn, he or she cannot take another turn until after the end of that round. If players cannot decide who goes first, the Keeper might decide or have each conflicting player roll a d6, with priority going to the player that rolled the highest number.

Once all the Seekers have finished taking their turns during a part of the round, creatures under the Keeper's control can take turns in that part, in any order. Once a creature finishes its turn, it cannot take another turn until after the end of that round.

FAST TURNS

A creature that takes a fast turn can either use an action or move up to its Speed. It cannot do both.

SLOW TURNS

A creature that takes a slow turn can use both an action and move up to its Speed. It can use an action at any point during the move.

END OF THE ROUND

The end of the round marks the transition from one round to the next. Certain effects are resolved at the end of the round. As with other parts of the round, the Seekers resolve any effects they created or that affect them first. Then the Keeper resolves end-of-round effects for creatures and effects he or she controls.

When an effect specifies that it lasts for 1 round, it lasts for 1 full round, which means it lasts until the end of the next round.

Combat ends when all creatures on one side surrender, flee, or lie dead. Otherwise, a new round begins and combat continues.

FIRST ROUND

Before the first round begins, resolve any effects that were already ongoing and that you would normally check for at the end of a round. Then combat proceeds as normal.

THE TURN TOKEN

You can use a two-sided turn token such as a coin, poker chip, or card to keep track of which phase of the round you are in. One side represents fast turns and is face up at the start of the round; the other represents slow turns. Once everyone who wishes to has taken a fast turn, the Keeper takes any fast turns and flips over the token. Any remaining players and Keeper-controlled creatures do the same during slow turns. After resolving any effects at the end of the round, the Keeper flips the token back to the fast turn side.

You may find it works better if every player also has a token. When they take their turn, they lay down their token in front of them on the side indicating fast or slow based on when they took their turn.

A ROUND, AT A GLANCE

A single combat round looks like this:

1. Seekers take fast turns.
2. Keeper takes fast turns for Keeper-controlled characters.
3. Seekers take slow turns.
4. Keeper takes slow turns for Keeper-controlled characters.
5. End of round.

Once the round is over, if combat needs to continue, start from the top.

EXAMPLE OF A ROUND

Adam (playing a Pacari survivor), Anna (a Skimmer marauder), Kathy (a bonded Weaver), and Rob (a mainlander vanguard) form a group. Their Seekers are exploring an old ruin on the edge of the Naga Swamp. Four carnivorous swamp-lizards emerge from a pool of water and attack. No one is surprised, and combat begins.

FAST TURNS

The Seekers choose whether to act first. Kathy decides to take a fast turn and uses an action to attack a lizard with a Plant Control power, killing it.

Anna takes a fast turn, using an action to attack by charging one of the lizards. As noted in the Charge description later in this chapter, Anna can move and attack, albeit with 1 bane on the attack roll. Luckily one of her marauder talents gives her a boon to cancel that bane out.

Adam and Rob wait for slow turns.

Now that all the seekers who chose to act have done so, the Keeper can take fast turns with one or more of the lizards. The lizard that Anna charged uses an action to attack Anna's character. The rest of the lizards wait for slow turns.

SLOW TURNS

Again, the Seekers act first. Since Adam and Rob have not yet taken their turns, they do so now. Adam moves up to the lizard Anna is fighting and then attacks it with his bone club, hoping to draw its ire. Rob moves up to the same lizard and attacks it with his obsidian spear. The lizard dies.

Now the last two lizards take their turns to move up and attack Adam and Rob. Unfortunately, Rob's character takes enough damage to become incapacitated and disabled.

END OF THE ROUND

Rob has to roll a d6 to see what happens to his character. He rolls a 3. His character remains disabled.

No other effects check for the end of the round, so a new round begins.

MOVE

When you take your turn, you can move up to your Speed in yards. On a fast turn, you can move or use an action, but not both. On a slow turn, you can move in addition to using an action, which you can do at any point during your movement.

During your move, you can use any special forms of movement normally available to you such as balancing, climbing, swimming, riding, and so on. Rules for these special forms of movement are described below.

BALANCE

You balance when you move across treacherous terrain, such as ice or a narrow surface. Such surfaces also count as difficult terrain. When you move onto a treacherous surface, you must make an Agility challenge roll (the nature of the surface might impose 1 or more banes). On a failure, you stop moving on that turn. If the total of your roll is 0 or less, you land prone or could fall from a precarious perch.

CLIMB

You climb when you ascend, descend, or move across a vertical surface using a rope, ladder, or handholds. The surface also counts as difficult terrain.

The Keeper might call for a Strength challenge roll to see if you can climb a surface that has few handholds or that's coated in grease or otherwise slick, or if you try to climb while distracted or rushed. Challenging climbs can impose 1 or more banes on the roll. If the result of the roll is a failure, you stop moving on that turn. If the total of your roll is 0 or less, you fall.

CRAWL

Prone creatures can move only by crawling. You crawl at half your cautious pace, which is further reduced by difficult terrain or narrow spaces to a minimum of Speed 1.

DROP PRONE

You can voluntarily drop to the ground. You can drop prone in combat without using your movement.

STAND UP

You can stand up from prone using an action or as your move in combat.

FLY

If you can fly, you can move as far as your Speed allows in any direction, remaining in the air for as long as you wish. You fall to the ground if you would be knocked prone, your Speed drops to 0, or you are prevented from using actions.

The Keeper might call for a Strength challenge roll to see if you can stay airborne in turbulent conditions. On a failure, you fall.

JUMP

You jump to move to a surface below you or to reach something above you. You also jump whenever you attempt to move over an obstacle without climbing or walking.

JUMP UP OR DOWN

When jumping down, you land safely if the surface is less than 5 yards below you. If you try to jump down beyond this distance, you instead fall.

You can jump up a number of feet equal to half your Agility modifier (minimum 1 foot), or your full Agility modifier if you moved at least 2 yards before making the jump. If you try to jump higher, the Keeper can call for an Agility challenge roll.

You can jump as part of your move in combat. Deduct the number of vertical yards you jump from the total distance you can move on your turn. You land prone or fall if your reach your movement limit before you complete the jump.

JUMP ACROSS

You can jump horizontally a number of yards equal to 2 + your Agility modifier (minimum 1 yard). If you moved at least 2 yards before making the jump, increase the distance by 2 yards. If you try to jump farther, the Keeper can call for an Agility challenge roll.

You can jump as part of your move in combat. Deduct the number of horizontal yards you jump from the total distance you can move on your turn. You land prone if you reach your movement limit before you complete the jump. You might fall if you were attempting to cross an open space such as a pit.

RIDE

You are riding while you are seated on a mount. A mount is any creature larger than you and willing to bear you as a rider.

MOUNTING AND DISMOUNTING

You use your move to mount or dismount a creature within your reach.

SHARED SPACE

You and your mount share the same space. Any effect that originates from you originates in your space rather than your mount's space, however.

SEPARATE CREATURES

Although you share a space, you and the mount are separate creatures.

ACTIONS

You and your mount take turns together and share a single action. If you use an action to attack, you or your mount makes the attack. You can choose to have you and your mount attack in the same action, but you each make the attack roll with 2 banes. You and your mount can attack at

the same time only once during each round, regardless of how many attacks you can make.

If you cannot use actions, the mount uses an action in a manner appropriate to its nature. If the mount cannot use actions, you act independently from the mount.

SPEED

You use your mount's Speed in place of your own.

FREE ATTACKS

If your mount's movement would trigger a free attack (see *Combat*), the attacking creature chooses whether to attack you or the mount.

FALLING PRONE

If an attack or an effect knocks you prone while you are riding, you fall from the mount and land prone in a space within 1 yard of it. The space you land in is opposite from the direction of the source of the attack or effect.

If your mount falls prone, you are both prone in the same space. You must also make an Agility challenge roll. On a failure, you take damage equal to 1d6 + the mount's Size, and you become immobilized and cannot stand up until the mount stands up or is moved off you. You can use an action while you are immobilized to make a Strength or an Agility challenge roll, with 1 bane for each Size the mount is larger than you. On a success, you are no longer immobilized in this way and can stand up normally.

SNEAK

You attempt to move without making a sound when you sneak. To do so, you must get a success on an Agility challenge roll. On a failure, nearby creatures can hear you. If the total of your roll is 0 or less, you make a great deal of noise.

Boons or banes can apply to the Agility roll based on the surface you move across. It's harder to sneak across gravel or dead, dry leaves, which would impose 1 or more banes on your roll. If there's a lot of ambient noise in the area—such as in a spore field humming with activity—1 or more boons could apply to the roll.

SWIM

While moving, you can swim through liquids. Swimming counts as moving across difficult terrain.

The Keeper can call for a Strength challenge roll to see if you can swim through treacherous waters. On a failure, you make no progress. If the total of your roll is 0 or less, you sink.

TELEPORT

Certain powers or talents can let you move instantly from one spot to another. When you teleport, you disappear from the space you occupy and immediately reappear in the space of your destination. This movement ignores any obstacles and difficult terrain between you and your destination.

ACTION

You may use one action during a round to perform an activity. Common activities include the following:

- ☞ Attack
- ☞ Use a utility power
- ☞ Concentrate
- ☞ Defend
- ☞ End an effect
- ☞ Find
- ☞ Help
- ☞ Hide
- ☞ Prepare
- ☞ Reload
- ☞ Retreat
- ☞ Rush
- ☞ Stabilize
- ☞ Use an Item

ATTACK

You use a weapon, an attack power, or something else to harm or hinder another creature or an object. See *Making Attacks* for how to resolve this action.

USE A UTILITY POWER

You use a utility power (one that doesn't count as an attack) and resolve its effects. See **Chapter 10** for details about using powers.

CONCENTRATE

Some power effects and talents require you to concentrate to keep them going. If you concentrate on an effect, the effect continues until the end of the next round, up to the maximum amount of time allowed by the power or effect.

BREAKING CONCENTRATION

If you take damage or gain Strain while you concentrate, you must make a Will challenge roll. On a failure, you stop concentrating and the effect ends immediately.

DEFEND

When you take this action, until the end of the round, all attack rolls are made against you with 1 bane and you make all challenge rolls to resist attacks with 1 boon. These benefits end if you are prevented from using actions, such as when you become dazed, stunned, or unconscious.

END AN EFFECT

Choose one effect you created with a power or a talent you used. The effect ends.

FIND

You attempt to locate a hidden creature or object. Make a Perception challenge roll to search for a hidden object or make a Perception attack roll against the Agility of a hidden creature. On a success, the creature or object is no longer hidden from you and any other creature with whom you share your knowledge.

HELP

Choose one creature within 5 yards of you that can see you and understand what you say. Make an Intellect challenge roll. On a success, the target makes its next attack roll or challenge roll before the end of the round with 1 boon.

HIDE

You can attempt to hide when you are not being observed and when you are at least heavily obscured or have three-quarters cover or better from an object (see *Cover* later in this chapter).

Make an Agility challenge roll. On a success, you become hidden. You remain hidden until the conditions that let you hide no longer apply or you do something that would reveal your position (such as shouting, making an attack, or using a visible power). For example, if you are in darkness, you would no longer be hidden if the area becomes lit. Similarly, if you are hidden behind a wall, you would no longer be hidden if someone moves to a position where the wall no longer covers you.

While hidden, other creatures cannot perceive you. Generally, this means a creature cannot choose you as a target for its attack, though you are still subject to area affects. A creature can guess at your location, making the attack roll with 3 banes. Even with a success, the attack hits you only if the guess was correct.

Also, while hidden, you make all attack rolls with 1 boon against the Defense or Agility of targets from which you are hidden.

PREPARE

You prepare to undertake an activity when a specified event occurs. Choose one activity you would normally use an action to perform, such as attack or retreat. Then, describe what event has to occur for you to undertake it. This is the trigger. If the triggering event occurs before the end of the round, you can use a triggered action to perform the activity. Otherwise, nothing happens.

For example, Clark takes a fast turn and uses an action to prepare an attack against the first enemy that moves into his reach. When a hostile Naga moves up to attack his character, Clark uses his triggered action to attack it with his bone dagger.

RELOAD

Choose a weapon you can reach that has the reload property. If you have the proper ammunition for the weapon, you reload successfully.

RETREAT

You move up to half your Speed. This movement does not trigger free attacks.

RUSH

You move up to twice your Speed.

STABILIZE

Choose one incapacitated creature within your reach. Make an Intellect challenge roll, with 1 bane if the creature is dying. On a success, the target heals 1 damage.

USE AN ITEM

You interact with an item you are holding or wearing, or with an object you can reach. Examples include picking a lock, retrieving an object from a pouch or backpack, or lighting a torch.

OTHER ACTIVITIES

You can try to do something that's not described here. You are limited only by your imagination. When you attempt something that lies outside the rules, the Keeper decides if the activity is possible and how long it takes.

TRIGGERED ACTIONS

In addition to using actions, most creatures can use one triggered action each round. Creatures use triggered actions to react to the specific events that trigger their use, hence the name.

Almost all creatures may use triggered actions to make a free attack, which is described in the following section. Creatures can also use triggered actions to perform other activities from talents and powers.

THE TRIGGER

Any activity that involves the use of a triggered action also specifies the condition under which the character can use it. The condition, called the trigger, could be broad, such as "on your turn," or narrow, such as "when a creature willingly moves out of your reach." Provided you meet the conditions for using the triggered action, you may do so, provided you have not already used a triggered action during the round.

When you use a triggered action, you perform the indicated activity immediately, even if doing so would interrupt another creature's turn.

EXAMPLE

Amanda has an opportunity to use a free attack during the fast turn, but because she knows she wants to use Hunt (a demon hunter talent) as her triggered action during the slow turn, she chooses not to make the free attack.

FREE ATTACK

When a creature in your reach willingly moves out of your reach, you can use a triggered action to make an attack against that creature using a melee weapon you are wielding.

MINOR ACTIVITIES

Some activities are so minor that you can just do them on your turn without using an action, triggered action, or move. Examples include dropping an item or picking one up, drawing or stowing a weapon, and opening or closing a door.

As a general rule, you can perform one minor activity during a fast turn, or two during a slow turn. You might do more if you don't move or use an action on your turn, or if your Keeper says you can do more.

MAKING ATTACKS

You make an attack whenever you would harm or hinder a creature or damage an object. Typically, you determine the outcome of an attack by making an attack roll. There are several kinds of attacks.

ATTACK WITH A MELEE WEAPON

You attack with a melee weapon you are wielding by swinging or throwing it at your target.

1. **Choose a Target:** Choose one target creature or object. The target must be within your reach or, if you're using a weapon with the thrown property (such as a throwing shard), within range of the weapon.
2. **Make the Attack Roll:** Make an attack roll against the target's Defense. Typically, you use Strength for attack rolls with melee weapons. Weapons with the finesse property (such as light melee weapons) let you use Agility instead of Strength for the attack roll. See *Melee Attack Options* for more choices.
3. **Resolve the Attack:** On a success, the attack hits and you roll the weapon's damage die, which you can find in **Chapter 8**. The target takes damage equal to the total of the damage roll. On a failure, the attack misses.

ATTACK WITH A RANGED WEAPON

You make an attack with a ranged weapon you are wielding by firing its ammunition at your target.

1. **Choose a Target:** Choose one target creature or object no farther away than twice your weapon's range. (See *Distant Shot* for attacking outside your weapon's standard range.)
2. **Make the Attack Roll:** You make the attack roll against the target's Defense. Typically, you use Agility for attack rolls using ranged weapons. See *Ranged Attack Options* for more choices.
3. **Resolve the Attack:** On a success, the attack hits and you roll the weapon's damage die, which you can find in **Chapter 6**. The target takes damage equal to the total of the roll. On a failure, the attack misses.

COVER

Terrain and objects on the battlefield can provide protection against attacks with ranged weapons or powers that target things at a distance.

- ☞ **Half-Covered:** If an object between you and the attacker covers at least half your body, ranged attack rolls against you are made with 1 bane.
- ☞ **Three-Quarters Covered:** If an object between you and the attacker covers at least three-quarters of your body, ranged attack rolls against you are made with 2 banes.
- ☞ **Totally Covered:** You cannot be chosen as a target for any attack or effect.

ATTACK WITH TWO WEAPONS

If you are wielding a weapon in each hand, and neither of them is cumbersome (see **Chapter 8**), you can use an action to attack with them at the same time. You can use them either to attack one target or to attack two different targets.

If you attack one target, you attack with the weapon in your main hand, making the attack roll with 2 banes. On a success, you deal normal damage from that weapon plus extra damage from the weapon in your off-hand.

If you attack two targets, you attack with the weapon in your main hand against one target and then attack the

other with the weapon in your off-hand. You make both attack rolls with 3 banes.

In either case, if you attack with a shield or a weapon with the defensive property, it loses the defensive property (see **Chapter 8**) until the end of the round.

ATTACK WITH AN OFF-HAND WEAPON

Using a weapon with your off-hand adds one bane to any action unless it is already stated, such as in, **Attack With Two Weapons**. Weapons that have the off-hand property may be used as a second weapon when making an attack.

ATTACK WITH AN ITEM

You can make an attack with a harmful item that is not a weapon, such as a bomb or a flask of acid or oil. The rules for such items describe how to resolve those attacks. For rules covering attacks with improvised weapons, see **Chapter 8**.

ATTACK WITH A POWER

You use an attack power. **Chapter 10** has further details about using powers.

ATTACK AN ATTRIBUTE

You can make attacks with your attributes against other creatures' attributes or characteristics to perform stunts and maneuvers.

DISARM

Choose one target creature within your reach that's holding an object. Make a Strength or Agility attack roll against the higher of the target's Strength or Agility. If you are unarmed, you make this roll with 2 banes. On a success, the target drops one object it is holding of your choice.

DISTRACT

Choose one target creature within short range of you that can see you. Make an Intellect attack roll against the target's Intellect. On a success, the target makes its next attack roll or challenge roll before the end of the round with 2 banes.

ESCAPE

You can use this action if you are grabbed. Make a Strength or Agility attack roll against the Strength of the creature that has grabbed you. A success removes the grabbed affliction and lets you move up to half your Speed. This movement does not trigger free attacks from the creature that had grabbed you. (See *Grabbed* in **Chapter 3** for information on the effects of being grabbed, and *Grab* for how to grab.)

FEINT

Choose one target creature within short range of you that can see you. Make an Agility attack roll against the target's Perception. On a success, you make the next attack roll against the target's Defense or Agility before the end of the next round with 2 boons. Alternatively, your movement does not trigger free attacks from the target for 1 round.

MELEE ATTACK OPTIONS

When you make an attack with a melee weapon, you can choose one of the following options if you desire. You must announce your choice before you make the attack roll.

- ☞ **Driving Attack:** You make the attack roll with 1 bane. On a success, you and the target, if of equal or lesser size, move a number of yards equal to your Strength modifier in the direction you specify.
- ☞ **Guarded Attack:** You make the attack roll with 1 bane, but the next creature to make an attack roll against your Defense before the end of the round does so with 1 bane.
- ☞ **Lunging Attack:** You can increase your reach by 1 yard, but you make the attack roll with 1 bane.
- ☞ **Shifting Attack:** You make the attack roll with 1 bane. On a success, your movement does not trigger free attacks from the target until the end of the round.
- ☞ **Unbalancing Attack:** You make the attack roll with 1 bane. On a success, if the target is your Size or smaller, it must make an Agility challenge roll. On a failure, the target falls prone.

RANGED ATTACK OPTIONS

When you make an attack with a ranged weapon, you can choose one of the following options if you desire.

- ☞ **Called Shot:** You attack a specific location on the target's body. You can use this option only if the target has a physical body. Make the attack roll with 2 banes. On a success, the attack has an additional effect as determined by the Keeper. Attacking a creature's eyes might impose 1 bane on all rolls the target makes that rely on sight, for example.
- ☞ **Distant Shot:** You can attack a target that is beyond your weapon's range, but no more than twice the weapon's range. You make the attack roll with 1 bane.
- ☞ **Staggering Shot:** You make the attack roll with 2 banes. On a success, a target that is your Size or smaller must make an Agility challenge roll. On a failure, the target falls prone.

GRAB

You must have at least one hand free to grab, and you cannot already be grabbing another creature. Choose one target creature within your reach that has a physical body (not a spirit, for example) and make a Strength or Agility attack roll against the target's Agility. If you choose a creature you are already grabbing, you automatically get a success.

On a success, the target becomes grabbed until the end of the next round. If you are prevented from using actions (such as because you are dazed, stunned, or unconscious), the grabbed affliction ends. The grabbed affliction also ends if you move or are moved to a position where you can no longer reach the grabbed target. (See *Grabbed* in Chapter 3 for more information on the effects of being grabbed, and *Escape* for how to escape a grab.)

KNOCK DOWN

Choose one target creature within your reach. Make a Strength attack roll against the target's Agility. If the target is larger than you, you make this roll with 1 bane for each 1 Size it is larger. You make this roll with 1 boon if the target is smaller than you. On a success, the target falls prone.

PULL

Choose one target creature of your Size or smaller that you are grabbing. Make a Strength attack roll against the target's Strength. On a success, you move up to half your Speed and the grabbed creature moves with you so that it remains within your reach.

SHOVE

Choose one target creature within your reach. Make a Strength attack roll against the target's Strength. If the target is larger than you, you make this roll with 1 bane for each 1 Size it is larger. You make this roll with 1 boon if the target is smaller than you. On a success, you move the target 1 yard away from you, plus a number of yards equal to your Strength modifier (minimum total distance 1 yard).

CHARGE

When you use an action to charge, you make attack rolls and challenge rolls with 1 bane until the end of the round. Move up to your Speed. At any point during your movement, make one attack with a melee weapon or with an attribute to knock down or shove a creature.



A Pacari, with a tiger monkey bondmate, makes a lunging attack against a great jungle snake.

ATTACKING WORN OR CARRIED OBJECTS

You can attack an object that another creature wears or carries. You make the attack roll with 2 banes. The Keeper might decide that certain objects are immune or resistant to some forms of attack. An arrow isn't going to break a sword, for example.

SITUATIONAL BANES TO ATTACK ROLLS

One or more banes might apply to your attack rolls, based on the circumstances under which you make the attack. These are in addition to any banes or boons included in the attack. The following table summarizes the most common situations.

SITUATIONAL BANES

Half-covered	1 bane
Three-quarters covered	2 banes
Totally covered	Automatic failure
Partially obscured	1 bane
Heavily obscured	2 banes
Totally obscured	3 banes*
Weather, terrain	1 or more banes

*You must guess the target's location (see *Hide*).



Once your characters have completed their starter adventure, they are ready to become Seekers. The first thing you do upon achieving level 1 is choose your **novice path**. You can choose any path you want to, but keep in mind the things that happened during your starting adventure and steer yourself towards the things you had the most fun with. Did you enjoy stabbing people and meting out the violence, or did you like using your Essence powers more? Choose your novice path accordingly!

THINK ABOUT...

Each novice path includes a series of questions; answering these questions can help you figure out why your character chose to pursue their path, what that path means to them, and what it might mean for future development for your Seeker. Take some time to answer at least a few of them.

NOVICE BENEFITS

Your group's level determines the benefits you get from your novice path. As your group's level increases, so too do your novice path benefits. Use the *Advancement* table to guide you.

ATTRIBUTES

Whenever you increase one of your attributes, you increase the score. When this happens, the modifier also increases. When you increase an attribute, make sure you also increase characteristics based on that attribute.

CHARACTERISTICS

Novice paths will often increase your characteristics directly. Change them as directed.

LANGUAGES AND PROFESSIONS

Your path might grant you additional languages or professions. See **Chapter 2** for languages and professions.

TALENTS

Your path will grant you several talents over the course of your career. Some of these talents let you do things you wouldn't otherwise be capable of; some of them improve your existing capabilities; and some of them grant you access to Essence powers or talents appropriate to your Origin. If a talent grants you access to Essence powers, you must first discover an Essence tree in order to obtain powers or talents from that tree. If you obtain a power, that power's rank must be equal to or less than your Essence characteristic. If you obtain a talent, you cannot have Essence talents in excess of twice your Essence score.

THE BONDED

There are those who focus on learning about and deepening their Essence bond above all else. A Pacari might spend much of her time with beasts, learning their ways and growing attuned to them. Someone from the Black Isle might rigorously practice martial arts and meditate for hours, turning his energy inward. In Sky City, there are those who undergo intensive regimes of blice-potion treatment, learning all they can about how to stay aloft and manipulate the gravity around them. Whatever the form, these individuals spend their time learning to harness their Essence and use it to incredible effect. Bonded of different Origins look very different from each other, but they all share this singular focus.

When creating a bonded, answer these questions:

- ☞ *What did it feel like the first time you realized the power of your Essence bond?*
- ☞ *At what point did you realize you needed to learn to control your power?*
- ☞ *Who taught you control?*
- ☞ *How has your Essence bond saved your life?*
- ☞ *What do you wish you could do, but can't?*

LEVEL 1 BONDED

Attributes: Increase any two by 1

Characteristics: Health +3, Essence +1

Languages and Professions: Add one random profession.

Focused Bond: Choose one Essence tree that your Origin gives you access to. You discover that Essence tree and learn one rank 0 power from that tree. Then, make two choices. For each choice, you can either discover a new Essence tree and get a rank 0 power; learn a new power from an Essence tree you've already discovered; or learn a talent from an Essence tree you've discovered.

Strengthen Essence: You can use an action on your turn to heal damage equal to your healing rate. In addition, if you use an Essence power within 1 turn, you do not expend a use of that power. You can use this talent once for free; thereafter, each use costs a Seeker point. When you complete a rest, you regain your free use of this talent.

LEVEL 2 BONDED

Characteristics: Health +3

Deepening Bond: Make two choices, as described under Focused Bond.

DISCOVERING ESSENCE TREES

Essence trees give you access to all sorts of powers and new talents for your character. Here's a quick reference on how Essence trees work.

- ☞ In order to learn powers or talents from an Essence tree, you must first **discover** that Essence tree.
- ☞ You discover an Essence tree when the rules direct you to do so, usually from talents you get from paths, (such as the bonded path).
- ☞ You can only discover Essence trees that your Origin gives you access to.
- ☞ Discovering an Essence tree usually gives you an additional benefit, as directed by the talent that grants you discovery. Sometimes this is a bonus power; **sometimes it's that Essence tree's unique discovery benefit.**
- ☞ When you learn an Essence power or talent, put it on your character sheet.
- ☞ An Essence talent works just like other talents do.
- ☞ When you learn an Essence power, you'll be able to use it a limited number of times. You replenish your uses of a power by resting.

For more information on Essence trees, talents, and powers, see Chapter 10.

*A Pacari bonded using
Bestial Aspect to give herself
a natural weapon.*

LEVEL 5 EXPERT BONDED

Characteristics: Health +3, Essence +1

Deepening Bond: Make two choices, as described under Focused Bond.

LEVEL 8 MASTER BONDED

Characteristics: Health +3

Deepening Bond: Make two choices, as described under Focused Bond.

Improved Strengthen Essence: You can use Strengthen Essence twice for free between rests.

THE VANGUARD

There are those who fight, and those who lead the fight; the vanguard is the latter. She spends her time learning to support her allies, to fight as a unit, to call the shots and form the plans. Some are military commanders or guard-captains, while others are the leaders of gangs of thieves or assassin coteries. Whatever a vanguard's vocation, the simple fact is that no group of Seekers is more effective without a vanguard that with one. The vanguard leads from the front. The vanguard shows you how it's done.

When creating a vanguard, answer these questions:

- ☞ *When did you first discover your aptitude for leadership?*
- ☞ *What was your first victory?*
- ☞ *Who was the first person you failed?*

- What do you tell your allies when things look bleak?
- What's the greatest burden you have to live with?

LEVEL 1 VANGUARD

Attributes: Increase any two by 1

Characteristics: Health +4

Languages and Professions: You add one profession of your choice and learn to speak a language of your choice.

On Your Feet: You can use an action on your turn to heal damage equal to your healing rate. When you do so, you choose an ally within medium range; they also get to heal damage equal to their healing rate. You can use this talent once for free; thereafter, each use costs a Seeker point. When you complete a rest, you regain your free use of this talent.

Vital Advice: You can use a triggered action when a creature within short range of you makes an attack or challenge roll to either grant 1 boon or impose 1 bane on the triggering roll.

LEVEL 2 VANGUARD

Characteristics: Health +4

Lead from the Front: Once per turn, you can designate a creature that you attack. Any allies who attack that creature within 1 turn get 1 boon on the attack.

Call the Shot: When you grant an ally 1 boon on an attack roll with Vital Advice, that ally deals an extra 1d6 damage.

LEVEL 5 EXPERT VANGUARD

Characteristics: Health +4

Rally: As an action or a triggered action on your turn, you can shout a rallying cry to all allies within medium range who can hear you. If any of those allies are charmed, compelled, dazed, fatigued, frightened, impaired, stunned, or surprised, those afflictions immediately end. You can use this talent once for free; thereafter, each use costs a Seeker point. When you complete a rest, you regain your free use of this talent.

Harry: When you designate a creature as the target of Lead from the Front, you impose 1 bane on any challenge rolls or attack rolls that creature makes for 1 turn.

LEVEL 8 MASTER VANGUARD

Characteristics: Health +4

Expert Advice: While within short range of you, your allies make challenge rolls with 1 boon whenever those challenge rolls would benefit from professions you possess.

Improved On Your Feet: You can use On Your Feet twice for free between rests.

THE SURVIVOR

Outlast. Endure. Survive. This is the survivor's mantra. While staying alive is important to everyone, the survivor excels at doing so, and has turned survival into a calling. The survivor's skill set is more than simply staying alive, though. With his endless reserves of stamina, he exhausts his enemies, wearing them down over time, forcing them to die from a thousand cuts. His ability to simply take the hit and battle on is demoralizing to the enemy and encouraging to his allies, and his ability to return from seemingly fatal wounds is the stuff of legend.

When creating a survivor, answer these questions:

- What nearly killed you when you were young?
- What pushed you to become self-reliant?
- Who have you lost along the way?
- What crucial survival skill have you perfected?
- What do you miss most about your life before?



A Mainlander vanguard plots an attack using darksight binoculars.

LEVEL 1 SURVIVOR

Attributes: Increase any two by 1

Characteristics: Health +6

Languages and Professions: You add one common, martial, or wilderness profession.

Shake It Off: You can use an action or a triggered action on your turn to heal damage equal to your healing rate. You can use this talent twice for free; thereafter, each use costs a Seeker point. When you complete a rest, you regain your free uses of this talent.

Exhaust Enemy: When an enemy damages you with a melee attack, you can use a triggered action to make

a Strength or Agility attack roll against its Strength. If you succeed, the enemy becomes fatigued for 1 minute. If it's already fatigued, it becomes impaired for 1 minute. If it's already fatigued *and* impaired, it takes 1d6 damage.

LEVEL 2 SURVIVOR

Characteristics: Health +6, Defense +1

Endure: You get 1 boon on any challenge rolls you make to resist afflictions.

Demoralize: When you deal damage to an enemy using Exhaust Enemy, that enemy also becomes frightened for 1 round.

LEVEL 5 EXPERT SURVIVOR

Characteristics: Health +6

Never Surrender: As an action or a triggered action on your turn, you can draw on bottomless reserves of endurance. This state lasts for 1 minute and, while you are in it, you heal 1 damage at the end of each turn. This occurs even if you're incapacitated, but your damage cannot be reduced beyond half your health (rounded down). Once you use this talent, you cannot use it again until after you complete a rest.

Outlast: When you use Exhaust Enemy, you get 1 boon on your Strength attack. In addition, Exhaust Enemy deals 2d6 damage instead of 1d6.

LEVEL 8 MASTER SURVIVOR

Characteristics: Health +6, Defense +1

Iron Guts: You're immune to the poisoned and diseased afflictions, and you take half damage from poison and disease. This includes alcohol, meaning you can drink as much as you like and not feel the effects, and you can also eat spoiled food without any negative effects, but this talent does not protect you from the effects of drugs and performance enhancers.

Improved Shake It Off: When you use Shake It Off, all actions, including triggered actions on the next round, are performed with 1 boon.



A New Gaian survivor shows force with his living gauntlet and burner spore adventure kit.

THE MARAUDER

The marauder lives by a simple credo: fight smart, not fair. Experts at hit-and-run tactics, ambushes, and dirty fighting, marauders capitalize on every advantage and exploit every weakness their enemies show. While not as capable in a toe-to-toe fight as a vanguard or a survivor, marauders are exceedingly deadly to those who underestimate them or ignore them, and they're capable of dealing huge amounts of damage in a very short span of time.

When creating a marauder, answer these questions:

- ☞ *Who taught you to fight?*
- ☞ *What forced you to continue to hone your skills?*
- ☞ *Who was your first kill?*
- ☞ *What do you love most about combat?*
- ☞ *What haunts you about the lives you've taken?*

LEVEL 1 MARAUDER

Attributes: Increase any two by 1

Characteristics: Speed +2, Health +3

Languages and Professions: You add one common, martial, wilderness, or criminal profession.

Turn the Tide: You can use an action on your turn to heal damage equal to your healing rate. When you do so, you gain a boon on the next attack you make. You can use this talent once for free; thereafter, each use costs a Seeker point. When you complete a rest, you regain your free use of this talent.

Seize the Advantage: Once per round, you can make an attack roll or challenge roll with 1 boon.

Exploit Weakness: Once per round, you can make an attack with 1 bane. If you hit, you deal 2d6 extra damage.

*Exploit Weakness and Seize the Advantage cannot be used together but are separate actions.

LEVEL 2 MARAUDER

Characteristics: Health +3

Fight Dirty: When you deal damage to a creature suffering from an affliction, you deal 1d6 extra damage.

Dust in the Eyes: Once per round, you can make an attack with 1 bane. If you hit, your target is blinded for 1 round.

LEVEL 5 EXPERT MARAUDER

Characteristics: Defense +1, Health +3

Momentum: When you use an action to attack with a weapon, you either deal 1d6 extra

damage with that attack or make another attack against a different target at any point before the end of your turn. If you choose to make a second attack, you can move up to half your Speed before making the attack.

LEVEL 8 MASTER MARAUDER

Characteristics: Health +3

Fatal Blow: When you use Exploit Weakness, you deal 3d6 extra damage instead of 2d6.

Improved Turn the Tide: You can use Turn the Tide twice for free between rests.



A Sky City rebel marauder is painted with the blood of his foes.



A Light-touched is transformed by her exposure to Pure Light.

CHAPTER SIX

EXPERT PATHS

When your group reaches level 3, it's time for you to choose an expert path. The paths in this chapter help bring your character further into focus, specializing them and honing in on their unique approach to things. Some expert paths imply affiliation with a particular organization, while others represent a deepening connection with your Essence bond. Still others are simply a zeroing-in on what your character excels at.

Expert paths are grouped into **Paths of Essence** and **Paths of Skill**. A Path of Essence requires a specific Essence bond in order to take the path; this is noted in that specific path's description. A Path of Skill has no requirements.

EXPERT PATH REQUIREMENTS

Some expert paths have requirements that you must meet in order to take that expert path. In most cases, these requirements are a particular Origin, because those paths represent a deepening connection to the Essence trees available to that Origin. If you don't meet the requirements for an expert path, you cannot take that expert path.

EXPERT BENEFITS

Just like your Origin and your novice path, your expert path confers certain benefits in the form of attribute boosts, characteristic boosts, and talents. Follow the instructions in the path you choose and record your new features on your character sheet, just like with a novice path.

WHAT DO YOU SEEK?

Choosing an expert path is more than just advancing in power; it represents a deeper understanding of the world and your place in it. Once your group has advanced to level 3, you've been a Seeker band long enough to know *what* you're seeking. Figure out what your goal is: what do you seek? Write it down on your character sheet along with your professions. If, for example, you've decided that you're seeking answers about the Green Army and what it is, you might write, "Goal: Knowledge of the Green Army" on your sheet. From now on, your goal behaves just like another profession: when you're doing something that directly relates to your goal (such as searching a library for information about the Green Army), you might make challenge rolls with a boon, or even get an automatic success, according to your Keeper.

ACHIEVING YOUR GOAL

Every time you gain a level, look at your goal and determine whether or not it's still relevant. If you feel like you've achieved your goal, scratch it out and come up with a new one.

PATHS OF ESSENCE

Beastmaster	Beastmasters lead packs of beasts on the hunt and learn to become more like them.
Bug-Shaper	Those who shape insects can develop deep bonds with them.
Chaos Adept	Delving into the secrets of Chaos is dangerous... but grants power.
Demon Hunter	Only the bravest or most foolhardy hunt demons. Only the strongest succeed.
Inventor	The inventors of New Gaia are renowned across all of Asunder.
Light-Touched	Some who are touched by Pure Light are changed by it.
Serpent-Hunter	Seafarers hunt sea serpents as a way of life, and that way of life informs their approach to obstacles.
Sky-Dancer	The Sky-Dancers of Sky City are graceful and deadly.

PATHS OF SKILL

Arena Fighter	The Arena of Megalith is home to a particularly brutal type of fighter.
Beast-Rider	Some learn to tame and ride the dangerous beasts of Asunder, from wyverns to horoks.
Bone Recruit	Members of the Bone Army, Bone Recruits are heavily-armored mercenaries.
Captain	Those who take control of their own ships can learn to tame the seas or skies.
Child of Gaia	Gaia touches some, giving them terrible power over life and death.
Lasher	Living whips are hard to control, but deadly.
Martial Artist	The martial traditions of the Black Isle are varied and potent.
Ravager	Demon blood is a drug that can make you strong, at a cost.
Razor Fiend	This term refers to those who learn to be deadly with short blades.
Shadow	In Asunder, assassins are a necessary evil.
Storm Point Bodyguard	Many seasoned warriors hire themselves out as bodyguards to the wealthy of Storm Point.
Wanderer	Surviving out in the wild takes a special kind of person.
Wooden Legionnaire	These weavers armor themselves in living wood and join the battle on whatever side they think will help bring healing to the dying world of Asunder.

KEEPER OPTION: DISCOVERING ESSENCE TREES FROM OTHER ORIGINS

The default rules for which Essence trees you can pursue are quite restrictive by design: you only have access to two Essence trees, based on your Origin. If your group wants a more flexible approach to Essence trees, you *can* allow them to discover Essence trees not tied to their Origin, but there are some restrictions on this.

- ☞ You can only discover an Essence tree if you've spent a significant portion of time in the land of the associated Origin, attuning your Essence to that place and studying how it works.
- ☞ Bending your Essence in this way is traumatic. When you discover an Essence tree not of your Origin, you must *permanently* reduce your Essence score by 1. You get additional flexibility, at the cost of power.
- ☞ Some Essence trees assume features associated with their Origin. For example, a Pacari has a bondmate, and many Beast Bond powers assume that. In such a case, if you do not have an assumed prerequisite, you cannot use any power or talent that requires it.

CHOOSING A SECOND EXPERT PATH

When your group reaches level 7, you can either choose a master path (Chapter 7) or choose a second expert path. Doing so allows you to develop a second area of expertise at the expense of further specialization. Perhaps you're a sky-dancer who also wants to learn to use living whips, so you become a lasher as well, for example. If you decide to choose a second expert path, it cannot be one you've already chosen.

TALENTS

If your second path grants a talent you already have, choose one of the following options.

- ☞ Increase any one attribute by 1 and add one profession to your list of professions.
- ☞ Discover an Essence tree.
- ☞ Learn one Essence power or talent.

SECOND PATH BENEFITS

You gain the following benefits at the indicated levels.

- ☞ **At Level 7:** You gain the level 3 benefits from your second expert path.
- ☞ **At Level 9:** You gain the level 6 benefits from *one* of your expert paths.
- ☞ **At Level 10:** You gain the level 9 benefits from one of your expert paths.

DEEPENING YOUR ESSENCE BOND

You may, in lieu of taking the level 6 benefits of your expert path, want to further deepen your Essence bond. If you choose to do so, replace your level 6 benefits with the following:

LEVEL 6 DEEPENING BOND

Characteristics: Health +3

Bond: Choose one of the following benefits.

- ☞ Discover a new Essence tree associated with your Origin and one rank 0 power from that tree.
- ☞ Discover a new Essence tree associated with your Origin and one talent from that tree.
- ☞ Learn a new power from an Essence tree you've already discovered.

Extend Essence: When you use an Essence power, you can spend Seeker points to do so without expending a use of that power. This costs 1 Seeker point for a level 0, 1, or 2 power, and 2 Seeker points for a level 3 or 4 power, and 3 points for a level 5 power.

If you take a second expert path, you can choose this option instead of the level 6 benefit of *either* path, but not both.

EXPERT STORY DEVELOPMENT

Each expert path includes three questions. Answering these questions can help you flesh out your character's motivations and how they relate to the world. In the case of expert paths that imply group membership, they can help define your relationship to that group.

ARENA FIGHTER

There are three kinds of people who fight in the Arena of Megalith: slaves seeking their freedom, upstarts seeking fame and glory, and veterans looking to make a living. Regardless of their background, all those who fight in the Arena learn the tricks and tactics that keep them alive in such an environment. In the Arena, you have to learn to fight groups of people, to fight wild beasts and horrible monsters, and to fight pitched battles where you're the underdog. The Arena is a meatgrinder, and those who don't learn to become part of the machine get ground up in its works.

When creating an arena fighter, answer these questions:

- ☞ *Why do you fight in the Arena?*
- ☞ *Why did you decide to leave the Arena?*
- ☞ *Who's angry about your departure?*

LEVEL 3 ARENA FIGHTER

Attributes: Increase any two by 1

Characteristics: Health +6

Mob-Fighting: You've learned to fight better when you're outnumbered. You get 1 boon on your attack rolls with melee weapons for every hostile creature beyond the first that can reach you. For example, if there are three hostile creatures who can reach you, your attack rolls get 2 boons.

Unarmored Agility: While you're not wearing medium or heavy armor, you have a +1 bonus to Defense.

Quick On Your Feet: While you're not wearing medium or heavy armor, you have a +2 bonus to Speed.

LEVEL 6 ARENA FIGHTER

Characteristics: Health +6

Underdog Advantage: Whenever you attack a creature larger than you with a melee weapon, you get 1 boon on your attack roll for every point of difference between its Size and yours. For example, if you're Size 1 and your target is Size 3, you get 2 boons on your attack roll.

Flashy Attack: When you attack with a melee weapon, you can choose to make the attack roll with 2 banes. If it succeeds, you deal 1d6 extra damage and impose one of the following afflictions on the target: blinded for 1 turn, prone, or impaired for 2 turns.

LEVEL 9 MASTER ARENA FIGHTER

Characteristics: Health +6

Vital Strike: You may spend up to 3 Seeker points to increase the damage of a single weapon attack; each Seeker point you spend adds 2d6 damage. You must spend these points before you find out whether or not your attack hits.

BEASTMASTER

While the people of Pacari are often referred to collectively as "beastmasters" by outsiders, the truth is that "beastmaster" is a specific title that one must attain. In order to do so, a Pacari must prove themselves both in battle and in the hunt, and must prove their bond to the beasts of the wild. Beastmasters often travel with packs of beasts, and are not only accepted as one of the pack but typically deferred to as the alpha. The most powerful beastmasters start to take on more and more bestial traits, and the dividing line between human and creature of the wild becomes thin indeed.

When creating a beastmaster, answer these questions:

- ☞ *What was the first beast to talk to you?*
- ☞ *What did you hunt in order to earn your title?*
- ☞ *What aspect of civilized life do you find false or unnecessary?*



A mainland Arena Fighter, who chose the Survivor novice path, now survives in the toughest environment in the world: the Arena of Megalith.

Requirement: You must have access to the Beast Aspect and Beast Bond trees in order to take this path.

LEVEL 3 BEASTMASTER

Attributes: Increase any two by 1

Characteristics: Health +5, Essence +1

Languages and Professions: You gain one wilderness profession.

Greater Essence Bond: You discover the Beast Aspect and Beast Bond Essence trees and gain one power or talent from each. If you've already discovered either of these trees, choose an additional power or talent from that tree.

LEVEL 6 BEASTMASTER

Characteristics: Health +5

Essence Bond: You learn one power or talent from the Beast Aspect or Beast Bond trees.

Pack Beta: Choose one of your bondmates to be your pack beta, your second in command. It gets the following benefits:



- ☞ Health +10
- ☞ Its natural weapons deal 1d6 extra damage. If you spend a Seeker point to grant your beta a teamwork die on an attack, increase this extra damage to 2d6.
- ☞ You can communicate telepathically with your beta from any distance, as long as you're both on Asunder.

Beta Command: When you use an action to command your beta, you can issue a command to one additional bondmate. If you don't have another bondmate to issue a command to, your beta instead gets 1 boon on any action it takes.

LEVEL 9 MASTER BEASTMASTER

Characteristics: Health +5, Essence +1

Essence Bond: You learn one power or talent from the Beast Aspect or Beast Bond trees.

Bestial Trait: You gain a beast-like trait, chosen from the following list:

- ☞ **Powerful muscles:** Strength +1
- ☞ **Enhanced reflexes:** Agility +1
- ☞ **Tough hide:** Defense +2
- ☞ **Enhanced senses:** Perception +1 and darksight

BEAST-RIDER

Many people learn to ride beasts in Asunder. On Pacari, people often learn to ride their bondmates, while in Sky City, wyvern-riders are a common sight. What separates someone who rides a beast from a true beast-rider is the connection between rider and mount. A beast-rider is one with her mount, acting in tandem, operating as a single unit. The beast-rider treats her mount as a friend and equal, and the mount bears its rider out of respect and affection rather than conditioning. While either mount or rider can operate individually and might be quite fearsome on their own, when acting in tandem, there's little they can't accomplish.

When creating a beast-rider, answer these questions:

- ☞ *What is your mount's name?*
- ☞ *Where did you find your mount?*
- ☞ *What habit have you and your mount cultivated together?*

LEVEL 3 BEAST-RIDER

Attributes: Increase any two by 1

Characteristics: Health +3

Languages and Professions: You add the animal trainer profession. If you already have that profession, you may instead speak one additional language or add one common or wilderness profession.

Faithful Steed: You have a **mount**. With the Keeper's guidance, choose a creature from **Chapter 6** of the *Keeper's Tome* that is at least Size 2 and has a difficulty of up to 100. If you cannot find a creature you'd like

as a mount in the bestiary, use appropriate **animal** or **monster** statistics and work with your Keeper to describe your mount and define what it is. If you have a bondmate that would be suitable as a mount, you can choose your bondmate as your mount, in which case you get the below benefits in addition to the benefits of having a bondmate. You can communicate basic ideas to your mount with words and body language, though it's limited by its own Intellect.

While you're not riding your mount, it acts under the Keeper's control but is friendly to you and tends to act in either its own or your best interests. You can use an action to issue your mount a command; when you do this, you choose its next action and the target for that action.

While you're riding on your mount, it doesn't get its own actions. You use its Speed instead of your own, and you have access to any traits that affect its movement, such as climber, swimmer, or flier. You direct your mount and, when you attack, you can choose to use its attack options instead of your own. Creatures can choose to target either you or your mount. If a creature attacks your mount, you can use a triggered action to redirect the triggering attack to yourself; you can do the reverse if you are the target.

If your mount dies, you can seek and train a new one. Doing so requires 48 hours of total time, though this 48 hours can be divided up over any total amount of time. Once you've spent a total of 48 hours seeking a new mount, choose a new one with the Keeper, as described above. Any talents from this path that affect your mount also affect new mounts.

LEVEL 6 BEAST-RIDER

Characteristics: Health +3

Beast-Training: Through rigorous training and exercise, you improve your mount's statistics, granting it the following benefits:

- ☞ Health +10, Speed +3, Intellect +2

Mounted Unity: While you're riding your mount, you get 1 boon to attack any creature smaller than your mount, and your attacks against such creatures deal 1d6 extra damage.

LEVEL 9 MASTER BEAST-RIDER

Characteristics: Health +3

Beast Maturity: Your mount grows to full maturity, becoming a larger, more powerful version of itself. It gets the following benefits:

- ☞ Size +1, Increase Health by 50 percent, Strength +1. Speed +2, Its attacks deal 1d6 extra damage

Whenever you get a new mount, you can choose a creature with a difficulty up to 250. If you do so, your mount doesn't get the above benefits, though it does get the benefits from Beast-Training, if you have that talent.

BONE RECRUIT

The Bone Army is the largest mercenary military force in the world, and it holds its recruits to a high standard. After a period of training, a recruit is sent out into the wilds of the mainland to hunt a horok; kill it single-handedly; skin it; collect its bones; and fashion those bones into weapons and armor. Horok bone is incredibly hard, but also incredibly light, and horok-bone armor makes the soldiers of the Bone Army both mobile and well-protected. Their weapons are deadly too, for horok bone holds an edge well, and is more durable than most other materials in Asunder.

Once the recruit returns with their horok-bone gear, they're inducted into the Bone Army and begin their *real* training. Training never stops; the Bone Army demands the highest level of discipline and skill from its soldiers, and it does not tolerate weakness.

When creating a Bone recruit, answer these questions:

- ☞ *Who sponsored your induction into the Bone Army?*
- ☞ *What scar did you suffer when you hunted and killed your horok?*
- ☞ *What unique flair did you work into your weapons and armor?*

LEVEL 3 BONE RECRUIT

Attributes: Increase any two by 1

Characteristics: Health +5

Languages and Professions: Add both the mercenary and soldier professions. If you have either of these professions already, you can speak another language.

Personal Armor: You have a personalized set of horok-bone armor. You ignore the Strength requirement for wearing this armor and, because it is fitted to you perfectly, you get +1 to your Defense while you wear it.

Personal Weapons: You have two personalized, horok-bone weapons, chosen from the following list: light melee weapon, military melee weapon, heavy melee weapon, or shield. You can choose the same weapon type twice if you wish. Both of your weapons get the deadly property plus two additional properties each.

Contracts: Once per game session, before you perform a significant action, you can declare that doing so is part of a contract. If you succeed in performing the action, you get paid for completing your contract as soon as you complete a rest in a civilized area. The Keeper is the final arbiter of what constitutes a significant action, but typically it requires killing a powerful creature, liberating a town, saving an individual, or something similar. If the contract was easy, you get 3 pearls. If it was of moderate difficulty, you get 1 sapphire. If it was very difficult, you get 5 sapphires. If you nearly died while completing the contract, you get hazard pay of 1 sapphire. If you fail to complete the contract, you get nothing. Note that the Bone Army has contracts in every civilized part of the world as well as some of the less-civilized parts, so geography isn't a restricting factor on a contract.

Bone Army Contacts:

When you make contact with other Bone Army soldiers, you get 1 boon on any challenge or attack rolls you make to deal with them in social situations.



A bone recruit stands before the flag of Hyden.

LEVEL 6 BONE RECRUIT

Characteristics: Health +5

Battle Superiority: Choose a Bone recruit stance from the ones described below.

Intense Training: Whenever you make an attack roll with one of your personal weapons, you do so with 1 boon.

LEVEL 9 MASTER BONE RECRUIT

Characteristics: Health +5

Deadly Weapons: When you deal damage with your personal weapons, you deal 1d6 extra damage.

Battle Mastery: Choose a second Bone recruit stance from the ones described below. You must choose a different stance from the one you chose for Battle Superiority, if you have that talent.

BONE RECRUIT STANCES

Defensive Stance: You can enter a defensive stance as an action or a triggered action on your turn, provided you're wearing your personal armor. While you're in this stance, you get 1 bane on attack rolls but take half damage from weapon attacks. You can end this stance as an action or a triggered action on your turn. You can only be affected by one stance at a time.

Exemplar Stance: You can enter an exemplar stance as an action or a triggered action on your turn, provided you're wearing your personal armor or wielding one of your personal weapons. While you're in this stance, creatures get 1 boon when they attack you, but when you attack a creature, your allies get 1 boon to attack the same creature for 1 turn. You can end this stance as an action or a triggered action on your turn. You can only be affected by one stance at a time.

Protector Stance: You can enter a protector stance as an action or a triggered action on your turn, provided you're wielding one of your personal weapons and at least one of those weapons is a shield. While you're in this stance and a creature you can reach is attacked, you can use a triggered action to become the target of that attack, and the attacker gets 1 bane on the triggering attack roll. You're also slowed while you're in this stance. You can end this stance as an action or a triggered action on your turn. You can only be affected by one stance at a time.

Shock Stance: You can enter a shock stance as an action or triggered action on your turn, provided you're wielding one of your personal weapons. While you're in this stance, creatures get 1 boon when they attack you, but you deal 2d6 extra damage with melee weapon attacks. You can end this stance as an action or a triggered action on your turn. You can only be affected by one stance at a time.

Whirlwind Stance: You can enter a whirlwind stance as an action or triggered action on your turn, provided you're

wielding one of your personal weapons. While you're in this stance, you get 1 bane on attack rolls but, when you use an action to attack, you can attack an additional time. You can end this stance as an action or a triggered action on your turn. You can only be affected by one stance at a time.

BUG-SHAPER

Insect-bonded weavers don't have the reputation for invention that their plant-bonded kin do. This is largely unfair, because there's just as much ingenuity and innovation present in their part of society as there is in mainstream New Gaia society, but it takes a slightly different form. Instead of creating plants to perform tasks, bug-shapers cultivate insects that they can weave into different forms depending on the need. Bug-shapers harvest resources from bees or use beautiful multi-colored beetles as adornments. Still, most people don't use their inventions or task-bugs because doing so is seen as distasteful or gauche.

When creating a bug-shaper, answer these questions:

- ☞ *What's your bug's name?*
- ☞ *Who taught you to develop a special bond to your bug?*
- ☞ *What sorts of ridicule have you been subject to because of what you do?*

Requirement: You must have access to the Insect Control and Insect Meld trees in order to take this path.

LEVEL 3 BUG-SHAPER

Attributes: Increase any two by 1

Characteristics: Health +2, Essence +1

Languages and Professions: You can either speak another language or add one academic area of knowledge.

Greater Essence Bond: You discover the Insect Control and Insect Meld Essence trees and gain one power or talent from one from each. If you've already discovered either of these trees, choose an additional power or talent from that tree.

Bug: You have a special insect, called your **bug**. Your bug is a **tiny animal** with the climber and flier traits. Your bug is under the Keeper's control, but it's friendly to you. You can communicate with it using pheromone secretions as long as you're within long range of it, and you can take an action or triggered action on your turn to issue it a command; this allows you to choose its next action. If your bug dies, you take 1d6 Strain. You can bond with a new bug upon completing a rest.

Shape Bug: You can use an action to weave your bug into a new shape, allowing you to turn it into any of the following:

- ☞ You cause your bug to grow, making it a **small animal**. Its traits and intellect are unchanged.
- ☞ Your bug becomes a **shield**.
- ☞ Your bug becomes a **light melee weapon** with one property.

- ☞ Your bug becomes a **light ranged weapon** with a range of medium.
- ☞ Your bug becomes a bioluminescent **lantern**, giving off light out to 5 yards.
- ☞ Your bug becomes a piece of **personal gear** with a value of up to 1 pearl, provided its new shape makes sense.

Your bug's new shape lasts for 1 hour, after which it is fatigued for 1 hour. You cannot use this talent while your bug is fatigued or incapacitated; however, you can spend a Seeker point immediately after your bug reverts to its normal shape to prevent it from becoming fatigued.

LEVEL 6 BUG-SHAPER

Characteristics: Health +2

Essence Bond: You learn one power or talent from the Insect Control or Insect Meld trees.

Greater Bug-Shaping: When you use Shape Bug, add the following options to the list of forms your bug can take:

- ☞ Your bug grows even bigger, becoming a **medium animal**. It loses the flier trait.
- ☞ Your bug becomes a suit of **light armor**.
- ☞ Your bug becomes a **martial melee weapon**.
- ☞ Your bug becomes a **heavy melee weapon** with the cumbersome property.
- ☞ Your bug becomes a **heavy ranged weapon** with a range of short.
- ☞ Your bug becomes a **tool** with a value up to 10 sapphires.

Bug Sight: While your bug is within short range of you, you get 1 boon on Perception challenge rolls.

In addition, you can use an action to see through your bug's eyes for 1 minute. While you're doing so, you're blinded and, once the duration elapses, you're impaired for 1 minute unless you spend a Seeker point.

LEVEL 9 MASTER BUG-SHAPER

Characteristics: Health +2, Essence +1

Essence Bond: You learn one power or talent from the Insect Control or Insect Meld trees.

Bug Steed: When you use Shape Bug, add the following options to the list of forms your bug can take:

- ☞ Your bug becomes a **wing pack**, becoming a **medium animal** and latching onto your back. While in this form, your bug cannot take its own actions, though it can be targeted separately from you. You gain the ability to fall from any height without taking damage and, when you jump, you quadruple the distance you jump.
- ☞ Your bug becomes a **riding beetle**, becoming a **large animal**. It loses the flier trait and it cannot attack, but you can ride it. While you're riding it, you can make use of its Speed and its climber trait.

CAPTAIN

Whether on the sea or in the sky, ships are the lifeblood of commerce and travel on Asunder. The Seafarers learn to master their great living ships, and the captains of these ships are sovereigns aboard them, commanding authority and respect. The people of Sky City create skyships laced with blice crystal, and their captains rule the skies. On the mainland and the various islands of Asunder, people build ships and captain them in the hope of competing with the Seafarers. Some mainlanders even steal Seafarer vessels and learn to pilot them, or take skyships for themselves. In any case, captains are the merchants, naval commanders, and pirates of the world, and if you want to get anywhere on Asunder, you'll have to deal with one of them.

When creating a captain, answer these questions:

- ☞ *What is your ship's name?*
- ☞ *How did you come by her?*
- ☞ *Who is your first mate, and how much do you trust them?*

LEVEL 3 CAPTAIN

Attributes: Increase any two by 1

Characteristics: Health +4

Languages and Professions: Add the sailor profession.

If you already have it, add one common or military profession, or you may speak one additional language.

The Captain's Ship: You have a ship. Choose one of the following: **medium ship**, **small skyship**, **small living ship** (see Chapter 8). You've developed a special bond with your ship. While aboard your ship, you get 1 boon on attack rolls and 1 boon on challenge rolls made to navigate or operate your ship. Work with the Keeper to determine how you acquired your ship, what its story is, who might have owned it before you did, and so forth. If you acquire a new ship in your travels, you can transfer the benefits of this talent to your new ship after you've spent a month with the ship, getting to know its quirks.

Ship's Crew: You have a crew, comprised of the following. Use NPC stats from Chapter 6 of the *Keeper's Tome* for your crew.

- ☞ A **first mate**, with a difficulty up to 50.
- ☞ A **second mate** and **third mate**, each with a difficulty up to 10.
- ☞ Enough **crewmen** to give you a full crew on your ship when added to your first, second, and third mates, each with a difficulty of 1. For a medium ship, you have 22 crewmen. For a small skyship, you have 7 crewmen. For a small living ship, you have 5 crewmen. If you acquire a ship that requires a larger crew complement, you can increase the number of crewmen under your command. Doing so incurs the same cost as replacing crewmen, as described below.



A Seafarer captain commands her living ship through the harsh storms near Shilk Isle.

Work with the Keeper to come up with a few interesting personality quirks or physical traits for your mates, as well as names. Don't worry about detailing the rest of your crew just yet; you can do so as they become relevant to the story.

While on your ship, your word is law. Provided you care for your crew, keep them fed, and treat them well, they'll follow any reasonable order you give them. If you command a crew member to do something unreasonable, like dive into serpent-infested waters to fetch out a bolt of linen, any challenge rolls you make to get them to do so get 2 boons. Provided you have a full complement of crew, you can operate your ship without trouble.

You can also command your crew to accompany you on land. When you do, they act under the Keeper's command but are friendly to you. If you command a crew member to do something unreasonable while you're not on your ship, you get 1 boon instead of 2. While you can command as many of your crew to accompany you as you like, leaving your ship unguarded is very unwise indeed.

If you have to replace crew due to death or desertion, hiring a new first mate costs 1 sapphire; hiring a new second or third mate costs 3 pearls; and hiring a new crewman costs 1 sliver.

Note that your crew are individuals, not automatons. Your command over them is not mind control. If you regularly treat your crew poorly or put them in excessive danger, they *will* mutiny. A wise captain does what he can to keep her crew relatively safe and happy. If your crew mutinies, or you lose them and your ship in some other way, you'll have to get a new ship and pay to replace your crew (as above) before you can gain the benefit of any of this path's abilities again, including abilities that don't specifically require your ship or crew. Losing them is demoralizing.

A Ship's Business: Whenever you make port, you can choose to sell cargo or take on passengers. To determine how much money you make, make an Intelligence challenge roll with 1 bane for every 5 pearls of profit you want to make. If you succeed, you make that much money. If you fail, you spend all of your takings on ship upkeep and crew pay, and make no profit. If you make port without selling cargo or taking on passengers, you make no money at all, and you must pay your crew from your own coffers. This costs 1 pearl per mate and 1 sliver per crewman.

LEVEL 6 CAPTAIN

Characteristics: Health +4

Trained Officers: Your first mate becomes difficulty 100, and your second and third mates become difficulty 25. Their pay is now 2 pearls each, and it costs 2 sapphires to replace your first mate and 1 sapphire each to replace your second and third.

Swashbuckling: You're accustomed to using your environment to your advantage, swinging around on ropes and vaulting over railings during combat. When

you move during a fast turn, you ignore difficult terrain. When you attack during a slow turn in which you've moved at least half your Speed, you do so with 1 boon.

LEVEL 9 MASTER CAPTAIN

Characteristics: Health +4

Unfailing Loyalty: Your crew is loyal to you beyond reason. You can command your crew to do unreasonable things without making a challenge roll. In addition, once per turn when you're attacked, you can use a triggered action to redirect the attack to a crew member who can reach you. Note that this can only be pushed so far. Your crew will obey you and sacrifice themselves for you, but if you abuse this loyalty or overuse it, they may still mutiny.

CHAOS ADEPT

Bonding with Chaos, trying to tame it and control it, is not for the faint of heart, nor is it for the hobbyist. A Chaos adept knows that Chaos is not a force to be trifled with, that the addiction must be controlled, that only someone who bends their will toward achieving true mastery of Chaos can hope to prevent the primal force from destroying them utterly. Chaos adepts are those who start to walk that path, the path of one who controls Chaos rather than letting Chaos control them.

When creating a Chaos adept, answer these questions:

- ☞ *Where was the Chaos shard that you consumed to gain your powers?*
- ☞ *What did bonding with Chaos cost you?*
- ☞ *How are you forever marked by Chaos?*

Requirement: You must have access to the Chaos Essence tree in order to take this path.

LEVEL 3 CHAOS ADEPT

Attributes: Increase any two by 1

Characteristics: Health +3, Essence +1

Chaos Bond: You discover the Chaos Essence tree and gain one power or talent from it. If you've already discovered the Chaos Essence tree, choose an additional power or talent from that tree.

Controlled Chaos: Whenever you push a Chaos power, you can choose to take 1 flux instead of rolling a die after using the power. You can take as much flux from a single Chaos power as you like, but you add your flux and Discord together for the purposes of determining the ongoing effects of Discord, as shown on the *Discord Effects* table in **Chapter 3**, as well as for the purpose of determining the effects of Chaos talents. The flux lasts until you complete a rest.

Dissonant Eruption: At the end of each round during which you gained 1 or more flux, you must make a Will challenge roll. You make the roll with a number of banes



A Chaos Adept releases flux and is nearly destroyed in the process.

equal to your flux. On a failure, energy explodes out from a point within your reach out to a number of yards equal to your flux total in every direction. Everything in the area other than you takes 1d6 damage per point of your Essence trait. Creatures in the area that get a success on an Agility challenge roll take half the damage. Your flux then drops to 0.

LEVEL 6 CHAOS ADEPT

Characteristics: Health +3

Chaos Bond: You learn one power or talent from the Chaos Essence tree.

Shunt Dissonance: Whenever you'd make a Will challenge roll as the result of taking flux, you can choose not to make that challenge roll. If you do, you immediately become the epicenter of a Chaos site with a rank equal to half your Essence trait. The Chaos site moves with you and, while it's active, anyone within its area other than you is subject to the effects of a Chaos site. While this effect is active, you cannot choose to take flux, and your flux decreases at a rate of 1 point per minute. Once your flux reaches 0, your personal Chaos site dissipates.

LEVEL 9 MASTER CHAOS ADEPT

Characteristics: Health +3, Essence +1

Chaos Bond: You learn one power or talent from the Chaos Essence tree.

Touch of Chaos: While you have 1 or more flux, you can use an action to touch a creature you can reach and release your pent-up Chaos energy into it. Reduce your flux by half (rounded down) and make a Will attack roll against the target's Agility. On a success, the blast hits and the target takes 1d6 damage for every point of flux you lose when you use this talent. If the target is incapacitated by this damage, it mutates into a hideous Chaos-beast under the Keeper's control; use the stats for a **large monster**, with two traits of the Keeper's choice.

CHILD OF GAIA

Gaia appears in physical form wherever widespread death takes place: battlefields, the sites of great disasters, and other such places. Sometimes, when a survivor makes contact with the manifestation, Gaia touches that human, granting them power and purpose. Such a gift awakens latent abilities, strengthens one's Essence bond, and gives the newly awakened Child power over life and death. It also gives them a terrible purpose: to gather Essence, collecting it from the fallen, and to hold it until such time as Gaia comes to collect it. Those who worship Gaia say that the Mother of All collects the Essence of the dead in order to fuel the creation of a new world, or the transformation of Asunder (they tend to be a little fuzzy on the details). Though their task can be a grisly one, the child of Gaia plays an important role in this cycle.

When creating a child of Gaia, answer these questions:

- ☞ *When did you first see Gaia?*
- ☞ *What terrible calamity precipitated her appearance?*
- ☞ *What have you given up to serve her will?*

LEVEL 3 CHILD OF GAIA

Attributes: Increase any two by 1

Characteristics: Health +2, Essence +1

Essence Bond: You discover an Essence tree you have access to, or you gain one power or talent from an Essence tree you've already discovered.

Harvest Essence: You can use an action to harvest the Essence from a human who has died within the last minute. When you do so, you gain 1 **resonance**. Your maximum resonance is equal to your Essence trait plus 1; whenever you gain resonance in excess of this number, you take 1 Strain. Your resonance resets to 0 when you complete a rest.

Essence of Many: You can spend resonance to use Essence powers that belong to Essence trees you don't have access to. In order to do this, you must satisfy the following requirements:

- ☞ You must have used Harvest Essence or Rip Essence on a human with access to that Essence tree in the last 24 hours.
- ☞ Your Essence trait must meet or exceed the power's rank.
- ☞ You must spend resonance equal to the power's rank (1 resonance for a rank 0 power).

Strengthen Essence: You can spend 1 resonance when you use an Essence power. If you do so, you make any attack or challenge related to using that power with 2 boons.

LEVEL 6 CHILD OF GAIA

Characteristics: Health +2

Essence Bond: You discover an Essence tree you have access to, or you gain one power or talent from an Essence tree you've already discovered.

Rip Essence: You can use an action to touch a human you can reach, ripping its Essence from its body. Make a Will attack roll against the target's Will; if you hit, you deal 2d6 damage. If this attack incapacitates the target, it is immediately killed and you absorb its Essence exactly as if you'd used Harvest Essence.

LEVEL 9 CHILD OF GAIA

Characteristics: Health +2, Essence +1

Essence Bond: You discover an Essence tree you have access to, or you gain one power or talent from an Essence tree you've already discovered.

Resonant Power: When you complete a rest, choose Strength, Agility, Intelligence, or Will. As long as you

have at least 1 resonance, you get 1 boon on any attack or challenge rolls you make with the chosen attribute. This choice lasts until you use this talent again. In addition, you may spend points of resonance as if they were Seeker points.

DEMON HUNTER

Demons are the ancient enemy of the people of the Black Isle. They spill forth, destroying, consuming, and despoiling everything in sight, and they seem to have no goal beyond the corruption and destruction of the human race. The Black Islanders do what they can to keep the demonic threat in check, and they have done so for generations by developing and perfecting techniques for combating demons. Through rigorous physical conditioning, they can make themselves strong and hardy enough to survive a fight with a demon. Through their Battle Meditation, they can imbue a single hunter with immeasurable power, enough to face a demon in single combat.

When creating a demon hunter, answer these questions:

- ☞ *What happened during your first fight with a demon?*
- ☞ *Who have you lost in your pursuit of the hunt?*
- ☞ *What drives you to hunt an enemy you know will one day destroy you?*

Requirement: You must have access to the Battle Meditation and Body Conditioning trees in order to take this path.

LEVEL 3 DEMON HUNTER

Attributes: Increase any two by 1

Characteristics: Health +8, Essence +1

Greater Essence Bond: You discover the Battle Meditation and Body Conditioning Essence trees and gain one power or talent from one from each. If you've already discovered either of these trees, choose an additional power or talent from that tree.

Hunt: You can use an action or a triggered action on your turn to choose one creature you can see. The target becomes your prey until you use this talent again, you become unconscious, or you complete a rest. When you roll to attack, find, or track your prey, you make the attack roll or challenge roll with 1 boon. If your prey is a demon or someone you believe to be controlled by a demon, you deal 1d6 extra damage on any attacks you make against your prey.



A Black Isle demon hunter destroys the face of a demon with her bare hands.

LEVEL 6 DEMON HUNTER

Characteristics: Health +8

Essence Bond: You learn one power or talent from the Battle Meditation or Body Conditioning trees.

Track Prey: Whenever you find tracks, you can make an Intellect challenge roll. On a success, you learn one true thing about the creature or creatures that made the tracks. On a failure, you discover no useful information from the tracks. If you learn that the creature that made the tracks is a demon, you may immediately designate it as your prey.

LEVEL 9 MASTER DEMON HUNTER

Characteristics: Health +8, Essence +1

Essence Bond: You learn one power or talent from the Battle Meditation or Body Conditioning trees.

Kill Prey: You deal 2d6 extra damage on attacks you make against your prey.

INVENTOR

New Gaia is a culture of invention and innovation, and no culture on Asunder produces as many wonders and marvels as do the weavers. Their bonds with plants allow them to create living gear of unparalleled quality, to outfit their cities and dwellings with conveniences undreamed of outside of New Gaia. Life on the island is fast-paced, constantly pushing forward, constantly moving toward progress and new technology. The inventors of New Gaia are at the forefront of this, stretching the boundaries of what's possible, creating things that seem miraculous until they become commonplace, and then pushing past the boundaries again. This can lead to trouble from time to time, and more than one inventor has caused widespread destruction through some mishap or miscalculation. The weavers consider this a small price to pay for innovation.

When creating an inventor, answer these questions:

- ☞ *What was the first thing you invented?*
- ☞ *What does your seed pouch look like?*
- ☞ *Who is your greatest professional rival?*

Requirement: You must have access to the Plant Control and Plant Form trees in order to take this path.

LEVEL 3 INVENTOR

Attributes: Increase any two by 1

Characteristics: Health +2, Essence +1

Languages and Professions: You can either speak another language or add one academic area of knowledge.

Greater Essence Bond: You discover the Plant Control and Plant Form Essence trees and gain one power or talent from each. If you've already discovered either of these trees, choose an additional power or talent from that tree.

Inventor's Companion: You have a specially-engineered companion plant you keep with you that produces seeds that you can use to grow any number of useful items. You measure the value of your seeds in sapphires, though the seeds are worthless to anyone other than you. The sapphire value of your seed pouch is equal to your group level.

You can use an action to withdraw one of your seeds and coax it into growing into a suit of armor, a weapon, ammunition, or another useful mundane item. The seeds require special catalysts to complete this massive growth spurt, and the nutrients they need can be found in gems. Complete the process by spending sapphires with a value equal to the item's price. If you do not have enough sapphires to cover the cost, you can take Strain to make up the difference, at a rate of 1 Strain per 2 sapphires, or you may spend Seeker points at a 1 for 1 rate. It takes 1 minute to create the object, during which time you must concentrate. At the end of this time, you have a finished piece of equipment that remains until you complete a rest, at which point it shrivels and dies.

When you complete a rest, you replenish the seeds in your companion, up to your normal maximum in sapphires.

If you lose your companion, you can create a replacement. It costs a number of sapphires equal to your group's level and causes you to take 1 Strain. You can have only one companion at a time. Many inventors name their companions, and you can communicate with it on a basic level. It's not particularly intelligent, nor is it capable of actions, but you can carry on a basic conversation with it.

LEVEL 6 INVENTOR

Characteristics: Health +2

Essence Bond: You learn one power or talent from the Plant Control or Plant Form trees.

Efficient Growth: You now measure your companion's seed value in rubies instead of sapphires. You have a number of rubies equal to your group level, and you can take Strain to make up the difference in cost at a rate of 1 Strain or Seeker point per ruby.

Complex Machinery: You can use your companion to create living gear with the plant keyword, using the rules listed under Inventor's Companion. Just like mundane gear created with your seed pouch, living gear shrivels and dies when you complete a rest.

LEVEL 9 MASTER INVENTOR

Characteristics: Health +2, Essence +1

Essence Bond: You learn one power or talent from the Plant Control or Plant Form trees.

Plant Servants: You can use an action to create one or more **small constructs** using materials provided by your companion. For each 1 ruby in materials you spend, a compelled small construct appears in an open space within short range of you. You can grant the flier trait to any number of constructs by spending 1 extra sapphire from the bag for each construct you would make fly. Just as when you create equipment, you can make up the difference in cost by taking Strain or spending Seeker points, at a rate of 1 Strain or Seeker point per ruby. The constructs remain until destroyed or until you complete a rest. At the end of this time, they shrivel and die.

LASHER

Of all the kinds of living gear, living whips are perhaps the most difficult to use effectively. Certainly a whip that can siphon life energy from those it's wrapped around can be a powerful tool, but it takes skill and practice to learn to use one, and it takes dedication to keep one alive long enough to get comfortable using it. For this reason, few learn to use these tools, and those who pursue the art view it with an almost religious significance. The Sisterhood of

the Lash, a secretive cabal of pseudo-religious assassins, are not the only lashers in Asunder, but most lashers are members.

A lasher learns how to bond with multiple living whips, how to exist in perfect symbiosis with them, and how to use them to their fullest potential. In the hands of a lasher, an living whip is a powerful and deadly tool, a constant companion, and an extension of one's will and body.

When creating a lasher, answer these questions:

- ☞ *What is the name of your favorite whip?*
- ☞ *Who taught you the ways of the lasher?*
- ☞ *Who was the first person you killed with an living whip?*

LEVEL 3 LASHER

Attributes: Increase any two by 1

Characteristics: Health +4, Essence +1

Lash: When you attack with an living whip, you deal 1d6 extra damage and you increase its reach to +2.

Synergy: When you attack with an living whip, you do so with 1 boon.

Whip-Fighting Techniques: When you attack with an living whip, you can attack with 1 bane. If you hit, choose one of the following effects:

- ☞ You grab the target. The target makes any challenge rolls to escape with 1 bane. You cannot use the same whip to attack while the target is grabbed.
- ☞ The target falls prone.
- ☞ You deal 1d6 extra damage.
- ☞ The target is impaired for 1 round.
- ☞ You pilfer a small object from the target, or you disarm the target.

LEVEL 6 LASHER

Characteristics: Health +4

Whip Bond: You can bond to an additional piece of living gear, provided it's an living whip. If you attack with two living whips to which you are bonded, you do so with 1 boon, regardless of whether you're attacking one or two targets.

Efficient Symbiosis: The upkeep cost for any living whip you're bonded to is 1 damage; this supersedes any upkeep notation in the whip's entry.

In addition, when you use an living whip's power, you can spend a Seeker point instead of expending a use of that power.

Whip Mobility: If you're wielding an living whip, you get 2 boons on any challenge rolls you make to climb, and you ignore difficult terrain from climbing. In addition, when you jump, you can add 5 yards to your jump distance, provided there's something for your whip to attach itself to.

LEVEL 9 MASTER LASHER

Characteristics: Health +4, Essence +1

Greater Lash: When you attack with an living whip, you deal 1d6 extra damage.

Whip Companion: You can bond to an additional piece of living gear, provided it's an living whip. You may



A lasher of the Cronus Clan, strict enemies of the Sisterhood, strangles two bone recruits hired to assassinate him.

designate one of your living whips as your **whip companion**, allowing it to act on its own to some extent. This affords you two benefits.

First, you may now wield up to *three* weapons at once, as long as one of them is your whip companion. Your whip companion is always considered an off-hand weapon, though you do not actually need to hold it in your hand; it can attach itself to some other part of your body. If you attack one target, you attack with the weapon in your main hand, making the attack roll with 3 banes. On a success, you deal normal damage from that weapon plus extra damage from the weapon in your off-hand and from your whip companion. If you attack different targets, you attack with the weapon in your main hand against one target and then attack the others with the weapon in your off-hand and your whip companion. You make all three attack rolls with 3 banes. Note that if all three of your weapons are living whips to which you are bonded, you gain the benefit of Whip Bond.

Second, provided you have time to concentrate, you can perform actions that require manual dexterity (opening a door, picking a lock, disarming a trap, etc.) with your whip companion. This effectively increases your reach according to the whip companion's reach, but if you have to make a challenge roll to complete the action, you do so with 1 bane. Because this requires focus and concentration, you cannot attempt to use your whip companion in this way during combat or other highly stressful situations.

If you ever lose your whip companion or wish to designate a different living whip as your whip companion, you may do so by spending 1 Seeker point after completing a rest.

LIGHT-TOUCHED

On the mainland, there is a shaft of burning light that travels around the land, mutating and killing whatever living thing it touches: the Pure Light. Some mainlanders worship the Pure Light as a divine spirit, while others believe it is a purifying force of nature that forges those who can survive it into something greater. Whatever the belief, Pure Light kills the vast majority of those it touches. A select few, though, are changed by it instead, mutated into something more. Only people from the mainland are capable of undergoing this mutation, and many theorize that these rare few are able to bond their Essence with the Pure Light, gaining the ability to control and manifest its power.

When creating a Light-touched, answer these questions:

- 🌀 *Why did you seek out the Pure Light?*
- 🌀 *How did it first change you?*
- 🌀 *Who died when you were changed?*

Requirement: You must have access to the Chaos tree in order to take this path.

LEVEL 3 LIGHT-TOUCHED

Attributes: Increase any two by 1

Characteristics: Health +5, Essence +1

Languages and Professions: Gain one religious profession.

Pure Light Mutation: Select a mutation from the ones described below.

Cleansing Light: You learn the *cleansing light* power, which is described below.

CLEANSING LIGHT

LIGHT-TOUCHED ATTACK 1

Make a Will attack against the target's Strength. It can choose not to defend if it wishes. Roll a d6.

On an even roll, the target heals damage equal to twice its healing rate and is blinded for 1 minute.

On an odd roll, the target takes 2d6+2 damage. If the target becomes incapacitated by this damage, it dies instantly and is vaporized.

Attack Roll 20+: If the target took damage, it takes 1d6 extra damage. If it was blinded, it is blinded for 1 hour.

LEVEL 6 LIGHT-TOUCHED

Characteristics: Health +5

Illuminating Light: You learn the *illuminating light* power, which is described below.

ILLUMINATING LIGHT

ATTACK 3

Area A sphere with a 3-yard radius centered on yourself.

Duration 1 minute

You begin to glow hotly, shedding painfully bright light in a 3-yard radius. Everything but you in the area takes 1d6 damage when you use this power and at the end of each round thereafter for the duration. In addition, creatures in the area, including you, make all attack and challenge rolls with 2 boons.

LEVEL 9 MASTER LIGHT-TOUCHED

Characteristics: Health +5, Essence +1

Pure Light Mutation: Select a second mutation from the ones described below. It must be different from the first mutation you selected.

Call Down Light: You learn the *call down light* power, which is described below.

CALL DOWN LIGHT

ATTACK 5

Area A cylinder 10 yards tall with an 8-yard radius centered on a point within medium range

You call down a shaft of Pure Light, which burns everything in the area, but also cleanses creatures burned by it. Each creature in the area must make an Agility challenge roll or take 5d6 damage. Creatures that take this damage are cured of all afflictions, and their Strain and Discord are reduced by half (rounded down).

PURE LIGHT MUTATIONS

Bend Light: Your skin takes on a sparkling rainbow hue, ever-shifting. As an action, you can become invisible. You remain invisible as long as you neither move nor take an action or triggered action.

Illuminated from Within: Your skin glows slightly, constantly giving off a small amount of light. As an action or a triggered action on your turn, you can shed light out to 5 yards. You make challenge rolls to hide with 1 bane while under this effect, but so do all other creatures within the light's radius. You can end as an action or triggered action on your turn.

Crystal Skin: Your skin becomes translucent and crystalline. It's far from brittle; you increase your Defense by 2.

Touch of Darkness: One of your arms grows monstrous and clawed and, when you touch someone with it, you can sap their life force. You have a natural weapon that deals 2d6 damage.

True Sight: Your eyes burn away, leaving behind sockets filled with burning light. You have darksight, and you can perceive invisible creatures within short range.

The Light's Tears: You gain a limited form of prophetic foretelling, with a catch: your visions often lead to calamities. Twice per session, you can make a declaration about something that will happen in the near future (during the current scene or the next scene). The Keeper will ensure that it does, but it will escalate the scene in the same way that a fatal flaw escalates the scene (though without the same benefit).

MARTIAL ARTIST

Martial arts traditions exist all over Asunder, from the battle techniques of the Black Isle to the graceful swordplay of Sky City to the various forms of combat practiced in New Gaia and the city-states of the mainland. Nearly every Seeker incorporates some martial arts practices into their fighting styles, but those who pursue martial arts as an art form are a different breed altogether. These people seek perfection: perfect form, perfect flow in battle, perfect harmony with their allies, and the perfect strike to end a conflict before it starts. Martial artists identify themselves by the school at which they studied. Some of these are literal schools where people are taught combat, while others are more loosely-defined collections of best practices



A Black Isle martial artist shattering stone with her shin. Imagine what she can do to a skull.

that people pursue on their own. Others still are techniques handed down within families or clans, instilled into every generation so that the art form lives on.

When creating a martial artist, answer these questions:

- ☞ *To which school do you belong?*
- ☞ *Who was your teacher?*
- ☞ *What do you call your signature attack?*

LEVEL 3 MARTIAL ARTIST

Attributes: Increase any two by 1

Characteristics: Health +5

School Technique: There are hundreds of martial arts schools and styles in the world, but they all boil down to focusing on a particular technique and going about it in their own unique way. Choose a technique benefit from the following:

- ☞ **Redirected Force:** When you are attacked, you can choose to grant your attacker 1 boon on the attack roll. If you do, you can then use a triggered action after the attack is resolved to make a melee attack against your attacker. If you hit, you deal 1d6 extra damage.

WHAT DOES YOUR STYLE LOOK LIKE?

When you choose your combination of school technique and signature form, you're creating a style. The mechanics of these styles are broad enough that they can be described in different ways. For example, someone with Redirected Force and a Light Melee Weapon might be constantly whirling, dodging, and counterattacking, or they might be flowing like water, accepting punch after punch with little ill effect, but somehow redirecting the force of those attacks back at their attackers. Someone using Irresistible Force and Unarmed might be raining down hammer-blows, or they might be using sweeps, throws, and other attacks that move enemies around. When you're coming up with a style, answer the following questions:

- ☞ What does your style look like? What kinds of attacks, feints, dodges, and special moves do you use?
- ☞ Where did your style come from? Where did you learn it? Where did it originate?
- ☞ What is your style called? Are there others who follow your style? Does it go by other names? Is it famous or obscure?

- ☞ **Irresistible Force:** When you make a melee attack, you can choose to take 1 bane on the attack roll. If your attack still hits, you deal your normal damage and push the target back 1d6 yards. The target then falls prone.
- ☞ **Lightning Strikes:** When you use an action during a fast turn to make a melee attack, you can attack twice.
- ☞ **Impenetrable Defense:** You can use an action to ready your defenses. All attacks made against you for 1 round get 2 banes.

Signature Form: Choose one of the following attack forms. When you use your signature attack form, you get the listed benefit.

- ☞ **Unarmed:** Once per turn, when you make an unarmed attack, you can choose to either make your attack roll with 2 boons or deal 1d6 extra damage.
- ☞ **Light Melee Weapon:** Light melee weapons you wield always have the deadly and finesse properties. If you throw a light melee weapon with the thrown property, increase its range by one step (short to medium, medium to long, long to extreme).
- ☞ **Martial Melee Weapon:** When a melee attack misses you while you're wielding a martial melee weapon, you can use a triggered action to attack your attacker.
- ☞ **Heavy Melee Weapon:** Heavy melee weapons you wield never have the cumbersome property. You can make a sweeping attack with a heavy melee weapon, which allows you to attack each creature you can reach. After you make such an attack, you're dazed for 1 turn.

LEVEL 6 MARTIAL ARTIST

Characteristics: Health +5

Reveal Flaw: When you successfully attack someone with your signature form, you can use a triggered action to reveal the flaws in your target's fighting style. For 1 round, each member of your group that attacks the target, including you, makes the attack roll with 1 boon.

LEVEL 9 MASTER MARTIAL ARTIST

Characteristics: Health +5

School Mastery: You gain an additional benefit, based on the school you choose for School Technique:

- ☞ **Redirected Force:** When you hit your target with the attack granted by Redirected Force, the target is also impaired for 1 round.
- ☞ **Irresistible Force:** When you attack with your signature form, you can choose to attack your target's Defense or Agility.
- ☞ **Lightning Strikes:** When you use Lightning Strikes, you can attack one additional time, but one of your attacks must suffer 1 bane.
- ☞ **Impenetrable Defense:** Increase your Defense by 2.

RAVAGER

Most don't know this, but there's a thriving black market trade on demon blood—colloquially referred to as “juice”—coming out of the Black Isle. Though the people of the Black Isle, for the most part, try to stamp it out, it nevertheless continues, making demon blood available in most civilized lands provided you know who to talk to. To most, demon blood is toxic, causing a slow, agonizing death. Those who know how to do so build up a tolerance to it, though, conditioning their bodies to accept it and draw on its power. Under the effects of demon blood, a human being is capable of amazing and terrifying physical feats, becoming an engine of destruction. However, demon blood takes a toll on a body over time, and even those who learn to accept and use it rarely live very long.

When creating a ravager, answer these questions:

- ☞ *Why did you first start using demon blood?*
- ☞ *Who's your most reliable supplier?*
- ☞ *What side effects of demon blood abuse have you started to notice?*

LEVEL 3 RAVAGER

Attributes: Increase any two by 1

Characteristics: Health +5

Languages and Professions: You add one criminal profession.

Connections: When you take this path, you get 2d6 doses of demon blood. Whenever you complete a rest in a civilized area that would reasonably have access to



A Black Isle ravager takes a dose of demon blood and gives a howling cry.

demon blood, you can make an Intelligence challenge roll with 1 boon for every pearl you decide to spend before rolling. On a success, you get 2d6 more doses of demon blood. On a failure, you get 1d3 more doses.

Toxicity: Your blood is toxic. Whenever a creature attacks you with a natural melee weapon and deals damage, that creature takes 2d6 damage and is poisoned for 1 minute. In addition, to anyone not accustomed to the effects of demon blood, a dose of demon blood acts as a dose of poison (see Chapter 8).

Juice: As an action or a triggered action on your turn, you can spend 1 dose of demon blood in order to become **juiced**. You remain juiced for 1 minute or until you become unconscious. When the effect ends, you can either a) take another dose to extend the effect or b) become fatigued for 1 hour and make a Strength challenge roll. On a failure, you gain 1 Strain.

While you are juiced, you have the following benefits and drawbacks:

- ☞ You gain a +10 bonus to Health.
- ☞ You cannot become charmed, compelled, frightened, or fatigued. If you become juiced while under the effect of one of these afflictions, it ends.
- ☞ You make Intelligence and Will attack and challenge rolls with 2 banes.
- ☞ You make Strength and Agility attack and challenge rolls with 2 boons.
- ☞ Your attacks with weapons deal 1d6 extra damage.
- ☞ You gain a new Fatal Flaw for the duration: Everyone is prey. If you escalate a scene with this Fatal Flaw, you gain an extra Seeker point.

LEVEL 6 RAVAGER

Characteristics: Health +5

Cure-All Juice: You can use an action, a dose of demon blood, and an alchemist's kit to create a dose of **cure-all juice**. You must spend at least 1 minute concentrating, during which time you use the kit and special ingredients worth 3 pearls. At the end of this time, you create a dose of cure-all juice, which you can drink as an action. When you drink cure-all juice, you heal damage equal to your healing rate and take 1 Strain. For anyone not accustomed to the effects of demon blood, a dose of cure-all juice acts as a dose of poison (see Chapter 8).

Inured to Poison: You are immune to the poisoned affliction, and you take no damage from poison.

LEVEL 9 MASTER RAVAGER

Characteristics: Health +5

Demonic Attunement: You're so saturated with demon blood that you've started to take on demonic traits that become accentuated whenever you're juiced. Whenever you're juiced, you gain the following additional benefits:

- ☞ You gain +2 bonus to Defense.
- ☞ You cannot become impaired. If you become juiced while you're impaired, the impaired affliction ends.
- ☞ You take half damage from fire.
- ☞ Your attacks with weapons deal 2d6 extra damage.

RAZOR FIEND

Popularized by the rebels of Sky City, razor fiends learn a fighting style that makes use of daggers, shards, thorns, and other light blades. The style became popular among the rebels because of its swift deadliness and because small blades are easy to conceal and easy to surprise people with. After a while, the style spread to the rest of the world, even finding an audience in the Arena of Megalith. Razor fiends attack swiftly and without warning, hurling blades and getting in close, slashing and cutting and darting away. They use speed and mobility to their advantage, and they always strike with surprise if they can.

When creating a razor fiend, answer these questions:

- ☞ *Where did you learn the techniques of the razor fiend?*
- ☞ *How have your skills gotten you out of trouble in the past?*
- ☞ *Who was your first kill?*

LEVEL 3 RAZOR FIEND

Attributes: Increase any two by 1

Characteristics: Health +3, Speed +2

Languages and Professions: You add one criminal profession.

Blade Training: Any light melee weapon with the finesse property you use is considered a **razor**, provided it's a small bladed weapon. A razor you wield automatically has the deadly and thrown properties.

Many Razors: You have so many razors hidden on your person that they're effectively unlimited. You never have to worry about running out of razors unless you're searched and they're taken from you, or some other, similar situation befalls you. You also get 1 boon on any challenge rolls made to conceal razors.

Strike from Surprise: Once per round, when a surprised creature or a creature from which you are hidden takes damage from your attack, and that attack is made with a razor, it must make a Strength challenge roll. On a failure, it takes additional damage equal to its Healing Rate.

LEVEL 6 RAZOR FIEND

Characteristics: Health +3

Dart Away: You can use a triggered action on your turn to hide or retreat. If you spend a Seeker point, you can also move your Speed before doing so.

Deadly: You get 1 boon on any attack rolls you make with razors, and your attacks with razors deal 1d6 extra damage.



A Sky City razor fiend cuts down her marks on the edge of Shadow Isle.



LEVEL 9 MASTER RAZOR FIEND

Characteristics: Health +3

Fan of Razors: You can use an action to throw three razors at up to three different targets. You make each attack roll with 1 bane.

Shank: Once per round, when you attack with a razor, the attack deals 2d6 extra damage.

SERPENT HUNTER

Hunting sea serpents is a way of life for the Seafarers; they provide the most sustenance, the best materials for making weapons and tools, and they provide the Seafarers the precious heartstones that fuel their ships and keep them warm in the winter. But, for a Seafarer, hunting a serpent goes beyond simply tracking and killing a dangerous beast. Serpent hunters learn to forge mental bonds with sea serpents, bonds that allow them to track the creatures across the seas, to find them and kill them more efficiently. They learn techniques to get close to sea serpents, to climb them and deal devastating strikes, and they learn to endure the great heat that sea serpents give off constantly. Perhaps more importantly for a Seafarer walking the path of a Seeker, many of these abilities translate to other types of creatures, making them efficient and deadly hunters on land, too.

When creating a serpent-hunter, answer these questions:

- 🐍 *How big was the first serpent you killed?*
- 🐍 *Who did you lose during a serpent hunt?*
- 🐍 *What preparations do you always make before you face a sea serpent?*

Requirement: You must have access to the Adaptation and Sea-Calling trees in order to take this path.

LEVEL 3 SERPENT HUNTER

Attributes: Increase any two by 1

Characteristics: Health +5, Essence +1

Greater Essence Bond: You discover the Adaptation and Sea-Calling Essence trees and gain one power or talent from each. If you've already discovered either of these trees, choose an additional power or talent from that tree.

Harpooner: When you attack with a harpoon—a martial melee weapon with the thrown property—and hit, you can use a triggered action to immediately draw the target 1d6 yards toward you, if its Size is the same as yours or smaller. If its Size is larger than you, you can use a triggered action to move your Speed toward the target.

Serpent Link: You can forge a mental link to a creature that allows you to hunt it more effectively. Though serpent-hunters primarily use this link to hunt sea serpents, the only requirement is that the creature not be human. You can forge a link to a creature you can see

as an action; if you consume a piece of the creature—a bit of flesh, some powdered bone, an eye, etc.—you can forge this link without having to see the creature. Once the link is forged, you can take an action to know the direction—as the crow flies—that the target lies, though not the distance to the target. You can do this regardless of distance, as long as the creature is still on Asunder. Once the target is within one mile, you immediately know. When the target is within long range, you can use an action to pinpoint its exact location. This knowledge pierces barriers and obstacles and sees through attempts to hide, disguise, or become invisible.

The link is two-way; the target of your link gains all the same benefits you do, though most animals and monsters don't have the intelligence to use an action to activate the link. The target does know when you're within one mile, though, and can also pinpoint you while you're within long range, if it has the wit to do so.

While the link is active, if either of you deal damage to the other, that damage is increased by 1d6.

The link remains in place until you use this talent again to forge a link with a different creature, or until you or the target die. If you use this talent again before you or the target die, you take 1 Strain or you must spend 1 Seeker point.

LEVEL 6 SERPENT HUNTER

Characteristics: Health +5

Essence Bond: You learn one power or talent from the Adaptation and Sea-Calling trees.

Know the Seas: When you use your Sailor profession to navigate or find sea creatures in your area, you do so with 1 additional boon.

Climb Prey: When you enter the space of a creature with a Size larger than yours, you can attempt to climb it as an action; if you move into the target's space with the triggered action granted by Harpooner, you can automatically attempt to climb the target as part of that triggered action. To do so, make an Agility attack against the target's Strength or Agility (Keeper's choice). If you fail, you fall prone in a space the target can reach. If you succeed, you climb onto the target, placing yourself in an advantageous situation. While you're on the target, you must use a triggered action each turn to remain on the target; if you don't, you fall. You also get 2 boons to any melee attacks you make against the target while you're climbing it, and you deal 1d6 extra damage. The target can use an action on its turn to try to throw you off. If it does so, it makes a Strength or Agility roll (Keeper's choice) against your Strength or Agility (your choice). If it succeeds, it throws you 1d6 yards in a direction of its choice, which counts as falling. If you used Harpooner to initiate your climb onto the creature, you get 1 boon on any attack or challenge rolls you make to climb the target, and it gets 1 bane on any attack or challenge rolls it makes to dislodge you.



A shadow uses her gauntlet of living claws to complete her contracts, which usually leaves her covered in blood.

LEVEL 9 MASTER SERPENT HUNTER

Characteristics: Health +5, Essence +1

Essence Bond: You learn one power or talent from the Adaptation and Sea-Calling trees.

Slay Serpent: When you attack a creature with a Size larger than yours, you deal 1d6 extra damage.

Inured to Heat: Because of your frequent proximity to sea serpents, you are resistant to the heat they produce. You take half damage from fire or heat.

SHADOW

Sky City politics can be a dangerous business. The Great Game is always in effect and, according to the rules of the Game, anything's legal as long as you're not caught doing it. Eventually, after enough agents were caught and enough blame was cast around, it became clear that there was a need for neutral agents who excelled at escaping notice, and, if they were caught, at escaping blame. An industry grew up around this need, the Society of Shadows, and its members became indispensable to those who play the Great Game. Eventually the Society branched out beyond Sky City, and now shadows can be found anywhere in the world, plying their trade in secret.

When creating a Shadow, answer these questions:

- ☞ *What was the first crime you got away with?*
- ☞ *What happened the last time you were caught?*
- ☞ *What's your favorite identity to assume?*

LEVEL 3 SHADOW

Attributes: Increase any two by 1

Characteristics: Health +3

Languages and Professions: You can speak one additional language or add one criminal profession.

Many Faces: You have a number of alternate identities equal to your Intellect bonus (minimum 1), and you can alter your appearance to assume one of these as an action. How you achieve this act is largely up to you; it may be a slight use of your Essence, a change in demeanor or countenance, or a quick application of a disguise. Detail each identity, including gender, nationality, general appearance, and wealth level. The identity must be the same Size as you. Your facial features, mannerisms, and general body type change to match the identity you've created, though your clothing and possessions remain unchanged. The effect lasts until you use this talent again, or until you revert to your normal appearance. In addition, if you have a disguise kit, you can use an action to expend a use from the kit to don

a disguise that is not one of your alternate identities. These disguises aren't quite as good as your established identities; someone can make an Intellect attack against your Intellect to pierce such a disguise, if they have cause to.

Contracts: You're a member of the Society of Shadows, which gives you access to lucrative espionage contracts. Once per game session, before you perform a significant espionage action, you can declare that doing so is part of a contract. If you succeed in performing the action, you get paid for completing your contract as soon as you complete a rest in a civilized area. The Keeper is the final arbiter of what constitutes a significant action, but typically it requires assassinating an important individual, learning a powerful secret, or gaining the trust of an influential person. If the contract was easy, you get 3 pearls. If it was of moderate difficulty, you get 1 sapphire. If it was very difficult, you get 5 sapphires. If you nearly died while completing the contract, you get hazard pay of 1 sapphire. If you fail to complete the contract, you get nothing. Note that the Society of Shadows has contracts in every civilized part of the world and some of the less civilized parts as well, so geography isn't a restricting factor.

Shadow Talent: Choose a shadow talent from the ones described below.

LEVEL 6 SHADOW

Characteristics: Health +3, Perception +1

Shadow Talent: Choose a shadow talent from the ones described below.

Melt Away: When you become slowed, immobilized, or grabbed, you can use a triggered action to shed the affliction or end the grab and move up to half your Speed without provoking free attacks.

LEVEL 9 MASTER SHADOW

Characteristics: Health +3

Shadow Talent: Choose a shadow talent from the ones described below.

Forgetfulness: You can use an action to make an Intellect attack against the Will of a creature within short range. If you succeed, the target loses track of you for 1 round, making you invisible to that target. If you remain hidden from the target for at least 1 minute more, the target forgets it ever encountered you.

SHADOW TALENTS

Essence Bond: Increase your Essence by 1. Then, make two choices: discover one Essence tree you have access to or learn one power for each you already have.

Light Steps: You make challenge rolls to sneak with 2 boons.

Lock-Picking: If you have lock picks, you can use an action to open one lock you can reach. If the Keeper calls for a challenge roll, you make it with 1 boon.

Pilfer: You can use a triggered action to steal an item you can hold in one hand, provided it's within your reach. You do so without anyone's knowledge, even if it's on a person's body.

Poison-Making: You can use an action and an alchemist's kit to create a dose of poison. You must spend at least 1 minute concentrating, during which time you use the kit and special ingredients worth 5 pearls. At the end of this time, you create one dose of poison (see **Chapter 8**). The poison retains potency until you complete a rest.

Shadow Meld: You can attempt to hide when you are at least partially obscured by shadows, even if you are being observed.

Wall-Crawling: You ignore the effects of difficult terrain when climbing, and you make challenge rolls to climb with 1 boon.

SKY-DANCER

The Sky-Dancers of Sky City are among the most graceful and deadly martial artists in the world. While every culture on Asunder practices some form of martial art, no martial art is quite like the one practiced by the Sky-Dancers. These individuals make use of their ability to control and shift gravity, allowing for impossible leaps, quick reversals of momentum, graceful aerobatics, and deadly strikes. The most feared Sky-Dancers make use not just of Sky-Dancing techniques, but also of their ability to control gravity around others and around objects. The ability to stop someone in their tracks or wield a massive sword with deft agility is an oft-admired quality of these graceful fighters.

When creating a Sky-Dancer, answer these questions:

- ☞ *Who taught you to dance the skies?*
- ☞ *Who is your bitterest rival?*
- ☞ *What scar from a duel do you carry to this day?*

Requirement: You must have access to the Gravity Manipulation and Sky-Dancing trees in order to take this path.

LEVEL 3 SKY-DANCER

Attributes: Increase any two by 1

Characteristics: Health +4, Essence +1, Speed +1

Languages and Professions: You gain one martial profession.

Greater Essence Bond: You discover the Gravity Manipulation and Sky-Dancing Essence trees and gain one power or talent from each. If you've already discovered either of these trees, choose an additional power or talent from that tree.

Dance the Skies: You learn the *sky dance* Essence power. If you already know this power, you can use it one additional time. In addition, you may spend a Seeker point to extend the duration of *sky dance*, instead of spending another use of the power or taking Strain.



A sky dancer use Single-Hand Style to reduce the weight of a maul while in her hands and then triple it after it's thrown.

LEVEL 6 SKY-DANCER

Characteristics: Health +4

Essence Bond: You learn one power or talent from the Gravity Manipulation and Sky-Dancing trees.

Reactive Step: When you're attacked, you can use a triggered action to employ the *sky dance* power. If your increased Defense would cause the triggering attack to miss, you can move up to half your Speed without triggering free attacks. If this movement places you within reach of your attacker, you can immediately make a melee weapon attack against your attacker.

In addition, once per turn, if you're already under the effects of *sky dance* and someone attacks you and misses, you may move and counterattack as a triggered action, as described above.

LEVEL 9 MASTER SKY-DANCER

Characteristics: Health +4, Essence +1

Essence Bond: You learn one power or talent from the Gravity Manipulation and Sky-Dancing trees.

Leaf on the Wind: While you're under the effect of the *sky dance* power, you get 1 boon on all melee weapon attack rolls, and enemies suffer 1 bane to attack you with weapons.

STORM POINT BODYGUARD

The wealthy and prosperous need people to protect them, and everyone knows the world over that the best bodyguards are found in Storm Point. The Protector's Academy trains people physically, toughening their bodies and sharpening their reflexes, making them deadly combatants and powerful obstacles. They train people mentally, teaching them to recognize threats, analyze terrain, identify choke points and escape routes. They train people emotionally for the responsibility of protecting another's life with your own, preparing you for the possibility that you might need to give up your life to ensure someone else's survival. Storm Point bodyguards command a high premium from their clients, but they live up to their code and they protect their wards better than anyone else in the world.

When creating a Storm Point bodyguard, answer these questions:

- ☞ *What made you decide to become a bodyguard?*
- ☞ *Who was your best teacher at the Protector's Academy?*
- ☞ *Who was the first person you ever protected, and why don't you protect them anymore?*

LEVEL 3 STORM POINT BODYGUARD

Attributes: Increase any two by 1

Characteristics: Health +8

Languages and Professions: Add one military profession.

Ward: Each time you complete a rest, choose one creature you can see, or a creature you know personally who is within long range of you; that creature is your **ward**. Whenever your ward is within your reach, attacks against them get 1 bane. This effect lasts until you use this talent again.

Interpose: When your ward is attacked, you can use a triggered action to move up to your Speed. If you end your movement within reach of your ward, you can make yourself the target of the attack. You may spend 1 Seeker point to reduce this damage by half.

Constant Vigilance: You cannot be surprised. In addition, you get 2 boons on any challenge rolls you make to detect ambushes, traps, or poisons.

Find Client: When you enter a civilized area, you can find a client willing to pay you for your services. Doing so requires a few hours of work. Your client is an NPC under the Keeper's control, has 10 in all attributes, 10 Health, 10 Defense, and is a non-combatant. The Keeper specifies the terms of your contract, which will typically involve getting your client somewhere safely or guarding them during a specific event. If you agree, your client pays you either an upfront lump sum of 1 sapphire (for a short contract) or 1 pearl per day (for a long contract), provided they're happy with you throughout the contract. If you anger your client, or if your client dies, you get no further pay.

LEVEL 6 STORM POINT BODYGUARD

Characteristics: Health +6, Speed +2

Payback: When a creature deals damage to you, attacks you make against that creature for 1 round receive 1 boon and deal 1d6 extra damage. When a creature deals damage to your ward, attacks you make against that creature for 1 round receive 2 boons and deal 2d6 extra damage. If a creature deals damage to both you and your ward, these bonuses last 2 rounds. If a creature incapacitates or kills your ward, you receive both benefits until that creature is dead.

Rugged: Your healing rate now equals your Health divided by 3.

Better Rates: When you have a client, you can charge double.

LEVEL 9 MASTER STORM POINT BODYGUARD

Characteristics: Health +8

Never Stop: If you are incapacitated while you can see your ward, you instead remain conscious and heal damage equal to your healing rate. You can use this talent once for free; thereafter, each use costs a Seeker point. When you complete a rest, you regain your free use of this talent.



A wanderer uses Local Memory to search for a temple whose whereabouts live only in the memories of the earth.

WANDERER

Wanderers drift from place to place, never belonging anywhere but always fitting in for a time. Those who wander the lands of Asunder pick up a variety of skills and languages, becoming jacks of many trades. They also learn to survive in the inhospitable wilderness of the world, to live off the land, and to find safe passage from place to place.

That, at least, is what the Wanderers would have the rest of the world believe. In truth, those known as Wanderers are part of a loose-knit fellowship with a single, common goal: upset the status quo. Where people hold onto power, ensure that they lose it. Where people are comfortable, test their resolve. Upset the balance, stir the pot, and always do so from a place of anonymity.

When creating a wanderer, answer these questions:

- 🌀 When did you hear the call of the Wanderers?
- 🌀 What attracted you to their philosophy?
- 🌀 What is your preferred way to disrupt established systems?

LEVEL 3 WANDERER

Attributes: Increase any two by 1

Characteristics: Health +5

Languages and Professions: You can speak another language and add a profession.

Blend: You can easily assume the mannerisms and mien of the local populace, making you nearly indistinguishable from those around you. Provided you're among a crowd of people (at least 20), you can attempt to hide, even if you're being observed. You don't need to be heavily obscured or to have three-quarters cover. After a successful roll, you remain hidden until you use an action or a triggered action, after which you must wait at least 1 minute before you use this talent again.

While you're hidden, people you talk to cannot remember details about you 1 minute after the conversation ends and totally forget having spoken to you 1 hour after the conversation ends.

Finally, during the first round of any combat in which you are hidden, you make attack rolls and challenge rolls with 1 boon. If you take a fast action during this round, you can use an action and move.

Friends in Odd Places: Wanderers are everywhere, and people rarely notice them. You, however, know how to identify your fellow Wanderers and where to find them. Once per game session, you may declare that you're going out looking for a fellow Wanderer. This process takes about an hour, after which you identify another Wanderer and may trade aid and information. You may ask your fellow Wanderer for any aid or information you like, and they're free to give it or not; but the Wanderer's Code specifies that, if they give you aid or information, you must repay them in kind. You needn't be in a civilized area to use this ability; Wanderers are everywhere.

LEVEL 6 WANDERER

Characteristics: Health +5

Languages and Professions: You can speak another language or add a profession.

Local Memory: Whenever you complete a rest in a civilized area, you can bend your Essence to tap into the memory of the local population. You gain a number of **memory points** equal to your Intellect bonus (minimum 1). These memory points last until you spend them, or you next complete a rest, whichever comes first. You can spend 1 memory point to do any of the following, as an action or a triggered action on your turn:

- 🌀 Ask the Keeper a question. If the answer would reasonably be known by someone in the local population, the Keeper will answer you truthfully and completely.
- 🌀 Study another person from the local population and immediately know enough about them to pass

yourself off as an acquaintance. If the Keeper calls for challenge rolls to carry off the bluff, you make such rolls with 1 boon. These memories fade when you next complete a rest.

- ☞ Learn a new profession or a new language, provided the profession is practiced or the language is spoken by someone in the local population. These memories fade when you next complete a rest.

Local Knowledge: While you have at least 1 memory point, you're familiar enough with the geography of the civilized area you're in to get where you need to go easily, and you can mimic local dialects and generally pass yourself off as a local without too much trouble (as long as you speak the language).

LEVEL 9 MASTER WANDERER

Characteristics: Health +5

Languages and Professions: You can speak another language or add a profession.

Knowledge is Power: As an action, you can spend 2 memory points and choose a target you can see who has a secret that you already know. You make that secret known to everyone within long range of you. They don't wonder how they got the information or question its authenticity; it's seamlessly inserted into their own memories. They might very well be angry about that secret, though, and they could very well make use of it to the target's detriment.

Anonymity: As an action, you can spend all your remaining memory points (minimum 1) to temporarily remove yourself from the memories of everyone within medium range of you. This effectively makes you invisible for 1 minute; if you remain hidden from those who forgot you, they continue to not remember you. If they see you immediately after that minute elapses, they remember you once again. If someone who can see you takes the trouble to point out your presence to people who have forgotten you, they remember you once more.

WOODEN LEGIONNAIRE

The Wooden Legion is an elite cadre of weavers who follow a simple mandate: find a way to stop the world from dying. The Legion's name comes from the armor they wear: a living suit of wooden armor (called a wooden skin) specially designed and bonded to each Legionnaire, a suit that makes each Legionnaire a force to be reckoned with on the battlefield. The Wooden Legion are few in number and not sanctioned or paid for by any single government or political power. However, they often get unofficial support from governments that need their help, and they lend assistance to existing armies, cities, or nations, so long as such assistance serves their mandate. Such assistance is usually done with as much secrecy as possible, as is any support the Legion

gives in return. The Legion's mandate puts them at odds with one politician this week and his opponent the next, so everyone wants to be able to disavow them if the need arises. The Wooden Legion has worked both with and against the Bone Army; they have allies within various Naga clutches; and many of the Houses of Sky City and the city-states of the mainland have called upon them for assistance. They frequently clash with demons, and they fight off the Blight wherever they can.

The Wooden Legion accepts individuals from every origin into their ranks, and each member is involved in the process of growing and tending to their own wooden skin. Growing one's own wooden skin is necessary from a practical standpoint, but it also serves as a final test of full membership in the Legion. These suits of armor are highly individualized and often incorporate non-plant elements.

Becoming a member of the Legion requires an oath of fealty to the Legion for life. Because the Legion's operations are often clandestine, new Legionnaires must also swear an oath of secrecy. Additionally, a prospective Legionnaire must pass a series of individualized tests before they're given the opportunity to grow their wooden skin, and Legionnaires are often tested randomly throughout their careers.

When creating a Wooden Legionnaire, answer these questions:

- ☞ *What drove you to join the Wooden Legion?*
- ☞ *Who sponsored your application for membership?*
- ☞ *Who helped you grow your wooden skin?*

LEVEL 3 WOODEN LEGIONNAIRE

Attributes: Increase any two by 1

Characteristics: Health +3

Languages and Professions: Add one military profession.

Legion Contacts: When you contact other members of the Wooden Legion, you get 1 boon on any challenge or attack rolls you make to deal with them in social situations.

Wooden Skin: You create a construct of wood and bark and leaves called a **wooden skin**. Your wooden skin is 8 feet tall and weighs 900 pounds, and you can have only one at a time.

If your wooden skin is destroyed, you can grow a new one to replace it if you have access to the shape plant Essence tree. If not, you must contact the Legion and ask for their aid, which may take time. Regrowing a suit requires you to focus your Essence and shape plant matter for at least 72 hours, though these hours need not be continuous. At the end of this time, you have a new wooden skin.

Your wooden skin cannot act on its own; without you to pilot it, it is inert. However, you can enter your wooden skin as an action. While you're inside your wooden skin, you use its Defense, Health, Strength, and Agility scores as your own, you move at its Speed, and you can use its attack options in place of your own. You also have access to its immunities. When you use an Essence power



The feeding tubes of a legionnaire's wooden skin consumes the wearer's Essence in order to heal from a battle.

that targets living gear, you can target your wooden skin. The defense of the Wooden Skin is not affected by shields or other talents and powers. It can only be altered by suit modifications.

Choose two talents from the list of wooden skin modifications on the following page; your wooden skin has these talents.

Your wooden skin must spend at least 4 hours every day rooted to the ground, gathering water and nourishment from it, and it needs at least 4 hours of sunlight every day. For every day that it's deprived of these requirements, it takes a cumulative -10 penalty to Health. The entire penalty disappears if it fulfills this requirement again.

If your wooden skin receives damage in excess of its Health, you fall prone adjacent to it, and it is destroyed.

WOODEN SKIN

Size 1 construct

Perception—

Defense 14 Health 35

Strength 14 (+4), Agility 12 (+2),

Intellect —, Will—

Speed 8

Immune damage from disease and poison and the conditions asleep, fatigued and poisoned

ATTACK OPTIONS

Melee Attack Wooden Fist, blade or whip. 2d6 damage.

Ranged Attack Thorn spitter or canon. 1d6 + 2 damage. Medium range.

Replenish You can use an action to root your wooden skin to the ground, immobilizing it for 1 minute. Once 1 minute has elapsed, your wooden skin heals 2d6 damage. Once you've used this talent, you cannot do so again until you've completed a rest.

Root You can root your wooden skin to the ground for 4 hours as an action. After 4 hours have elapsed, your wooden skin heals all damage and loses all afflictions from which it suffers.

LEVEL 6 WOODEN LEGIONNAIRE

Characteristics: Health +3

Modifications: Choose two more talents from the list of wooden skin modifications below; your wooden skin has these talents.

Legion Aid: Once per game session, you can spend 1 hour contacting another member of the Wooden Legion. This member of the Legion is predisposed to offer you aid in the form of equipment, shelter, transportation, or help in battle, but their aid is not free; you'll be expected to repay the favor (which, in the case of equipment, may include returning the equipment) during the following game session. Work with the Keeper to determine the nature of the favor you acquire, and the manner in which you'll have to repay the favor.

LEVEL 9 MASTER WOODEN LEGIONNAIRE

Characteristics: Health +3

Modifications: Choose two more talents from the list of wooden skin modifications below; your wooden skin has these talents.

Elite Legion Training: Your extensive battle training in your wooden skin has made you formidable while wearing it. Choose Strength or Agility; whenever you make an attack or challenge roll with the chosen attribute while wearing your wooden skin, you make the roll with 1 boon.

WOODEN SKIN MODIFICATIONS

ARMORED SKIN

Your wooden skin is exceptionally well-armored. Increase its Health by 10. You may add this talent up to three times.

ESSENCE ATTUNEMENT

When you use an Essence power that targets your own body, you can choose to target your wooden skin instead.

FEEDING TUBES

Special tubes run from your wooden skin into your body, allowing you to feed it with your Essence. As an action, you can spend 1 Seeker point or take 1 Strain to allow your wooden skin to heal 2d6 damage.

LEG ENHANCEMENT

Increase your wooden skin's Speed by 2 and Defense by 1.

LIVING GEAR ENHANCEMENT

You may add 1 charge of any living gear power to your wooden skin; your level determines the maximum rank of the power, as shown in the *Living Gear Power Rank By Level* table.

Powers added need not be plant-based. Your wooden skin now counts against the number of pieces of living gear you can

be safely bonded to, though you do not need to feed it with blood and Essence as you would a normal piece of living gear. You replenish all of your wooden skin's charges when you use its Root talent. You can add this talent up to three times; each time you do, you either add 1 charge to an existing power your wooden skin possesses, or add 1 charge of a new power.

LIVING GEAR POWER RANK BY LEVEL

3	1
6	2
9	3

REINFORCED MUSCULATURE

Increase your wooden skin's Strength by 1; this also increases its attack bonus with its wooden fist. You can add this talent up to three times.

REMOTE OPERATION

As long as you are within 1 mile of your wooden skin, you can direct its actions and movement even if you're not wearing it. You must spend an action or triggered action to take the corresponding type of action with your wooden skin, and you must spend your movement to allow it to move. You can choose to see through its eyes but, if you do, you cannot see through your own; you can activate or deactivate this effect with a triggered action on your turn. If your wooden skin is destroyed while you are operating it remotely, you take 1d3 Strain.

SPIKED FISTS

When you attack with your skin's wooden fists, you deal 1d6 extra damage.



Jael leads the most violent faction of Legionnaires. She believes only through destruction can their goal be achieved.



CHAPTER SEVEN MASTER PATHS

When your group reaches level 7, you choose a master path from this chapter, or you may choose a second expert path. See **Chapter 6** for more information on what happens when you choose a second expert path.

Master paths represent a narrowing of focus, a specialization that brings with it incredible power. The paths presented here are divided into two broad categories: **Paths of Power** and **Paths of Experience**. Paths of Power represent a focus on improving one's Essence bond, pushing it beyond the bounds of what's normally possible. Paths of Experience represent the results of training and discipline, and, in some cases, a study of Asunder's more esoteric secrets. You gain benefits from your master path upon acquiring it at level 7, and again at level 10.

MASTER PATH REQUIREMENTS

Some master paths have requirements that you must meet. In most cases, these requirements are having discovered a particular Essence tree, because those paths represent a deepening connection to that specific Essence tree. If you don't meet the requirements for a master path, you cannot take that master path.

PATHS OF POWER

Avatar of Chaos	Those that learn to ride the waves of Chaos can shape reality like a potter shapes clay.
Chittering One	Spend enough time with the insects and you may start to become one.
Evolved One	Turn the mutations of the sea to your advantage until you become something more than human.
Gestalt Master	Moving with the power of warriors in their hands, these Black Islers commune with their comrades to the point of perfect unity.
Hand of Gaia	These powerful Weavers help rule New Gaia and bend the natural world to their will.
Light-Chosen	The Pure Light may kill everything else, but not you: you have used it to become something very nearly Divine.
Packmaster	You move among animals as easily as humans; the Pacari respect you as one of their great ones.
Sea King	The seas of Asunder are hostile places for most humans, but these elite Seafarers can command the creatures of the sea themselves.
Skinwalker	The beast bond deepens until these powerful Pacari are as comfortable wearing a beast's skin as a human's.
Swarm Lord	You are a walking embodiment of pestilence. Insect life is yours to command.
Symbiont	Add, add, and then add some more. Living gear becomes an extension of self for the few dedicated enough to learn its secrets.
Unkillable	Mastery of self becomes mastery of all and brings death to even the fiercest demons.

MASTER BENEFITS

Just like your Origin, novice path, and expert path, your master path grants you attribute boosts, characteristic boosts, and talents. Follow the instructions in the path you choose and record your new features on your character sheet, just like with a novice or expert path.

MASTER STORY DEVELOPMENT

When you choose a master path, answer these three questions:

- How did you learn the secrets of your master path, or gain its power?
- What did you have to sacrifice to get here?
- What do you know now that you wish you'd known earlier in your career?

PATHS OF EXPERIENCE

Ascendant Master	Nothing is beyond your powers of perception when you dedicate yourself to true understanding.
Bone Agent	Elite operatives for the Bone Army entrusted with the most sensitive and difficult of missions.
Bone Dreadnaught	Some troops get put up front as fodder; others choose the front line because that's where they can do the most damage. Be the latter.
Demon-Blooded	You accept that in order to defeat a terrible foe you may have to become something even worse.
Dread Pirate	There are pirates and then there are Pirates. These legendary buccaneers have names that will be remembered.
Faceless One	Who can hide from an assassin that could be anyone, anywhere? These masters of disguise manipulate the world to their liking.
Green Commander	Some wise souls realize that the Green Army of the undead will overrun the world and decide they'd rather be part of the overrunning.
Guerrilla	You don't have to be bigger to win, you just have to fight dirty.
House Agent	The great ones of Sky City wouldn't be able to find their shoes without you.
Mnemonicist	Knowledge is power, no matter whether you earned it or stole it.
Soultaker	Gaia needs the Essence of those who die, and you're the one who makes it happen.
Veteran	War is hell, but hell's not so bad once you've lived there long enough. Learn the tricks of the veteran's trade, and you might even find you like it there.
War Marshal	Tactics, strategies, and the inspiring of men: why fight when you can lead?
Wooden Titan	Battle is better when you've got nine-foot-tall armor that grows, heals, and responds to your very thoughts.
Wyvern Knight	Soar the skies with a lance in your hand and a wyvern between your knees.

CHOOSE A QUEST

When a Seeker becomes a master, his purpose in life becomes crystal clear. Having learned his ultimate purpose, a master Seeker then embarks on a quest to do some specific thing, come hell or high water. Write your quest down with your professions; when you're taking actions directly related to your quest, it can grant you boons just like a profession can, and it can even allow you to succeed automatically in some cases. Here are some sample quests; you can roll randomly, choose one, or make up your own.

SAMPLE QUESTS

1	Defeat a major enemy
2	Find or destroy a powerful item
3	Reach a legendary place
4	Found or take over an organization
5	Gain a title of nobility
6	Raise an army

ASCENDANT MASTER

Some come to their ascension through martial arts or meditation, while others practice asceticism or deep communion with their Essence bond. There are many ways to become an ascendant master, but everyone who seeks this path does so because they seek enlightenment, because they seek greater knowledge of the workings of the universe. It just so happens that understanding how the universe works allows you to have a profound effect on your environment.

LEVEL 7 ASCENDANT MASTER

Attributes: Increase any three by 1

Characteristics: Health +1, Perception +1, Essence +1

Languages and Professions: You can speak another language or add another profession.

Essence Bond: Make two choices; for each, either discover one Essence tree you have access to or learn one power from an Essence tree you've already discovered.

First, Understand: You can use an action to focus on a task or creature for 1 minute, during which you spend time contemplating the task or creature. You need not be able to see a creature in order to focus on it, nor do you have to be able to see a particular obstacle or part of a task. You do, however, need to have a basic understanding of the task or creature you're contemplating. Once you're done contemplating the task, make an Intellect challenge roll with 1 bane for each of the following questions you want to ask:

- ☞ How can I get this creature to _____?
- ☞ What is this creature's Strength/Agility/Intellect/Will/Perception/Defense/Health?
- ☞ What consequences will I suffer for failure?
- ☞ What rewards will I reap for success?
- ☞ What am I overlooking?

If your Intellect challenge roll succeeds, the Keeper will answer each question truthfully. If you fail, you learn nothing.

Then, Do: Once you've successfully contemplated a task or creature with First, Understand, you can easily overcome it in one of the following ways:

- ☞ Automatically succeed on a single attack roll against the creature.
- ☞ Automatically succeed on a single challenge roll to complete the task.
- ☞ Make a weapon attack against the creature. On a success, if the creature has Health 50 or lower, it takes damage equal to its Health. Otherwise it takes 4d6 extra damage.

You can use this talent one time per point of Intellect bonus you have. When you complete a rest, you replenish your uses of this talent. You may spend Seeker points to use this ability if you have no more uses of it; 1 Seeker point allows you to use this ability once.

LEVEL 10 ASCENDANT MASTER

Characteristics: Health +3

Essence Bond: Make two choices: for each, either discover one Essence tree you have access to or learn one power from an Essence tree you've already discovered.

Esoteric Knowledge: When you use First, Understand, you do so with 1 boon. Add the following questions to the list of questions you may ask the Keeper:

- ☞ What is this creature trying to hide?
- ☞ Who else wants to see this task done?

Snap Judgment: When you use First, Understand, you may spend 1 Seeker point to use the talent as an action or triggered action on your turn, rather than contemplating for a full minute.

AVATAR OF CHAOS

Few who harness the power of Chaos live longer than a year or two. Of those who do, fewer still manage to control the Chaos long enough to gain true power. Those who manage to do so are beings to be feared. Barely human anymore, they are living manifestations of Chaos, pieces of the God-Machine with a semblance of a body and a driving spirit and sentience.

Requirement: You must have discovered the Chaos Essence tree, and you must have at least one power from it.

LEVEL 7 AVATAR OF CHAOS

Attributes: Increase any three by 1

Characteristics: Health +2, Essence +1

Chaos Bond: Gain one Chaos power or talent.

Skittering Form: When you use a Chaos power, you can choose to allow your body to become partially out of phase with reality. If you do, you take half damage from all weapon attacks, you don't take damage from falling, and you can move through any opening that would allow the passage of air. However, you deal half damage with all weapon attacks, and you have a -10 penalty to Health. This effect lasts until you use another Chaos power, at which point you can make the choice again.

LEVEL 10 AVATAR OF CHAOS

Characteristics: Health +2

Chaos Bond: Gain one Chaos power or talent.

Living Chaos: Your body is so saturated with Chaos that when you're incapacitated, you die and explode exactly as if your Discord was 9 or higher. However, if your Discord is 15 or lower, your body reforms in 4 hours in a random location within 1 mile of where you died. You have damage equal to half your Health, and you're fatigued for 1 hour after you reform. If your Discord is 16 or higher, you stay dead as normal. You ignore the entry in the *Discord Effects* table in Chapter 3 for having Discord 17 or higher.

BONE AGENT

The Agents are the elite scouts, archers, ambushers, and assassins of the Bone Army. They're lightly-armored, efficient killers who excel at sneaking behind enemy lines or operating in hostile territory for long periods of time. Squads of Agents are often sent ahead of the Bone Army's main force to learn more about the enemy, sabotage specific strategic locations, assassinate key figures, and otherwise soften the enemy up for a frontal attack.

Requirement: You must have the Bone recruit expert path.

LEVEL 7 BONE AGENT

Attributes: Increase any three by 1

Characteristics: Health +3, Speed +1, Perception +1

Languages and Professions: You add a martial, criminal, or wilderness profession.

Concealed Armor: You've made modifications to your personal armor that make it light and concealable, easy to wear underneath clothes. Reduce the Defense value of your personal armor to 15, but it counts as light armor and, if someone searches you to see if you're wearing armor, they do so with 1 bane.

Disguise Expertise: If you have a disguise kit, you can use an action to expend a use from the kit to don a disguise.

Friends on the Inside: Once per game session, you can declare that an NPC whose name you know is actually a contact of yours. This contact will assist you with one task by providing access to a location or providing information.



A bone agent prepares a sniper attack against an enemy army.

Your contact won't put themselves in undue danger and may expect some form of payment or compensation if the task is particularly complicated or difficult.

LEVEL 10 BONE AGENT

Characteristics: Health +5

Assassin: You can use an action on your turn to choose a creature within long range from which you are hidden. Make a Perception challenge roll. On a success, you know where best to attack the target for 1 minute. Until the effect ends, when you attack the target, you make your attack roll with 1 boon and the attack deals 2d6 extra damage.

Saboteur: You get 2 boons on any attack rolls or challenge rolls you make to sabotage equipment or structures.

BONE DREADNAUGHT

Every army has shock troops, and the Dreadnaughts are the shock troops of the Bone Army. Hugely powerful, heavily armored, and enormously frightening, Bone Dreadnaughts excel at punching through the front lines, laying waste to lesser troops, and spreading fear. A well-placed unit of Dreadnaughts can break the enemy's morale and end the fight before it begins.

Requirement: You must have the Bone recruit expert path.

A bone dreadnaught in full armor praying to Gaia before a battle.



LEVEL 7 BONE DREADNAUGHT

Attributes: Increase any three by 1

Characteristics: Health +5, Speed +2

Dread Armor: You've modified your armor to be more durable and deadly. You have +1 to Defense while you wear your personal armor. Further, you have spikes all over your armor that allow you to deal 2d6 extra damage whenever you charge.

Sow Terror: When you incapacitate a creature, creatures you choose within short range must each succeed on a Will challenge roll or be frightened for 1 minute.

LEVEL 10 BONE DREADNAUGHT

Characteristics: Health +6

Carnage: You can use an action to sweep your personal heavy weapon around you in a lethal arc. Choose any number of target creatures within 1 yard of you and make a single attack roll against all of them. A target you hit with Health 20 or less takes damage equal to its Health; all other targets you hit take normal damage from your weapon.

CHITTERING ONE

There are insect-weavers who become so closely attuned to insects that they start to take on insectoid aspects. These chittering ones are strongly ostracized from polite society in New Gaia, and many people in other parts of the world also look them askance, but they gain abilities that make them consummate survivors, spies, and combatants.

Requirement You must have discovered the Insect Meld Essence tree.

LEVEL 7 CHITTERING ONE

Attributes: Increase any three by 1

Characteristics: Health +1, Essence +1, Perception +1, Defense +1

Essence Bond: Gain one Insect Meld power or talent.

Insectile Form You graft insectile body parts onto yourself, granting yourself various abilities. Choose two abilities from the following list:

☞ **Carapace:** Health+4, Defense +1

☞ **Legs:** You can move through spaces occupied by other creatures, and you can move across all forms of difficult terrain at full speed, even when climbing or swimming.

☞ **Mandibles:** You gain a natural weapon that deals 2d6 damage.

☞ **Wings:** You can leap three times your normal jumping distance. When you take damage from landing after a fall, you can use a triggered

action to make an Agility challenge roll. On a success, you reduce the damage from the fall by the total of your roll. If you reduce the damage to 0, you land on your feet.

- ☞ **Eyes and Antennae:** Perception +1. You gain shadowsight, and you cannot be surprised as long as you're conscious.

Your insectile body parts carry with them a disadvantage: people are frequently uncomfortable around you. Any social attack rolls you make to charm, seduce, or otherwise interact with people suffer 1 bane. This does not apply to attempts to intimidate, or to interactions with other insect-weavers.

You have the ability to grow these body parts very quickly, and you can attach and detach them, given enough time. When you complete a rest, you can reconfigure your body, replacing old insect body parts with new ones. If you choose to do so, take 1 Strain or spend 1 Seeker point. You can replace any of your insect body parts with different ones; you take 1d6 damage for each body part you replace.

LEVEL 10 CHITTERING ONE

Characteristics: Health +1

Essence Bond: Gain one Insect Meld power or talent.

Insect Graft: You can graft insectile body parts onto creatures other than yourself, provided they're willing to undergo the process. When you complete a rest, choose a willing creature you can touch that also just completed a rest. That creature gains one of the benefits listed under Insectile Form. However, this process is painful and stressful to the human body and causes the target to take 1 Strain and 1d6 damage. The target also suffers the same bane on social rolls that you do from Insectile Form. The target's insectile body part lasts until they complete a rest, at which point they can choose to let it wither and fall off, or take 1d6 damage to keep it, as it leeches blood from their body.

Improved Form: Each time you complete a rest, choose one of your benefits from Insectile Form. It is temporarily improved as follows:

- ☞ **Carapace:** You take half damage from weapon attacks, but you suffer a -2 penalty to Speed.
- ☞ **Legs:** You never have to make challenge rolls to climb, and you can climb on vertical surfaces.
- ☞ **Mandibles:** When you successfully attack a creature with your mandibles, you can use a triggered action to deal 2d6 extra damage from poison. A target that takes the extra damage must get a success on a Strength challenge roll or become poisoned for

1 minute. While poisoned this way, it is also dazed and slowed. If the target is already poisoned this way, it takes 3d6 extra damage. At the end of each round, a target poisoned this way must make a Strength challenge roll. On a failure, it takes 1d6 extra damage. You can also use an action to secrete your poison into food or drink. Any target that consumes the poisoned substance is affected as above, though they do not take damage from your bite. Once you deal damage with or secrete your poison into food or drink, you cannot use the talent again until after you complete a rest, or until you take 1 Strain or spend 1 Seeker point to replenish your poison.

- ☞ **Wings:** You can fly at your Speed, but you must end your movement on solid ground.
- ☞ **Eyes and Antennae:** Creatures cannot hide from you while they're within short range, even if they're invisible. Creatures that attack you with melee attacks do so with 1 bane.

The improvement you choose lasts until you complete a rest, at which point you can make the same choice again or a different choice.



A chattering one commands his swarm to devour a dead foe.

DEMON-BLOODED

There are many paths to becoming demon-blooded. Some become corrupted by demons, making deals with them in exchange for power. Others drink demon blood, eventually taking on demonic aspects through prolonged exposure. Still others survive battles with powerful demons only to find that they've been irrevocably changed by the experience. There are even stories of people who are born demon-blooded, though it often takes time for the effects to manifest themselves. Whatever the origin, the demon-blooded are powerful individuals who are terrifying when angry...and they get angry easily.

LEVEL 7 DEMON-BLOODED

Attributes: Increase any three by 1

Characteristics: Health +6, Defense +2

Demonic Countenance: Your demonic blood gives off an aura of unwholesomeness that makes people uncomfortable. While this grants you 1 boon on any attack rolls you make to intimidate, it also causes people not to trust you. You make all other social attack and challenge rolls with 1 bane.

Savage Attacker: You add your Strength modifier to the damage rolls of attacks you make using melee weapons.

Demonic Rage: When a creature you can see deals damage to you, you automatically fly into a rage against that creature. The target becomes marked for 1 minute, until it becomes incapacitated, or until you become unconscious. Until the effect ends, you cannot use this talent again, but you have all of the following benefits and drawbacks:

- ☞ You make weapon attack rolls against targets you've marked with 1 boon, and your weapon attacks deal 1d6 extra damage against them.
- ☞ Targets you have marked are frightened while within your reach.
- ☞ If a target you marked moves away from you, you can use a triggered action to move up to your Speed toward the target.
- ☞ You make attack rolls against creatures other than targets you've marked with 2 banes.
- ☞ If you go an entire turn without attacking a target you've marked, you take 1d6 damage as your demon blood boils inside your veins.

Demonic Hate: You gain the following additional fatal flaw: "I sometimes fly into a demonic rage when provoked or insulted." If you choose to escalate the situation with this fatal flaw, you automatically use Demonic Rage against the creature who provoked or insulted you. You also receive an additional Seeker point for escalating the situation.

LEVEL 10 DEMON-BLOODED

Characteristics: Health +6

Seethe: When your Demonic Rage would normally be activated, you can choose to delay it for 1 round. Each time you do, you take 1d6 damage as your demonic blood boils inside of you, and you make Intellect and Will attack and challenge rolls with 1 bane for 1 round. However, eventually you must release your rage and, when you finally do, it is terrible to behold. You gain the following additional benefits when your Demonic Rage activates:

- ☞ You get a +3 bonus to Health for each round you delayed your Demonic Rage.
- ☞ You make attack rolls against targets you've marked with 1 additional boon for every round you delayed your Demonic Rage.
- ☞ For every round you delayed your Demonic Rage, you deal 1d6 extra damage on the first successful attack roll you make against a target you've marked.

DREAD PIRATE

Pirates are common on the high seas of Asunder, but only the most feared pirates are given the title of Dread Pirate. These individuals are living legends, people whose reputation for piracy and violence is so great that they rarely have to fight the crews of ships they plunder; the ships simply surrender when they see the Dread Pirate's flag bearing down on them.

Requirement: You must own a ship of at least medium size, and you must have a crew capable of piloting that ship.

LEVEL 7 DREAD PIRATE

Attributes: Increase any three by 1

Characteristics: Health +4

Languages and Professions: You can speak an additional language or add a martial or criminal profession.

Black Flag: Your reputation is such that you're a living legend. When you encounter an NPC, you can use an action to declare that they've heard of you and are afraid. If you do so, you get the following benefits and drawbacks for 1 minute, until the target is incapacitated, or until you become unconscious:

- ☞ The target is frightened.
- ☞ You get 1 boon on any social attack rolls you make to intimidate or coerce the target.
- ☞ You get 1 boon on any weapon attack rolls you make against the target.
- ☞ You cannot be charmed, compelled, or frightened by the target.

- ☞ The target is hostile to you. The Keeper is the arbiter of what precisely this means.

Wanted: When you enter a settlement, roll 1d6. If your roll is odd, you are wanted in that settlement and there's a reward on your head. Authority figures, such as guards and soldiers, will recognize you and try to arrest you on sight. If you resist, they'll try to kill you.

Dread Crew: Your first mate becomes difficulty 250 and your second and third mates become difficulty 50. Choose appropriate NPC or creature stats to represent your mates; your first, second, and third mates need not be human.

LEVEL 10 DREAD PIRATE

Characteristics: Health +4

Legendary Ship: Your ship becomes a **legendary ship**, as described in **Chapter 8**. You and your crew get 1 boon on all attack and challenge rolls while on your ship.

EVOLVED ONE

Among the Seafarers, there are those few who spur their mutations to such a degree that they become something more than human. They catalyze mutations within themselves and even gain the ability to spur powerful, short-term mutations that make them terrifying creatures indeed. Seafarers hold these beings in reverence, seeing their mastery over their own bodies as a sign of the divine.

Requirement: You must have discovered the Adaptation Essence tree.

LEVEL 7 EVOLVED ONE

Attributes: Increase any three by 1

Characteristics: Health +5,
Essence +1

Essence Bond: Gain one Adaptation power or talent.

Deadly Weapons: You gain the Natural Weapon mutation in the Sea entry in **Chapter 2**. If you already have that mutation, your natural weapon does 1d6 extra damage.

Aggressive Mutation: You can use an action to catalyze a rapid mutation in your body, making you larger, more powerful, and far more deadly. Your mutation lasts for 1 minute, but you can extend the duration by taking 1 Strain or spending 1 Seeker point (in any combination) per minute you add to the duration. You gain the following benefits while aggressively mutated:

- ☞ You gain a +10 bonus to Health.
- ☞ You cannot be charmed, compelled, or frightened.

- ☞ Your natural weapons deal 1d6 extra damage.
- ☞ You can breathe water as easily as air, you can swim at your Speed, and you never have to make challenge rolls to swim.
- ☞ You are immune to the poisoned affliction, and you take half damage from poison.

When this effect ends, you must make a successful roll on Strength or take 1 Strain.



An evolved one's tongue is now more deadly than his blade.

LEVEL 10 EVOLVED ONE

Characteristics: Health +5

Essence Bond: Gain one Adaptation power or talent.

Catalyze Adaptation: When you enter your state of aggressive mutation, you can use a triggered action to use an Adaptation power that you know. Using a power in this way doesn't expend a use of that power, and it lasts for as long as your aggressive mutation does. You cannot use the *Mutate* entry in the power you use as part of this talent.

FACELESS ONE

There are people in the world who simply escape notice. Your eyes roll off them, you don't remember what they look like, and you can't quite recall ever having met them. These faceless ones make superlative infiltrators and impostors; they're able to blend in with any crowd, look like anyone, and even mimic specific people for a time. Most don't even believe they exist, though the legends persist. That's just the way the faceless ones like it, for they use their appearance-altering talents to manipulate global events from behind the scenes.

LEVEL 7 FACELESS ONE

Attributes: Increase any three by 1

Characteristics: Health +3

Languages and Professions: You can speak another language or add a criminal profession.

Escape Notice: You can use a triggered action on your turn to become utterly forgettable. Make an Intellect challenge roll; if you succeed, you're effectively hidden until you use an action or a triggered action, after which you must wait 1 minute until you use this talent again. You can use this ability while you're being observed, or even while you're in conversation with someone.

While you're hidden in this way, people can't remember details about you even if they speak to you; you're just another piece of background scenery. If you're in a restricted area of some sort, any time someone interacts with you, you must make an Intellect attack roll against their Intellect, as a triggered action. If you succeed, the effect remains in place, the target assumes you're where you're supposed to be, doing what you're supposed to be doing, and the target moves along to leave you to your devices. If you fail, the effect immediately ends.

Consummate Manipulator: Whenever you're acting under an identity that is not your own (even no identity at all, such as from *Escape Notice*), you get 2 boons on any Intellect or Will attack rolls you make to coerce, seduce, deceive, or manipulate others.

LEVEL 10 FACELESS ONE

Characteristics: Health +3

Steal Face: You can use an action to alter your appearance to match that of a target living or dead creature you can see within short range. The target must be the same Size as you and must have a humanoid shape of flesh and blood. Your body changes so you look like the target, and you can even alter the appearance of your clothing and possessions to match your new identity. The effect lasts until you use this talent again, or until you use *Escape Notice*. If you become incapacitated, you immediately revert to your normal appearance.

GESTALT MASTER

Battle meditation is an important component of Black Isle life. It is the technique that allows demon hunters to face demons one-on-one, and its power comes from one person assuming the abilities of many. Those who perfect this technique are rare, but they become powerful individuals indeed, able to become one with nearly any group, to enter the minds of others, and to work in tandem with their group better than anyone else.

Requirement: You must have discovered the Battle Meditation Essence tree.

LEVEL 7 GESTALT MASTER

Attributes: Increase any three by 1

Characteristics: Health +4, Essence +1

Essence Bond: Gain one Battle Meditation power or talent.

Group Consciousness: You gain the *group mind* power. If you already have this power, you can use it 1 additional time. You can use *group mind* as a triggered action on your turn.

Strength of Many: While under the effects of *group mind*, you make all attack rolls with 1 boon, and all Perception challenge rolls with 1 boon.

LEVEL 10 GESTALT MASTER

Characteristics: Health +4

Essence Bond: Gain one Battle Meditation power or talent.

Open Mind: You can focus on one creature within short range as a triggered action on your turn. When you do, spend 1 use of *group mind* or 1 Seeker point. You gain one of the following benefits:

- ☞ You predict its movements and intent. You gain 1 boon on attack rolls you make against it, or it gains 1 bane on attack rolls it makes against you. This effect lasts for 1 minute.
- ☞ You read its surface thoughts. Ask the Keeper one question that the target would know the answer to;



A gestalt master uses his battle meditation power, Ten Fists As One, to attack a demon.

the Keeper will answer honestly, within the bounds of the target's knowledge.

- ☞ You detect lies. For the next 1 minute, whenever the creature lies, you know.

Transfer Power: While under the effects of *group mind*, you can use an action to make someone else within your *group mind* the recipient of all *group mind*-based effects you're currently under. You lose those benefits. This effect lasts until you use this talent again, or until *group mind*'s duration elapses.

GREEN COMMANDER

Nobody quite knows what the Green Army is or understands its purpose. Simple observation shows it to be a mobile force of the walking dead, corpses animated by a strange fungus. The Army attacks settlements sometimes, but other times it leaves them alone. Sometimes the dead will take a side in a battle, other times they simply attack everyone. Despite this inscrutability, people generally agree that there is a purpose to their actions. This assumption is based in the fact that the Green Army is often directed by living people. These leaders somehow have the power to control the dead. Green Commanders are rare, and many believe they are chosen by Gaia herself to enact her unknowable will upon Asunder.

LEVEL 7 GREEN COMMANDER

Attributes: Increase any three by 1

Characteristics: Health +1, Essence +1

Army of Green: You learn the *Army of Green* power, which is described below.

ARMY OF GREEN

UTILITY 1

Area A circle on the ground with a 10 yard radius within short range, which must have one or more corpses in it

You release fungal spores from your body, infecting and animating the corpses in the area. Make a Will challenge roll; if you're in an area of significant vegetation, you make this roll with 2 boons. If you succeed, you animate each corpse in the area, summoning a **Blight Walker** (see *Keeper's Tome Chapter 6* for details) for each, up to a maximum equal to the number of your Will challenge roll. These walkers remain until you complete a rest or they are destroyed.

The walkers are under your control. You can issue a command to a single walker at a time as a triggered action, choosing that walker's next action. You can also issue a command to all of your walkers at once as an action, though the command must be simple: attack, retreat, stay, etc. Any walkers you do not issue commands to act under the Keeper's control, usually attacking those who attack you or following the last command they were given.

If you use this power while you still have **Blight**

Walkers under your control, make another Will roll. If you succeed, you can summon more walkers, up to your new result minus the number of walkers you currently have under your control.

LEVEL 10 GREEN COMMANDER

Characteristics: Health +2

Green Champion: You learn the *Green Champion* power, which is described below.

GREEN CHAMPION

UTILITY 1

Area A cube of space, 2 yards on a side, originating from a point within medium range and resting on a solid surface that contains at least one corpse

You summon a single compelled **Blight Champion** or **Blight Stalker** (see *Keeper's Tome Chapter 6* for details). It remains until you complete a rest or it is destroyed.

Consume: As an action, you can touch a Blight Walker under your control and consume its animating force. This destroys the Blight Walker and heals you for half your healing rate. You may consume a Blight Champion or Blight Stalker, too; doing so requires you to take 1 Strain or spend 1 Seeker point but heals you for twice your healing rate.

GUERRILLA

Hit-and-run tactics, ambushes, and other disruptive tactics are key to the success of small groups who want to take on larger groups. In Sky City, the people who live on the Rebel Islands frequently have to defend their homes from the more numerous, better-equipped noble houses. On New Gaia, the Red Alliance often makes use of guerrilla tactics. On the mainland, the Bone Army employs guerrillas, as does virtually every other mercenary company on Asunder. The list goes on and on; wherever there's a small force taking on a larger force, guerrillas even the odds.

LEVEL 7 GUERRILLA

Attributes: Increase any three by 1

Characteristics: Health +3, Speed +2

Mobility: When you take a fast turn, you can use an action and move. Your movement on any turn never triggers free attacks.

Harrier: If you move at least half your Speed before you make an attack, your attack deals 1d6 extra damage.

Camouflage: When you are obscured or covered in any way, you can use an action to hide. You cannot use this talent to hide from people who are currently observing you; however, you can, as a triggered action on your turn, make an Intellect attack against the Will of a creature you can see to create a distraction. If you succeed, you may hide from them.



A Pacari guerrilla fighter learns information from his bondmate on the location of his next target.

LEVEL 10 GUERRILLA

Characteristics: Health +3

Ambush Tactics: Your weapon attacks deal 1d6 extra damage to surprised targets and to targets from which you are hidden.

Coordinated Attack: When you make a weapon attack against a creature that has been attacked by one of your allies within the last 1 round, you get 1 boon on the attack and it deals 1d6 extra damage.

Trapmaker: You can use an action and spend time concentrating to create traps that you can place in the environment. The amount of time and money you spend determines what kinds of traps you can make, as listed below.

GUERRILLA TRAP-MAKING

1 minute	Novice or below
1 hour	Expert
4 hours	Master

Work with the Keeper to determine the exact nature and cost of your trap.

HAND OF GAIA

Though the Council of Mothers is the ruling body of New Gaian society, there are many other Hands of Gaia – sometimes known as matriarchs – who act as political leaders, spiritual advisers, thought leaders, and pioneers of technology across the known world. The Hands of Gaia are almost universally women, though occasionally a man shows such exceptional skill that he is accepted into their ranks (any such male is still called a matriarch). Where the Council of Mothers rule New Gaia, the Hands run it. They handle many of the day-to-day tasks that the Council doesn't have time to deal with and ensure that the Council is free to focus on the most important issues. Even outside of New Gaia, the authority of the Hands of Gaia is recognized and respected.

Requirement: You must have discovered the Plant Control Essence tree.

LEVEL 7 HAND OF GAIA

Attributes: Increase any three by 1

Characteristics: Health +3, Essence +1

Languages and Professions: You can speak another language or add one academic profession.

Essence Bond: Gain one Plant Control power or talent.

Authority: When a creature gets a success on an attack roll against you, you can use a triggered action to cow the creature. If the creature can hear you and understand what you say, make a Will attack roll against

the triggering creature's Will. On a success, you turn the triggering creature's success into a failure, and the triggering creature becomes charmed for 1 minute or until it's attacked. On a failure, the triggering creature becomes immune to this talent until it completes a rest. This talent only works on creatures that would reasonably be able to understand and respect your authority, though they need not be creatures you actually have direct authority over.

Defence: You get 2 boons on any social attack rolls you make against weavers and other citizens of New Gaia, provided you outrank them. This applies to the Will attack you make when using Authority, too.

LEVEL 10 HAND OF GAIA

Characteristics: Health +3

Essence Bond: Gain one Plant Control power or talent.

Awaken Plant: You learn the *awaken plant* power, which is described below.

AWAKEN PLANT

HAND OF GAIA UTILITY 1

Target One Size 2 or smaller plant within short range

Duration 1 minute

The target becomes a compelled **construct** of its size for the duration. Unless the plant is already ambulatory, its Speed is 0. The plant gains sentience and the ability to speak one language of your choice for the duration.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power, take 1 Strain, or spend 1 Seeker point. You can instead choose to take 1d6 Strain *and* spend 1 Seeker point when you extend the duration; if you do, the effect becomes permanent.

HOUSE AGENT

The noble houses of Sky City employ agents whose job it is to protect their interests. These agents have official ties to the house and receive lands, titles, and other privileges in return for the services they provide. These services include rooting out spies and thieves, conducting surveillance, interrogation and, when necessary, assassination. House agents are feared by those who live on the Rebel Islands, as well as by any trying to hide something from the nobility.

LEVEL 7 HOUSE AGENT

Attributes: Increase any three by 1

Characteristics: Health +3, Perception +2

Languages and Professions: You can speak an additional language or add a martial or criminal profession.

Mark Target: You can use an action or triggered action on your turn to **mark** a creature within medium range that you can see. Your mark lasts until you use this talent

AGENTS AROUND THE WORLD

Though this master path assumes a connection with a noble house of Sky City, any number of large, wealthy organizations around the world could employ agents like this. With a little reframing and reskinning, your house agent could be an agent for a mercantile consortium, a spy-catcher for the Council of Mothers, a counter-espionage agent for the Bone Army, or any number of other types of agents.

again, until your target is incapacitated, or until you become unconscious. When you have a target marked, you gain the following benefits:

- ☞ While within short range, creatures you have marked cannot hide from you, even if they're invisible.
- ☞ While within your reach, creatures you have marked are frightened.
- ☞ You get 2 boons on social attack rolls you make against creatures you have marked.
- ☞ You get 1 boon on challenge rolls you make to find or track creatures you have marked.
- ☞ You know whenever a creature you have marked speaks a deliberate lie while in your presence.
- ☞ If a creature you have marked moves away from you, you can use a triggered action to move up to half your Speed toward it.

House Ties: You're an official agent of a noble house, which grants you the following benefits:

- ☞ You get 1 boon on social attack rolls you make against members of your house, or people over whom your house holds authority.
- ☞ Once per session, you can call on your house for a favor. Work with the Keeper to determine the exact nature of the favor, but access to a restricted area, escaping legal consequences, or requisitioning an expensive piece of equipment are all appropriate favors.

These benefits aren't free. You're a representative of your house and, in public, you're expected to comport yourself appropriately and represent the house well. If you bring disgrace or trouble to your house's door, it may disavow you, stripping you of this talent until you find a way to make amends.

LEVEL 10 HOUSE AGENT

Characteristics: Health +3

Vigilance: You can have up to three creatures marked at once with your Mark Target talent. Each target requires you to use an action or triggered action to mark it.

Twist the Knife: When you get a success on a weapon attack roll against a creature you have marked, you can use a triggered action to either deal the weapon's maximum damage or cause the creature to be impaired for 1 minute.

LIGHT-CHOSEN

A very few people who are touched by and survive the Pure Light become so changed by it that they can hardly be said to be human anymore. Those who believe that Pure Light is divine point to these exceedingly rare individuals as proof and see them as living prophets; evidence that although the gods have left Asunder, divinity still remains and guides humanity.

Requirement: You must have access to the Chaos Essence tree.

LEVEL 7 LIGHT-CHOSEN

Attributes: Increase any three by 1

Characteristics: Health +2, Perception +2

Languages and Professions: You can speak an additional language or add a profession.

Threads of Light: You can perceive the inner workings of the universe and read the threads of light that bind all things. What's more, you can manipulate these threads to alter fate. Each time you complete a rest, you receive three threads. For each, roll a d20 and make note of the resulting number. The threads last until you expend them or you complete another rest.

When a creature you can see makes an attack roll or challenge roll, you can swap out the number rolled with a number from one of your threads by expending it. Once you expend the thread, cross off the number.

While you have at least one thread, you have darksight, you cannot be surprised while conscious, and creatures within short range of you cannot hide from you, even if they're invisible. You can be blinded, but as long as you have at least one thread, you ignore the effects of that affliction.

LEVEL 10 LIGHT-CHOSEN

Characteristics: Health +2

Cut Thread: Once per round, you can use an action and expend a thread to target a living creature you can see (or if blinded, touch). Make a Will attack against the target's Strength. If you succeed, the target takes damage equal to its Health. Once you use this talent, you are blinded for 1 hour. If you're already blinded, you take 3d6 damage.

Strengthen Thread: Once per round, you can use an action and expend a thread to target a living creature you can see. That creature heals all of its damage. Once you use this talent, you are blinded for 1 hour. If you're already blinded, you take 3d6 damage.

MNEMONICIST

Theories abound in the academic institutions of Hyden about the nature of Essence. Most agree that it is the manifestation of the divine spark, imbued into the first humans by the gods before they left. It's also a universally accepted fact that Essence grants people abilities based on where they were born. But there are many subtleties and vagaries in the study of Essence, many points of contention and disagreement. One such point is Memory Theory: the assertion that the collective memories of all humans are bound together in the Essence of Gaia, and that each human's memories are added to the World Memory when that human dies and their Essence is absorbed by Gaia. Whether or not this theory is true, it is a fact that there are individuals who seem capable of tapping into memories that aren't theirs.

LEVEL 7 MNEMONICIST

Attributes: Increase any three by 1

Characteristics: Health +2, Essence +1

Essence Bond: You learn one power or talent from an Essence tree you've discovered, or you discover one Essence tree; *it need not be an Essence tree you have access to.*

Dream Memories: When you complete a rest, make two choices. For each, choose a profession you don't have or a language you don't speak. If you choose a profession, you now have that profession. If you choose a language, you can speak, read, and write it. These choices last until you use this talent again.

Tap Memory: As an action, you spend 1 Seeker point to tap the collective memory for the knowledge you seek. Make an Intellect challenge roll with a number of banes that you choose. On a success, you can ask the Keeper one question for every bane you added to your Intellect challenge roll; the Keeper will answer your questions truthfully, though she's limited by human knowledge and understanding. On a failure, you are flooded with memories you can't filter or block out, causing you to be dazed for 1 minute. At the end of this duration, whether you succeed or fail, you are impaired for 1 hour.

LEVEL 10 MNEMONICIST

Characteristics: Health +2

Essence Bond: You learn one power or talent from an Essence tree you've discovered, or you discover one Essence tree; *it need not be an Essence tree you have access to.*

Tap Essence: You learn the *tap Essence* power, which is described below.

TAP ESSENCE

UTILITY 1

Choose either an Essence power or Essence talent from any Essence tree, regardless of whether or not you've

discovered it or have access to it. If you choose a power, it must be a rank 0 or 1. You immediately use that power; this is considered to be part of the same action as using *tap Essence*. If you choose a talent, you are considered to have that talent for 1 minute, though this power does not give you access to any Origin talents and cannot grant you bondmates or other companions. If you emulate a power, *tap Essence* does not fulfill prerequisites such as being part of a group mind or having a bondmate.

Trade Memory: When you use this power, you can choose to expend the use of a different power you know as well. If you do, you can emulate an Essence power with a rank less than or equal to the rank of the power you expend. For example, if you expend a use of *Tap Essence* and a use of a rank 4 power, you can emulate a rank 4 power from a different Essence tree.

PACKMASTER

On Pacari, packmasters are those rare individuals who gain such mastery over their bond with the animals of the world that those animals see packmasters as one of their own. They can move freely among animals, speak to them, command them, call on their aid, and lead them into battle. Packmasters often become the leaders of Pacari tribes, allowing those tribes to hunt more effectively, defend their lands, and live in harmony with the animals in their territories.

Requirement: You must have discovered the Beast Bond Essence tree.

LEVEL 7 PACKMASTER

Attributes: Increase any three by 1

Characteristics: Health +4, Essence +1

Essence Bond: Gain one Beast Bond power or talent.

Mind of the Beast: You can speak with all animals, regardless of species.

Leader of the Pack: Add your Will modifier (minimum 1) to your party's level to determine number of animals you can have charmed at once. In addition, any animals charmed by you make attack and challenge rolls with 1 boon.

LEVEL 10 PACKMASTER

Characteristics: Health +4

Essence Bond: Gain one Beast Bond power or talent.

Alpha: As an action, you can make a Will attack roll against the Will of all animals within medium range. Make a single attack roll and compare it to each animal's Will. Each animal you hit is charmed by you for 1 hour. An animal you fail to charm is immune to your use of this talent until it completes a rest. To determine how many animals you can have charmed at once, multiply your party's level by 20 and compare that number to the total



A packmaster uses Leader of the Pack to summon an army of Tusk Mice to aid in his hunt.

difficulty of all animals you have charmed; animals in excess of this number are not charmed, but if they were hostile to you, they no longer are.

Stir the Pack: As an action or a triggered action on your turn, you can spend 1 Seeker point to stir your pack into a heightened state of action and violence. This heightened state lasts for 1 hour and, while under its effects, all animals in your pack, including any bondmates you have, deal 1d6 extra damage with attacks and both move and take an action when they take a fast turn.

SEA KING

Among the seafarers, Sea Kings (or Sea Queens) are rare individuals of immense power. Their mastery over the creatures of the depths and the waters themselves are the stuff of legend, and many doubt that these beings even exist. Indeed, if they do, they keep themselves isolated, rarely venturing onto land, preferring instead to live out on their ships to commune with the denizens of the deep and to take what they like from the ships they pillage.

Requirement: You must have discovered the Sea-Calling Essence tree.

LEVEL 7 SEA KING

Attributes: Increase any three by 1

Characteristics: Health +4, Essence +1

Essence Bond: Gain one Sea-Calling power or talent.

Ocean's Voice: You can speak with all animals, monsters, and other creatures that have the swimmer trait, regardless of species.

Command the Sea: As an action, you can make a Will attack against a creature within short range that has the swimmer trait, or against a living ship within short range. If you succeed, the creature is compelled for 1 minute. If you fail, it becomes immune to your use of this ability until it completes a rest, and it gets 1 boon on any attack rolls it makes against you.

LEVEL 10 SEA KING

Characteristics: Health +4

Essence Bond: Gain one Sea-calling power or talent.

Serpent Bond: You develop an Essence bond to a sea serpent with a Size no larger than 2.

Your bonded serpent is friendly to you and acts on your behalf. Your serpent acts on its own in combat, but you can use an action or a triggered action to issue it a command, allowing you to choose its next action. You can ride your serpent; while you do so, it doesn't get its own actions. You move at its Speed and can make use of its swimmer trait, and you can breathe underwater while you're riding your serpent. You can also use your serpent's attack options instead of your own. While riding your serpent, you are not affected by the heat it radiates, and you take half damage from fire.

If your bonded serpent dies, you take 1d6 Strain. You can bond with a new serpent by spending 48 hours meditating near or on the sea, after which time a new serpent answers your call.

SKINWALKER

The Pacari speak of skinwalkers in hushed tones. These beings shed their bodies as easily as they shed clothes, changing from one form to another, altering their appearance, and preying on whom they like. Most skinwalkers live out in the wilderness, away from civilization, pursuing a deeper understanding of their own physical forms. A few, though, linger around civilized areas, giving themselves over



A Sea King bonds so closely with a serpent one can hardly tell the two apart.

to their predatory instincts, hunting their fellow humans for food and sport. These skinwalkers are feared, but also respected for their power and their deep knowledge.

Requirement: You must have discovered the Beast Aspect Essence tree.

LEVEL 7 SKINWALKER

Attributes: Increase any three by 1

Characteristics: Health +4, Essence +1

Essence Bond: Gain one Beast Aspect power or talent.

Skinwalk: As an action, you can assume the form of an animal of your Size. You keep your Health, Intellect, and Will traits, but you use your new form's other attributes, characteristics, and attack options as if they were your own. You cannot use Essence powers while in this form, and you cannot speak except to other members of your new species. If you wish, you can take 1 Strain or spend 1 Seeker point when you enter this form in order to gain one of the following traits for the duration: flier, climber, or swimmer. You remain in this form until you use an action to revert to your normal form, use this talent again to assume a different form, or become unconscious.

Predator's Instincts: You gain the following additional fatal flaw: "I see other humans as prey." When you escalate the situation with this fatal flaw, you get 1 boon on all attack rolls and challenge rolls you make against humans for 1 minute.

LEVEL 10 SKINWALKER

Characteristics: Health +4

Essence Bond: Gain one Beast Aspect power or talent.

Greater Skinwalk: While in a form other than your natural form, you gain the following benefits:

- ☞ You get a +10 bonus to Health.
- ☞ You get 1 boon on attack and challenge rolls.
- ☞ You deal 1d6 extra damage with your natural weapons.
- ☞ You gain one of the following traits: flier, climber, swimmer, or poisonous.

In addition, when you use Skinwalk, you can alter your body to be partially bestial rather than changing completely into a beast. To do so, take 1 Strain or spend 1 Seeker point; you gain all the advantages of Skinwalk and Greater Skinwalk, except that you can speak to humans normally, you can use Essence powers, and you have a humanoid shape that allows you to make use of weapons, tools, clothes, and other things designed for humans.



A Pacari skinwalker holds its latest kill while using Greater Skinwalk to be half-human, half-beast.

SOULTAKER

Soultakers roam the world harvesting Essence for Gaia and adding to her power. They are servants of the Wellspring, a mystical force that holds Essence for Gaia, which the soultakers can tap when they have need. Most people don't know these beings exist or what their purpose is, and the harvesting of a being's Essence is a difficult thing to observe without specialized equipment and preparation. But soultakers do exist, and they take the Essence from those they kill for purposes only Gaia knows.

LEVEL 7 SOULTAKER

Attributes: Increase any three by 1

Characteristics: Health +4, Essence +1

Essence Bond: You discover an Essence tree you have access to, or you gain one power or talent from an Essence tree you've already discovered.

Drink Soul: As an action, you can drain the Essence and memory of a helpless or unconscious human you can



reach. Make a Will attack against the target's Will. If you succeed, the target takes damage equal to its Health, and you choose one profession, language, or power that the target possessed. If you choose a profession, you have that profession for 1 hour. If you choose a language, you can speak that language for 1 hour. If you choose a power, you must have a high enough Essence to learn that power but you need not have access to the Essence tree it's a part of. You gain a single use of that power, which you must expend within 1 hour. This talent doesn't emulate prerequisites for powers you steal in this way, such as being part of a group mind or having a bondmate. If your Will attack fails, the target takes 2d6 damage and you can't use this talent on the target again until you complete a rest.

Fade the Mind: As an action, you can touch a human within your reach and disrupt its Essence. Make a Will attack against the target's Will. If you succeed, you deal 1d6 damage and the target must succeed on a Will challenge roll or be fatigued for 1 minute. If the target is already fatigued, it becomes dazed for 1 minute. If it's already dazed, it becomes unconscious for 1 minute.

LEVEL 10 SOULTAKER

Characteristics: Health +2

Essence Bond: You discover an Essence tree you have access to, or you gain one power or talent from an Essence tree you've already discovered.

Strengthen Essence: When you use Drink Soul on someone, you can choose to forgo the normal benefit in order to gain 1 use of an Essence power you know, up to your maximum number of uses for that power. You may use Strengthen Essence on powers you've gained through Drink Soul.

Consume Soul: When you use Drink Soul on someone, you can choose to forgo the normal benefit in order to heal damage equal to your healing rate.

Efficient Disruption: When you use Disrupt Essence on someone, you get 1 boon on your attack roll, and the target makes its Will challenge roll with 1 bane.

Soul Memory: When you use Drink Soul on someone, you retain professions, languages, and powers until you complete a rest. You gain one additional use of powers gained through Drink Soul.

SWARM LORD

When weavers express fear about their insect-bonded cousins, it's the Swarm Lords they're talking about. There was a time, long ago, when there was open warfare between plant-weavers and insect-weavers. The war ended when the plant-weavers subjugated their kin, but before that happened the self-styled Swarm Lords laid waste to great swaths of New Gaia, directing their insects to fill the

air, consume plant life, and strip flesh from bone. Now, the weavers of New Gaia keep a close eye on the insect-bonded, watching for signs that new Swarm Lords might emerge.

Requirement: You must have discovered the Insect Control Essence tree.

LEVEL 7 SWARM LORD

Attributes: Increase any three by 1

Characteristics: Health +2, Essence +1, Perception +1

Essence Bond: Gain one Insect Control power or talent.

Strip Flesh: As an action, you can spend 1 use of any Insect Control power to attack a creature or organic object within medium range with your Cloud of Insects. An object is consumed by your Cloud of Insects. Against a creature, make a Will attack roll (with 1 boon per rank of the power you expend to make the attack) versus the target's Agility. If you hit, you deal 2d6 damage, plus 1d6 extra damage per rank of the power you expend to make the attack. If you miss, the target takes half damage. If the target is incapacitated by this talent, it dies immediately, its flesh stripped from its bones. Your Cloud of Insects must be active in order to use this talent. You may spend 1 Seeker point to use this talent without spending a use of an Insect Control power if you wish; if you do, it functions as if you'd spent a rank 1 power.

Summon Insects: You learn the *summon insects* power, which is described below.

SUMMON INSECTS

SWARM LORD UTILITY 1

As a triggered action, you summon your Cloud of Insects back to you. If your Cloud of Insects is already present, it fills all space around you out to short range for 1 minute. For the duration, any creatures you choose get 1 bane on attack and challenge rolls for the duration.

Mastery: You can expend a use of any Insect Control power instead of expending a use of *summon insects* when you use this power.

LEVEL 10 SWARM LORD

Characteristics: Health +2

Essence Bond: Gain one Insect Control power or talent.

Scourge of Devastation: You learn the *scourge of devastation* power, which is described below.

SCOURGE OF DEVASTATION

SWARM LORD ATTACK 2

Area A circle with a radius of 10 yards, centered on a point you can reach

Duration 1 minute

You summon a great plague of insects to consume everything in the area, empowering and maddening them. For the duration, each creature you choose in the area takes 2d6 damage each round and is impaired while

in the area. Plant life is utterly consumed by the insects, as is any food or other inanimate organic matter. At the end of the duration, or if you leave the area, all insects in the area die, including your Cloud of Insects.

Mastery: You can expend a use of any Insect Control power of rank 2 or higher instead of expending a use of *scourge of devastation* when you use this power.



A symbiont uses Merge to embed a thorn cannon before battle.

SYMBIONT

Living gear is an important part of life in Asunder. People use it to accomplish tasks they otherwise couldn't, or to make difficult tasks routine; they use living gear for war, for exploration, and for medical treatment. Most modern conveniences come from pieces of living gear. Despite this dependence on symbiotic organisms, there remains one persistent problem with such items: they drain the user over time. A single person can't bond to more than a few pieces of living gear without risking their health, and even using living gear safely carries risks. What's more, living gear withers and dies when not bonded to someone, making it difficult to keep more than a few pieces at a time. Some people seek to transcend these limitations,

though, entering into true symbiotic relationships with their gear.

Requirement: You must have discovered the Symbiosis Essence tree.

LEVEL 7 SYMBIONT

Attributes: Increase any three by 1

Characteristics: Health +5, Essence +1

Essence Bond: Gain one Symbiosis power or talent.

Symbiotic Attunement: You have **symbiont** points equal to your Strength or Will modifier, your choice (minimum 1). You regain all spent symbiont points when you complete a rest, and you can use symbiont points to do the following:

- ☞ You can bond with a piece of living gear as an action by spending 1 symbiont point.
- ☞ When living gear would cause you to take Strain, you can spend 1 symbiont point instead.
- ☞ When living gear would cause you to take damage, you can spend 1 symbiont point to reduce that damage by 3 (minimum 0).
- ☞ When a piece of living gear would cause you to make an attack or challenge roll, you can spend any number of symbiont points, gaining 1 boon on the triggering roll per point spent. This does not require an action.

Merge: You can spend 1 symbiont point and use an action to spend 1 minute in concentration with a piece of living gear you're bonded to. At the end of that period,

your body merges with that piece of living gear. While merged with a piece of living gear, it does not count against the number of pieces of living gear you can be bonded to at once; it does not require you to take any damage upon completing a rest; and it cannot be taken from you or removed from your person in any way short of being cut from your body. This effect lasts until you use this talent again. You can only merge with one piece of living gear at a time. When you spend symbiont points to grant yourself boons on attack or challenge rolls you make with a piece of merged gear, you gain an extra boon on the roll.

LEVEL 10 SYMBIONT

Characteristics: Health +5

Essence Bond: Gain one Symbiosis power or talent.

Consume Symbiont: You can consume one piece of living gear you've merged with as an action. Consuming a piece of living gear destroys it and grants you one of the following benefits.

- ☞ You regain all of your spent symbiont points.
- ☞ Choose Strength or Agility; you gain 2 boons on all attack and challenge rolls with the chosen attribute for 1 hour.
- ☞ You heal damage equal to your healing rate.
- ☞ You treat the result of a fate roll as if you'd rolled a 6 (this use of Consume doesn't require an action).

Deep Connection: You get 1 boon on any attack or challenge rolls you make with living gear you've merged with, and such gear deals 1d6 extra damage when it deals damage.

Store Symbiont: You can spend 1 symbiont point and use an action to take one piece of consumable living gear entirely into your body. When you use a power that the consumable grants you, you do so with a triggered action. You can only store one consumable piece of living gear at a time.

UNKILLABLE

Black Isle legend has it that those who pursue relentless self-improvement, those who tap into their Essence to strengthen their bodies far beyond mortal capabilities, become relentless, unstoppable beings who cannot die. Whether or not this is true is anyone's guess, but there are certainly Black Islers with such mastery over their bodies that they can shrug off blows that would kill anyone else outright; ignore the effects of poison and disease; walk through fire; and aging no longer seems to affect them.

Requirement: You must have discovered the Body Conditioning Essence tree.

LEVEL 7 UNKILLABLE

Attributes: Increase any three by 1

Characteristics: Health +8, Essence +1

Essence Bond: Gain one Body Conditioning power or talent.

Implacable Stance: As an action or triggered action on your turn, you can enter an implacable stance. While in this stance, you gain the following benefits and drawbacks:

- ☞ You take half damage from weapons, fire, and cold.
- ☞ You cannot be charmed, compelled, or frightened.
- ☞ You cannot fall prone against your will.
- ☞ You cannot be moved against your will.
- ☞ You make Strength attack and challenge rolls with 1 boon.
- ☞ You make Agility attack and challenge rolls with 1 bane.
- ☞ You are slowed.

This effect lasts until you end the stance as an action or triggered action on your turn, or until you become unconscious. When the effect ends, you are fatigued for 1 hour.

LEVEL 10 UNKILLABLE

Characteristics: Health +8

Essence Bond: Gain one Body Conditioning power or talent.

Inviolate Self: You gain the following additional benefits while in your Implacable Stance.

- ☞ You are immune to the blinded, deafened, diseased, fatigued, and poisoned conditions.
- ☞ You take no damage from poison or disease.
- ☞ You no longer have to eat or breathe.
- ☞ If you take damage equal to your Health from a single source, it doesn't kill you outright (though you're still incapacitated and still must make fate rolls).
- ☞ When you would be incapacitated, you may spend 1 Seeker point to remain conscious until you next take damage, after which you have the choice to spend a Seeker point or become incapacitated again. If you end your Implacable Stance with damage in excess of your Health, you immediately become incapacitated and begin making fate rolls. If you end your Implacable Stance with damage equal to or greater than twice your Health, you immediately die.

VETERAN

Asunder is no stranger to war, and soldiers exist everywhere. What separates a soldier from a veteran is one thing: experience. Veterans have the wisdom of having lived a life of war and survived it. They know how to live through



a battle, how to strike to best effect, and how to exploit an enemy's weaknesses. Their knowledge goes beyond that, though: a true veteran knows the flow of combat, is familiar with the dance of war, and knows how to turn one moment's setback into victory the very next.

LEVEL 7 VETERAN

Attributes: Increase any three by 1

Characteristics: Health +6

Languages and Professions: You add a martial profession.

Words of Wisdom: You can use an action and spend 1 minute talking to up to 10 creatures, preparing them for a battle to come. Provided the creatures can hear and understand you, at the end of this time each creature gets 1 boon on all weapon attack rolls and deals 1d6 extra damage on weapon attacks for 1 hour. Once a creature has benefited from this talent, it cannot do so again until it completes a rest.

Flow of Battle: When you incapacitate a creature, you get 1 flow point. You can have a maximum number of flow points equal to your party's level. When you make a weapon attack, you can spend any number of flow points; each flow point either grants you 1 boon on the attack roll or causes the attack to deal 1d6 extra damage on a success. When a creature attacks you, you can use a triggered action to spend any number of flow points; for each flow point you spend, the creature gets 1 bane on the triggering attack. If you become unconscious or go 1 minute without attacking a creature, your flow points reset to 0.

Call Out: As an action, you can call out a creature that can see and hear you within medium range. The creature remains called out for 1 minute, until you end this effect as a triggered action; until the target is incapacitated; until you become unconscious; or until you use this talent again. While you have a target called out, you make attack rolls against other creatures with 1 bane. However, each time you attack the target or it attacks you, you get 1 flow.

LEVEL 10 VETERAN

Characteristics: Health +6

Old Soldiers Never Die: When you take damage that would incapacitate you, you can use a triggered action to spend any number of flow points. Reduce the damage by 1d6 for every flow point you spend.

Advice in Practice: When a creature you can see makes an attack while benefiting from your Words of Wisdom, you can use a triggered action to spend any number of flow points. For each flow point you spend, the triggering attack gets 1 boon or deals 1d6 extra damage. The creature must be able to hear and understand you in order to gain this benefit.

Dance of Steel: You have a bonus to your Defense equal to your current flow point total.

WAR MARSHAL

When someone is a lifelong student of battle, war, tactics, and leadership, that person becomes a force to be reckoned with on the battlefield. These individuals are capable combatants on their own, but a war marshal is at her peak when she has a team or an army to lead. War marshals fight smart, and they do so by understanding their opponents so they can exploit their weaknesses, and by understanding their allies so they can capitalize on their strengths.

LEVEL 7 WAR MARSHAL

Attributes: Increase any three by 1

Characteristics: Health +5

Languages and Professions: You add a martial profession.

Battlefield Tactics: You have a number of tactics points equal to your Intellect bonus (minimum 1). When an ally you can see makes an attack against the Strength, Agility, or Defense of a creature you can see, and that ally can hear you, you can use a triggered action to spend 1 or more tactics points by shouting advice to your ally. For each tactics point you spend, you grant the ally one of the following benefits:

- ☞ Your ally makes the attack with 2 boons.
- ☞ Your ally deals 2d6 extra damage on the attack.
- ☞ If the creature attacks your ally within 1 round, it does so with 2 banes.

You can choose the same option more than once for a single attack; doing so increases the number of boons or banes by 1, or increases the damage dealt by 1d6. You can use an action to recover 1 tactics point, provided there are enemies within your line of sight that you can observe, up to your maximum.

Fortify: You can fortify an area in preparation for an enemy. To do so, you must spend at least an hour preparing a circle of ground with a 50-yard radius, though you may spend more time doing so. For each hour you spend fortifying the area, add one of the following features to the area:

- ☞ **Cover:** Add 10 square yards of obstacles that provide half cover to anyone hiding behind them. If you limit the area of preparation to 5 square yards, the obstacles provide full cover.
- ☞ **Hiding Spots:** Create hiding spots for up to five creatures. A creature hiding in a hiding spot gets 2 boons on challenge rolls made to hide.
- ☞ **Difficult Terrain:** Cover 15 square yards with difficult terrain.
- ☞ **Traps:** Create a Starting, Novice or Expert-level trap in the area.

You can also enlist the help of your allies. For every two allies you enlist, you can either increase the area's radius by 20 yards, or you can add an additional feature to the area.

LEVEL 10 WAR MARSHAL

Characteristics: Health +5

Know Thy Enemy: If you're able to observe a group of enemies for 1 minute, whenever you enter combat with that group of enemies in the next 24 hours, you do so with twice as many tactics points as usual; your maximum is likewise increased. At the Keeper's discretion, similar groups of enemies can confer the same benefit. For example, if you observe a hunting group of Naga from a particular tribe, then later fight a different hunting group from the same tribe, the Keeper could award you this benefit for both groups.

Eye for Weakness: You can use an action or a triggered action on your turn to get back 1 tactics point. If you wish, you can use both your action and triggered action on the same slow turn; if you do, you regain 3 tactics points. You may also spend 1 Seeker point to regain 2 tactics points without using an action.

WOODEN TITAN

Wooden titans are the shock troops of the Wooden Legion. Their wooden skins have grown to prodigious size and are capable of enormous havoc. Some who join the ranks of the Legion start off as titans, while others become titans after serving in the Legion for a time, growing their skins to titanic proportions.

LEVEL 7 WOODEN TITAN

Attributes: Increase any three by 1

Characteristics: Health +5

Titan Skin: You create a massive construct of wood and bark and leaves called a **titan skin**. Your titan skin is 15 feet tall and weighs 2,000 pounds, and you can have only one at a time. If you already have a wooden skin, your wooden skin grows to become a titan skin. Replace your wooden skin's base stats with those of the titan skin, below, but you retain any enhancements you've applied to your wooden skin. Any further enhancements you would apply to your wooden skin instead apply to your titan skin.

If your titan skin is destroyed, you can grow a new one to replace it. Doing so requires you to focus your Essence and shape plant matter for at least 96 hours, though these hours need not be continuous. At the end of this time, you have a new titan skin.

Your titan skin cannot act on its own; without you to pilot it, it is inert. However, you can enter your titan skin as an action. While you're inside your titan skin, you use its Defense, Health, Strength, and Agility scores as your own, you move at its Speed, and you can use its attack options in place of your own. You also have access to its immunities. When you use an Essence power that targets living gear, you can target your titan skin.

Your titan skin must spend at least 4 hours every day rooted to the ground, gathering water and nourishment from it, and it needs at least 4 hours of sunlight every day. For every day that it's deprived of these requirements, it takes a cumulative -10 penalty to Health. The entire penalty disappears if it fulfills this requirement again.

If your titan skin receives damage in excess of its Health, you fall prone adjacent to it, and it is destroyed.

TITAN SKIN

Size 2 construct

Perception—

Defense 16 Health 65

Strength 16 (+6), Agility 8 (-2), Intellect —, Will—

Speed 6

Immune damage from disease and poison and the conditions asleep, fatigued and poisoned.

ATTACK OPTIONS

Melee Attack Wooden Fist, blade or whip. (3d6, or 6d6 against objects and structures)

Ranged Attack Thorn spitter or canon. 1d6 + 2 damage. Medium range.

Replenish You can use an action to root your titan skin to the ground, immobilizing it for 1 minute. Once 1 minute has elapsed, your titan skin heals 3d6 damage. Once you've used this talent, you cannot do so again until you've completed a rest.

Root You can root your titan skin to the ground for 4 hours as an action. After 4 hours have elapsed, your titan skin heals all damage and loses all afflictions from which it suffers.

LEVEL 10 WOODEN TITAN

Characteristics: Health +5

Mighty Oak: Your wooden skin grows strong and hardy.

Increase its Health by 25 and its Defense by 2. Its wooden fist attack deals 1d6 extra damage, or 2d6 extra damage against objects and structures.

WYVERN KNIGHT

The Wyvern Knights of Sky City are the elite soldiers of the nobility. Highly trained in martial combat, the Wyvern Knights also have the advantage of air superiority. Only the Wyvern Knights are allowed to ride Sky City's few trained wyverns, and each Knight imprints herself on a wyvern shortly after hatching. This develops a strong emotional attachment, a parental relationship that grants both Knight and wyvern an unparalleled unity. Wyverns are fierce creatures, independent hunters more powerful than most creatures on Asunder, and each Wyvern Knight has her wyvern's unfailing loyalty and respect.

LEVEL 7 WYVERN KNIGHT

Attributes: Increase any three by 1

Characteristics: Health +4

Languages and Professions: You add a martial profession.

Wyvern Companion: You have a trained wyvern (see their stats in the *Keeper's Tome* Chapter 6) that accepts you and only you as its rider. The wyvern is highly trained and smarter than most, with an Intellect of 10. You can communicate basic ideas to your wyvern with words and body language, and it's capable of understanding complex commands.

While you're not riding your wyvern, it is compelled by you.

While you're riding on your wyvern, it doesn't get its own actions. You use its Speed instead of your own, and you have access to its flier trait. You direct your wyvern, and when you attack you can choose to use its attack options instead of your own. Creatures can choose to target either you or your wyvern. If a creature attacks your wyvern, you can use a triggered action to redirect the triggering attack to yourself; you can do the reverse if you are the target.

If your wyvern is incapacitated, you can spend 1 hour tending to it, provided you do so within 1 minute. If you do, you nurse it back to health, and it becomes conscious again with damage equal to half its Health. If your wyvern dies, you must travel back to the Academy in Sky City and imprint upon a new wyvern, a process that takes several months. At the end of this time, you have a new wyvern.

While you're riding it, your wyvern gets the following benefits:

- ☞ +10 bonus to Health
- ☞ +2 bonus to Defense
- ☞ +2 bonus to Speed
- ☞ 1 boon on all attack rolls

Call Wyvern: You have a special whistle you can use to call your wyvern. When you use it as an action, your wyvern will fly directly to you if it is within 1 mile, conscious, and able to hear and fly.

Knight's Code: You are a member of the Wyvern Knights of Sky City, a knightly order sworn to serve the nobility and uphold law and justice. You follow the Knight's Code, which acts as an additional fatal flaw. While you are taking actions in pursuit of the Code, you make attack and challenge rolls with 1 boon. The Code reads:

*I am a Wyvern Knight, the shield of law.
Sky City is my home, and I will defend it to the death.
I swear by my life to defend those who cannot defend themselves,
To right wrongs as I see them occur,
To overturn injustice and tyranny,
And to represent Sky City with dignity and respect.
Always.*



A Wyvern Knight defending the Sky Isles against a rebel army uses Swooping Charge.

LEVEL 10 WYVERN KNIGHT

Characteristics: Health +4

Tend Mount: You can use an action and spend 1 minute tending to your mount. At the end of this time, make an Intellect challenge roll with any number of banes. On a success, your mount heals 1d6 damage for each bane you added to the Intellect challenge roll.

Swooping Charge: When you take a fast turn while riding your wyvern, you can both move and take an action. If you move at least half your wyvern's Speed before making an attack, your attack deals 1d6 extra damage and the target is grabbed by your wyvern if its Size is smaller than your wyvern's Size.



CHAPTER EIGHT EQUIPMENT

Bone clubs, crystal daggers, suits of chitinous armor, and all the other tools a character might need to survive in a world without metal and gods are described in this chapter. The major notable exceptions are living gear and chaos gear, which are described in **Chapter 9**.

A WORLD WITHOUT METAL

There is no metal of any kind in Asunder; the gods took it all when they left to fight their far-away war. This lack of a building material so common on other worlds has forced the people of Asunder to find other things to make tools, weapons, armor, farming equipment, currency, and myriad other things out of. What this means for you as a Seeker is that you'll describe things a little differently. Your buttons aren't made of copper, they're made of bone. You don't carry silver coins in your purse, you carry small slices of gems that are used for currency. Your spear tip isn't made of steel, it's fashioned out of carved stone or obsidian.

For the most part, this is merely color for your Seeker's story; you don't have to worry about your equipment being exceptionally brittle because it's *all* exceptionally brittle. Your axe is made of bone, which isn't as hard as steel, but your opponent's armor or shield is only wood or lacquered leaves.

It's also an opportunity to be creative. The people of Asunder have had to adapt to a world without metal, and they've done so in a variety of unique ways. Building materials are different in different parts of Asunder, so your tools, weapons, and armor will look different from those of people from other parts of the world. The rules reflect this; instead of a list of specific weapons and armor, there are general rules for armor and rules for creating your own weapons. This is to encourage you to make things up; to describe interesting, weird pieces of gear, even gear that might be alive in some way. The people of Asunder do, after all, develop symbiotic bonds with creatures that they use as weapons and tools on a regular basis.

Bonding with symbiotic organisms, or using living things as gear, is a way of life on Asunder. While most of the truly powerful living gear is covered in **Chapter 9**, minor pieces of living gear are common. For example, you might use a harvested spore pod as a waterskin, or your weapon might be the still-living branch of a tree, able to grasp at and rake your foes. Thorn-spitters are a common piece of minor living gear: gas-filled pods that attach to your arm and shoot thorns at your foes upon a mental command. The people of Asunder use thorn-spitters much like our ancestors used crossbows. The **bonded** property

for weapons represents this minor living gear nicely; for adventuring gear, clothing, or armor, it's largely a matter of unique and creative description.

When you're coming up with gear for your Seeker, ask yourself: what does my weapon look like? What's it made out of? How is it unique to the culture I came from? What kind of armor do I wear? How is *that* unique? How does my set of lockpicks look different from my Pacari companion's set? And so on.

Keepers, feel free to describe gear in a wide array of different styles. People from Asunder use whatever materials they can find that will work, and there are a number of kinds of materials available on Asunder that don't exist in our world. Do the weavers the players face wear thick, rubbery mushroom caps for armor? Are their daggers fashioned from the carapaces of large insects? Are their clothes made of leaves? Use vivid descriptions to drive home just how different Asunder is from our own world. Have fun with it!

PRICES

The people of Asunder use gems as the common currency of the world. These aren't minted into coins or carved to reflect any particular nation; rather, they're measured by size. A gem used as currency is roughly the size of a marble: small enough to carry several in a pouch, but large enough to be worth something. Larger gems can be exponentially more valuable, but sometimes people break these up into smaller pieces when they need quick cash.

There are five gems commonly recognized as currency in Asunder; most other precious stones are rare enough that they aren't used directly to buy things, but are exchanged for numerous, less valuable gemstones. Most people refer to these gems by a colloquial nickname usually tied to their color, but either name in the table below is commonly recognized. Of particular note are pearls, which are often cut into slivers to act as pocket change. The poor deal primarily in slivers, while the middle class tend to deal in pearls and sapphires. The wealthy deal almost exclusively in emeralds, diamonds, and rubies.

GEMS BY VALUE

Emerald	Green	5 whites
Diamond	White	5 reds
Ruby	Red	5 blues
Sapphire	Blue	5 bobs
Pearl	Bob	5 slivers
Pearl sliver	Sliver	1 sliver

CHECKING FOR MAINTENANCE

If it helps remind you to check for things like gear wearing out or living expenses, follow this list, in order, whenever you play a session of *Asunder*.

1. Resolve lifestyle effects from previous adventure.
2. Pay living expenses.
3. Play through the adventure.
4. Level up.
5. If you choose an expert or master path, replace your gear.

To make things easy to track, prices in this book are listed in terms of slivers, pearls, and sapphires; the higher forms of currency are primarily there for color, and you can use as you like or not at all. So, for example, if something in this book costs one diamond, it would instead be listed as costing 25 sapphires.

OTHER COMMODITIES

Crafts, textiles, base materials, food, livestock, and other such things have nearly universal value, and people often trade them directly. Most folk living outside of the city-states find more value in tangible goods than in gems, though, and sometimes won't accept them in trade; this makes currency gems rarer and less useful in the wildernesses of *Asunder*. In Sky City, art has tremendous value, and can command a high price; it's somewhat less sought-after in the city-states and practically worthless elsewhere unless you can find a collector.

In Sky City, gems are precisely cut and marked, making them their own pieces of art. Not true in other lands.

AVAILABILITY

Availability describes how easy it is to find a particular item. Common (C) items include those things that communities depend on for survival. These items can be found almost anywhere people live. Uncommon (U) items require specialized training to produce and are thus available only in communities with populations of 1,000 or more. Rare (R) items are made from expensive materials, require skilled craftsmanship and are available in communities with populations of 5,000 or more. Finally, illegal (I) items cannot be bought on the open market; you must find someone willing to deal in such objects on the black market, and such people tend not to live outside of Sky City or the city-states of the mainland.

CARRYING LIMITS

You can reasonably carry or wear a number of items equal to your Strength score by holding them in your hands or strapping them to your body. If you exceed your limit, but no more than twice your Strength score, you become encumbered. While encumbered, you're slowed and you make all Strength and Agility rolls with 1 bane.

- ❧ **Clothing and Accessories:** Wearable items such as clothing, necklaces, rings, crowns, and the like count as one item. Elaborate apparel, heavy clothing, and costumes count as two items.
- ❧ **Gems:** Every ten loose gems you carry count as one item. Larger gems might count as multiple, smaller gems, at the Keeper's discretion.
- ❧ **Containers:** A container and everything it contains counts as a single item. You could, for example, stuff your backpack with adventuring gear. While you keep the stuff in your pack, it counts as one item.

You can fit about 500 gems or a 1-foot cube of items in a sack or backpack, 1,000 gems or a 2-foot cube of items in a wooden box, and 5,000 gems or a 4-foot cube of items in a typical chest. A chest or a lock box are quite heavy and become heavier when loaded up. Such containers count as three items instead of one.

REPLACING EQUIPMENT

The game assumes you keep your gear in good repair: patching holes in your clothing; keeping your weapons oiled and sharpened; replenishing your stores of food and water with materials you forage during your travels; and recovering your ammunition. No matter how fastidious you are about keeping up with your goods, old items wear out and must be replaced. When you choose an expert path or master path, your old gear that is not living gear, chaos gear, or made of glass wears out and must be replaced.

LIVING EXPENSES

In addition to keeping up with armor, weapons, and other equipment, characters must also pay for their living expenses to cover things like housing, food, clothing, and entertainment. Rather than account for each sliver spent, the game abstracts expenses by letting you purchase a lifestyle. Starting characters determine their lifestyles randomly by rolling dice (see **Chapter 2** for details). You remain at that lifestyle for the duration of the adventure. When you finish the adventure, you must buy another lifestyle. The benefits or drawbacks of the new lifestyle last until the end of the next adventure, at which point you must pay for your living expenses to remain at your current lifestyle or pay the expenses for a different lifestyle.

LIVING EXPENSES

Destitute	—
Poor	2 slivers
Getting By	1 pearl
Comfortable	1 sapphire
Wealthy	5 sapphires
Rich	25 sapphires or more

LIFESTYLE DESCRIPTIONS

The following entries describe the most typical examples of the basic lifestyles. They might include other drawbacks and benefits at the Keeper's discretion.

DESTITUTE

You live on the streets or in the wilderness. You struggle to get by, go without shelter and food for days at a time, and have a miserable existence. At the start of the adventure, make a Will challenge roll with 1 bane plus 1 bane for each consecutive adventure you started with this lifestyle. On a failure, you lose one object worth 1 pearl or more of your choice. If you have no objects to lose, you become diseased. At the end of each day, make a Strength challenge roll with 1 bane. On a success, you remove the affliction.

POOR

You live in squalid conditions, possibly in a tiny rented room shared with others, and survive on meager stores. At the start of the adventure, make a Will challenge roll. On a failure, you lose one object worth 1 pearl or more. If you have no objects to lose, you instead become diseased as described under destitute.

GETTING BY

You earn enough to make ends meet. You likely have a rented room or a small hovel in a poorer part of the community.

COMFORTABLE

You live well enough and you have enough to cover all of your living expenses. At the start of the adventure, make an Intellect challenge roll with 1 bane. On a success, you save up 1d6 slivers.

WEALTHY

You enjoy many of the finer things in life, having enough wealth to live in a fine house, have nice clothes, and in a status that opens doors to the rich and powerful. At the start of the adventure, make an Intellect challenge roll. On a success, you save up 1d6 pearls.

RICH

You live in luxury. You probably have a townhouse or an estate in the country with servants in attendance and every comfort provided. At the start of the adventure, make an Intellect challenge roll. On a success, you save up 2d6 pearls.

ARMOR

Armor is any clothing or worn gear designed to protect you from weapons or other attacks. It comes in three basic varieties: light, medium, and heavy. That said, armor comes in a dizzying array of forms, from chitinous plates from giant insects, to hardened leaves, to animal hide, to the bones of great beasts. When you choose armor, you decide what form it takes.

Each armor description includes that armor's cost in gems; its availability; a number of examples of what such armor might look like; the Defense that it grants you; any requirements you must meet in order to wear it; and any special rules you are subject to while you wear it.

If you do not meet the requirements to wear a particular type of armor, you suffer 1 bane on all Strength and Agility attack and challenge rolls while wearing it.

LIGHT ARMOR

Cost: 1 pearl

Availability: Common

Look: leathers, hides, gladiator plates, lacquered leaves

Defense: Agility +1

Requirements: None

Special Rules: None

MEDIUM ARMOR

Cost: 5 sapphires

Availability: Uncommon

Look: shaped bark, chitin, bone, hardened leather

Defense: Agility +3

Requirements: Strength 11 or higher

Special Rules: You make challenge rolls to swim or move silently with 1 bane

HEAVY ARMOR

Cost: 125 sapphires

Availability: Rare

Look: heavy bone, heavy chitin

Defense: 16

Requirements: Strength 13 or higher

Special Rules: -1 Speed, you make challenge rolls to swim or move silently with 1 bane

HOROK-BONE ARMOR

Cost: 1,000 sapphires or more

Availability: Illegal unless you're a member of the Bone Army

Look: The distinctive armor worn by the Bone Army

Defense: 18

Requirements: Strength 15 or higher

Special Rules: -1 Speed, you make challenge rolls to swim or move silently with 1 bane

ARMOR FOR LARGER & SMALLER CREATURES

Listed armor prices are for creatures of Size 1 and Size 1/2. To determine the price of armor for larger or smaller creatures, multiply the price by the creature's Size. A suit of medium armor for a Size 2 creature would cost 10 sapphires, for example.

PUTTING ON & TAKING OFF ARMOR

You can put on or take off clothing using an action, but it takes time to put on and take off heavier armor. Light armor takes 1 minute, medium armor 5 minutes, and heavy or horok-bone armor 10 minutes. With help, you can put on and take off armor in half the time.



A set of Horok-Bone armor correctly arranged at the barracks. The shield is the more desired piece of the set.

WEAPONS

There are many kinds of weapons in Asunder, from thornspitters to bone whips to short chips of crystal used as throwing knives. When you buy a weapon, choose one of the basic types of weapons below. Each type of weapon has its own statistics and rules, as well as its own cost. You can, however, add **properties** to your weapon at the cost of increased price. You can add as many properties as you like to a weapon and, in some cases, you can even add the same property multiple times. Each time you add a property to a weapon, double its cost. Some properties can only be added to specific types of weapons, and some weapons have built-in properties that don't affect their listed price. There are also certain properties that reduce the value of a weapon, making it cheaper. Each negative property you add cancels out a positive property for the purpose of calculating cost. If you have more negative properties than positive properties, you don't get any additional price reduction.

Melee weapons use Strength for attacks by default, while ranged weapons use Agility; a shield is considered a melee weapon for this purpose. Certain properties can change this.

UNARMED ATTACK

Damage: 1

Properties: Finesse, off-hand

Special: An unarmed attack is considered a light melee weapon for any rules that refer to light melee weapons.

LIGHT MELEE WEAPON

Cost: 1 sliver

Availability: Common, Uncommon with 1 or 2 additional properties, Rare with 3+

Damage: 1d3

Look: Crystal shard, bone tonfa, javelin, club, stone knife, staff

Requirements: None

Properties: Finesse, off-hand

MARTIAL MELEE WEAPON

Cost: 1 pearl

Availability: Uncommon, Rare with 1+ additional properties

Damage: 1d6

Look: Bone axe, crystal-edged sword, bone-link whip, spear

Requirements: Strength 11 or higher

Properties: None

HEAVY MELEE WEAPON

Cost: 1 sapphire

Availability: Uncommon, Rare with 1+ additional properties

Damage: 2d6

Look: Stone maul, bone greatsword, polearm, obsidian-edged greataxe

Requirements: Strength 13 or higher

Properties: Two-handed, cumbersome



Bone Army weaponry room.

SHIELD

Cost: 1 pearl

Availability: Common, Uncommon with 1 or 2 additional properties, Rare with 3+

Damage: 1

Look: Bone, chitin, wood, hardened leaves, beast hide

Requirements: Strength 9 or higher

Properties: Defensive +1

RANGED WEAPON

Cost: 1 sapphire

Availability: Common, Uncommon with 1 or 2 additional properties, Rare with 3+

Damage: 1d6

Look: Bow, blowgun, dart, thorn-spitter, throwing shard

Requirements: None

Properties: Range (medium)

WEAPON PROPERTIES

BONDED

The weapon is alive, though not a true living weapon. It doesn't count as a living weapon for the purposes of calculating how many living weapons you can be bonded to safely, but you do need to spend 1 hour bonding with it, and you must take 1 damage every time you complete a rest in order to keep the weapon alive. You make attacks with the weapon with 1 boon.

BRITTLE

The weapon is made of a brittle substance, like bone. When you attack with the weapon, if the total of your attack roll is 0 or less, the weapon breaks, becoming useless. This is a negative property.

CUMBERSOME

When you attack with this weapon, you make the attack roll with 1 bane. This is a negative property.

DEADLY

Light melee weapons deal 1d6 damage instead of 1d3. Martial melee weapons and shields deal +2 damage. Heavy melee weapons and ranged weapons deal an extra 1d6 damage.

DEFENSIVE +1

You add the number to your Defense while you wield this weapon. You can add this property multiple times; each time you do, it increases the number by 1, to a maximum of +3. You can only add this property to shields and melee weapons. Only the highest Defensive property counts when using multiple items with this property.

FINESSE

You can make a Strength attack roll or an Agility attack roll for attacks made using this weapon. If the weapon has a Strength



requirement, you can use Agility to satisfy it. You can only add this property to light and martial melee weapons.

GLASS

Glass in Asunder is a unique material of extreme hardness created when Pure Light strikes bare, clean sand. With rare exceptions, it does not shatter and break as the material we're accustomed to using in our own world. Glass melee weapons are extraordinarily sharp and durable, but illegal in most civilized areas as a result. Only bladed weapons can be made of glass. A glass weapon deals 1d6 extra damage and anyone who takes damage from it is impaired for 1 round. However, this property counts as three properties for the purposes of calculating costs, and the weapon becomes Illegal. Openly carrying a glass weapon in a civilized area is likely to prompt guards to confiscate it, at the very least.

RANGE (SHORT, MEDIUM, OR LONG)

The weapon is a ranged weapon, and this property describes the normal range for the weapon. You can take this property again to make the range long, or you can reduce the range to short in order to treat this property as a negative property. For details on the ranges used in the game, see *Range and Distance* in Chapter 3.

REACH +1

You add the listed number to your reach when you attack with the weapon. You can add this property multiple times; each time you do, it increases the number by 1, to a maximum of 3. You can only add this property to melee weapons.

THROWN (SHORT)

You can throw the weapon, treating it as a ranged weapon with the listed range. You use Strength for the attack roll, unless the weapon has the finesse property, in which case you can use Agility if you wish. If you take this property a second time, increase the range to medium. You can only add this property to light and martial melee weapons, or to shields.

TWO-HANDED

You must use two hands to wield this weapon. This is a negative property.

WEAPONS FOR LARGER CREATURES

Multiply the weapon's price, after all property modifications are calculated in, by the creature's Size to

determine its price if it was created for a creature of Size 2 or larger. As well, a weapon for a larger creature (including unarmed strikes) deals 1d6 extra damage for each point of Size above 1. If the weapon normally deals less than 1d6 damage, first increase the damage to 1d6 for Size 2 and then increase the damage by 1d6 for each point of Size the creature is larger than 2.

TRACKING AMMUNITION

Some ranged weapons, like bows or throwing shards, use ammunition that must be recovered. Others, like thornspitters, generate their own ammunition. In either case, *Asunder* uses an abstract system to track ammunition for ranged weapons.

You are assumed to have enough ammunition to use your ranged weapon up to five times (use a d6 to track this number in combat). After, whenever you attack with a weapon that uses ammunition and the total of your roll is 0 or less, you run out of ammunition for that weapon and you cannot make ranged attacks with the weapon until you replenish your stores.

While in combat, you can use an action to replenish one piece of ammunition, allowing you to fire your ranged weapon once. Outside of combat, you can take 10 minutes to recover spent ammunition or allow your weapon to regenerate its own ammunition. Once you do this, you restore your ranged weapon to the default state of five free shots before you have to worry about running out.

IMPROVISED WEAPONS

You can also attack with objects you find around you. A broom, a door ripped from its hinges, or a dead foe can all serve when other weapons are not available. For an object to be an improvised weapon, it must be made from a hard material such as wood, stone, or bone. When you attack with an improvised weapon, you make the attack roll with 1 bane and the weapon deals damage based on how you wield it. The Keeper will tell you which attribute to use for your attack.

- ☞ If you wield the weapon in your off-hand, it deals 1 damage.
- ☞ If you wield the weapon in your main hand, it deals 1d3 damage.
- ☞ If you wield the weapon in both hands, it deals 1d6 damage.

ADVENTURING GEAR

Wise Seekers spend some time provisioning themselves and gathering gear they think will serve their purposes while visiting a civilized location. The next several sections provide you with personal gear, clothing, and services you might need.

APPAREL AND ACCESSORIES

The items here assume standard quality and materials. Basic clothes include whatever people wear in the land where it was purchased. You can describe your clothes in whatever way you like.

Generally speaking, those on the mainland favor an ever-cycling set of popular styles or else wear utilitarian clothing.

In Sky City, clothes are flowing and light, allowing for maximum range of movement and designed to flutter in the wind.

On the Black Isle, people wear skins or wool and only as much of it as necessary.

On Pacari, animal skins are common and styles vary from tribe to tribe.

The people of New Gaia wear clothes made of shaped plants, leaves, and bark.

The Seafarers adopt any number of these styles, as much of the clothing they possess comes from raiding or trading.

CLOTHING

A set of clothing includes enough clothing to cover you according to the styles and decorum of your land of origin, as well as to protect you from the elements as they exist in your homeland. Cuts and styles vary from region to region. Materials and quality vary based on price and function. Additional accessories might be included in the price where appropriate.

CLOTHING AND ACCESSORIES

Clothing, basic	1 pearl	1 sliver	Common
Clothing, cold weather	8 slivers	2 slivers	Uncommon
Clothing, ornate	5 sapphires	1 sapphire	Rare
Clothing, entertainer's	7 slivers	2 slivers	Uncommon
Clothing, noble's	25 sapphires	5 sapphires	Rare
Costume, elaborate	25 sapphires+	5+ sapphires	Rare
Costume, simple	1 pearl	1 sliver	Uncommon
Jewelry	NA	1 sapphire+	Rare
Uniform	1 pearl	1 sliver	Uncommon
Work coveralls	3 slivers	1 sliver	Common

PERSONAL GEAR

The following items are useful to any character making their way in a dangerous world.

PERSONAL GEAR DESCRIPTIONS

Items with special rules are described here.

ADVENTURER'S PACK

This item includes a backpack, bedroll, cutlery set, tinderbox, 3 torches, a coil of rope (20 yards), grapnel, a week of rations, and a waterskin.

CANDLE

You can use an action to light a candle. A lit candle fills an area with light out to a 1-yard radius centered on its space and remains lit for a maximum of 1 hour.

CLIMBING VINE

A specially treated and trained living vine. You can use an action to hurl one end of the vine toward a solid surface within medium range and make an Agility challenge roll. If you succeed, the climbing vine adheres to the surface and can support up to 300 lbs. of weight at once. This is a single-use item.

LANTERN, BONE

You can use an action to light a lantern that is filled with oil. A lit lantern fills an area with light in a 10-yard radius



Adventurer's pack with bioluminescent lantern.

centered on its space. A lantern filled with an entire flask of oil burns for a maximum of 4 hours. Bone lanterns tend to degrade with use; a bone lantern that is used for 4 hours or more during an adventure must be replaced before the next adventure.

LANTERN, BIOLUMINESCENT

This lantern is filled with bioluminescent fungus that fills an area with light in a 7-yard radius centered on its space. A bioluminescent lantern lasts indefinitely, provided the fungus is cared for. Such lanterns come with shutters for blocking out the light.

PERSONAL GEAR

Adventurer's pack	2 pearls	Common
Backpack	1 pearl	Common
Barrel	2 pearls	Common
Bedroll	1 pearl	Common
Bioluminescent fungus	1 pearl	Common
Blanket	3 slivers	Common
Box, wooden	3 slivers	Common
Box, bone	1 pearl	Uncommon
Box, ivory	1 sapphire	Rare
Candle	1 sliver	Uncommon
Chest, wooden	4 pearls	Uncommon
Climbing claws	1 pearl	Uncommon
Climbing vine	3 pearls	Rare
Cutlery set, bone	1 pearl	Uncommon
Dice or deck of cards	2 slivers	Uncommon
Flask	4 slivers	Common
Lantern, bone	1 sapphire	Uncommon
Lantern, bioluminescent	5 sapphires	Uncommon
Map	1 sapphire	Uncommon
Oil, flask	1 pearl	Common
Pipe	2 slivers	Uncommon
Pipe tobacco	1 sliver+	Common
Pole, 10-foot	1 sliver	Common
Pouch	1 sliver	Common
Pot, cooking	1 sliver	Common
Quiver or ammunition case	1 pearl	Common
Rations (1 week)	1 pearl	Common
Rope, coil (20 yards)	1 pearl	Uncommon
Sparkleaf bundle	1 sapphire	Uncommon
Sack	1 pearl	Common
Spike, large stone	1 pearl	Common
Tent, 2-person	1 pearl	Uncommon
Torch	3 slivers	Common
Waterskin	4 slivers	Common

SPARKLEAF BUNDLE

Harvested from specially-grown plants on New Gaia, sparkleaves catch fire when torn. The leaf turns darkness in a 1-yard-radius sphere centered on its space to shadows. It remains lit for a maximum of 1 round. A bundle of sparkleaves contains enough sparkleaves to last for one adventure.

OIL

You can attack with a flask of oil by throwing it at one creature or object within medium range. Make an Agility attack roll against the target's Agility. On a success, the oil covers the target and it remains covered until it spends 1 minute clearing it away. If a creature or object covered in oil takes damage from fire or lightning, the oil catches fire and deals 1d6 damage to the target. The target takes 1d6 damage at the end of each round for 1d6 rounds. A creature can use an action to extinguish the flames.

TORCH

You can use an action to light a torch. A lit torch fills a sphere with a 5-yard radius centered on its space with light. A lit torch burns for a maximum of 1 hour.

TOOLS

Characters need tools to make use of some professions and talents.

TOOLS DESCRIPTIONS

Here are descriptions for tools that have special notes or rules.

ALCHEMIST'S KIT

You use an alchemist's kit to make medicines, manufacture poisons, and create other special items. Depending on the nation of origin, it might include leaves and herbs, animal parts, powders made of ground gemstones, demon blood, or any of these.

DISGUISE KIT

You use a disguise kit to create a disguise for yourself or a willing creature you can reach. You can use an action to expend a use from the kit to start disguising the target creature. It takes 1 minute of work to complete the disguise.

The disguise can increase or decrease the target's height by a few inches; adjust weight by up to 25 percent of normal; change hair color and skin color; add or hide distinguishing features; and cause the target to appear to be a different gender or a member of a different ancestry. The disguise is not good enough, however, to let a creature impersonate a specific person.

Once created, the disguise remains effective for as long as it is worn or until the creature is exposed to something

The tool makers of Megalith have learned to craft items from the creatures of the sea.



that would ruin it—water, fire, a strong wind. A suspicious creature can recognize the disguise is false by using an action to make a Perception challenge roll and getting a success on the roll.

GARROTE

You can use the garrote when you grab a creature whose Size is no more than 1 higher than your own. You must wield the garrote with both hands. If you get a success on your attack roll, the target takes 1d3 damage from the cord being drawn tight around its neck and it becomes grabbed. If the target attempts to escape, it makes its attack roll with 1 bane.

HEALER’S KIT

You can use a healer’s kit to tend to injuries of one creature within your reach. Expend a use from the kit and make an Intellect challenge roll. If the target is dying, you make the challenge roll with 1 bane. On a success, the target heals 1 damage. Depending on the nation of origin, it might include leaves and herbs, animal parts, powders made of ground gemstones, demon blood, or any of these.

KNUCKLEDUSTERS

Knuckledusters, usually made of bone with chips of stone embedded in the knuckles, are sold in pairs, and while you wear them, your attacks with unarmed strikes deal 2 extra damage.

TOOLS

Alchemist’s kit (6 uses)	5 sapphires	Rare
Fishing gear	1 sapphire	Uncommon
Book, printed or tome	25 sapphires	Rare
Disguise kit (6 uses)	5 sapphires	Rare
Garrote	1 sliver	Common
Healer’s kit (6 uses)	5 sapphires	Uncommon
Knuckledusters	1 pearl	Common
Musical instrument	1 sapphire+	Rare
Navigator’s instruments	2 sapphires	Rare
Net	1 pearl	Common
Poison	1 ruby	Illegal
Prybar (3 uses)	2 pearls	Common
Tool kit	1 sapphire	Common
Torturer’s tools	2 sapphires	Illegal
Writing kit	1 sapphire	Rare

MUSICAL INSTRUMENT

This item includes a variety of percussion, wind, and stringed instruments. The Keeper sets the price based on the type of instrument sought. More exotic instruments cost 25 sapphires or more.

NAVIGATOR'S INSTRUMENTS

This case includes esoteric instruments, charts, and other tools useful for navigation.

NET

You can attack with a net by throwing it at one Size 2 or smaller creature or object within short range. Make a Strength attack roll against the target's Agility. On a success, the net hits and the target becomes slowed. While slowed in this way, the target makes attack rolls and Agility challenge rolls with 1 bane. A target creature slowed by the net can use an action to either cut its way free from the net (which ruins it), or to make an Agility challenge roll, success on which results in it disentangling itself from the net. Another creature can use an action to remove the net, which also removes the affliction.

POISON

You can use an action to apply poison to an edged or pointed weapon; to coat up to three arrows, bolts, or darts; or to sprinkle the poison into food or drink.

When treated with poison, weapons and ammunition remain poisonous for 1 hour or until they deal damage. A creature that takes damage from the weapon or piece of ammunition must make a Strength challenge roll. On a failure, the creature becomes poisoned for 1 minute. If the creature is already poisoned, it takes 1d6 extra damage.

A creature that consumes poisonous food or drink must make a Strength challenge roll with 1 bane. On a failure, the creature takes 1d6 damage and becomes poisoned for 1 minute. If already poisoned by the food or drink, it takes 3d6 extra damage.

A creature poisoned in this way must make a Strength challenge roll at the end of each round. On a failure, the

FOOD AND ACCOMMODATIONS

Accommodations	1 pearl+/night	Common
Ale, pint	2 slivers	Common
Beer, pint	1 sliver	Common
Feed	4 slivers	Common
Wine, common	4 slivers	Common
Wine, good	2d6 pearls	Uncommon
Wine, fine	2d6 sapphires	Rare
Meal, light	3 slivers	Common
Meal, common	1 pearl	Common
Meal, fine	1 sapphire	Rare
Dreamgrass	1 pearl	Uncommon
Rotgut	2 pearls	Common
Spirits, common	3 pearls	Common
Spirits, fine	1 sapphire	Uncommon

creature takes 1d6 damage. Three successes remove this poisoned affliction.

PRYBAR

The prybar grants 1 boon to Strength challenge rolls made to open doors, containers, and other objects that can be opened or closed. They're typically made of bone, though, and break after 3 uses.

TOOL KIT

A collection of tools used to work in one's profession.

TORTURER'S TOOLS

You can use an action to use the tools on one creature you can reach. You must concentrate for 10 minutes, during which time you use the tools to hurt the target, who must be present the entire time—usually because it is restrained in some way. At the end of the 10 minutes, make a Will attack roll against the target's Will. You can choose to deal damage to the target during the torture. The target takes 1d6 damage from the tools and you make the attack roll with 1 boon. On a success, you can ask the target one question. The target must answer the question truthfully or make up something if it doesn't know the answer.

FOOD & ACCOMMODATIONS

Food and accommodations for travelers vary considerably from nation to nation. The table at left presents common prices in settlements, particularly on the mainland, in New Gaia, or in Sky City. In Pacari, inns and taverns simply don't exist, and a traveler must fend for themselves for the most part. On the Black Isle, you're given food and accommodations if you can be useful, or if you can trade useful things for it. For both nations, use the prices on the table at left as a general guideline.

HIRELINGS

You can hire companions to undertake tasks on your behalf and, sometimes, accompany you on your adventures. The Keeper has mechanics for these characters in **Chapter 6** of the *Keeper's Tome*.

- ☞ **Commoner:** Servants, torchbearers, laborers, and grooms perform the tasks they were hired to perform.
- ☞ **Professional:** Alchemists, weaponsmiths, jewelers, and scholars perform only those tasks for which they are trained and hired.
- ☞ **Bodyguard:** Bodyguards are hired to protect an individual and are expected to fight on their behalf and defend them when necessary. Contracts are typically very precise.

☞ **Mercenary:** Mercenaries are professional soldiers and fight for pay. They might quit your employ if abused, forced to take unnecessary risks, or otherwise mistreated.

ANIMALS & ANIMAL GEAR

You can purchase animals to carry your gear, fight at your side, or be your companions. Pets and small animals can be had for a few slivers. Animals in Asunder come in a wide variety of shapes and sizes, and the people of Asunder domesticate many varieties not found in our world; for example, a raptor could represent a hawk or one of the flying lizards of Sky City (known as svit), while a war mount could be a warhorse or a domesticated thurud (a smaller, somewhat less unpredictable cousin of the horok). The Keeper has rules for these creatures in **Chapter 6** of the *Keeper's Tome*.

LAND VEHICLES

Land vehicles include carts, sleds, wagons, and other devices usually drawn by a beast of burden, a group of people, or sometimes an ambulatory plant.

SLED OR CART

Pulled by one draft animal or five people, a sled or cart can hold up to three people, and can move at the Speed of the slowest creature pulling the vehicle. One passenger can be replaced with about 200 lbs. of cargo, but the sled or cart requires at least one person to drive it (though the driver can be one of the people pulling the cart).

WAGON OR COACH

Larger than a sled or cart, wagons and coaches require two to four draft animals to pull, and can carry up to six passengers plus a driver. A passenger can also ride with the driver, though this isn't common practice. As with sleds and carts, passengers can be replaced with cargo, but the driver is required.

PALANQUIN

Typically used to ferry nobles or carry important cargo through a city, a palanquin is carried by four to six people, and can carry a single person, or 200 lbs. of cargo. Palanquins don't require a driver.

AIR VEHICLES

Sky City makes use of simple air vehicles made with blice crystals, as well as specially grown spore pods that can propel someone through the air, as long as they have a way to float on their own already. These spore pods can also be used in water. The availability for these vehicles pertains to Sky City; outside Sky City, they're all Rare.

HIRELINGS

Commoner	3 pearls
Professional	1 sapphire
Bodyguard	10 sapphires
Bodyguard, Storm Point	25 sapphires
Mercenary	5 sapphires
Mercenary, Bone Army	15 sapphires

ANIMALS & ANIMAL GEAR

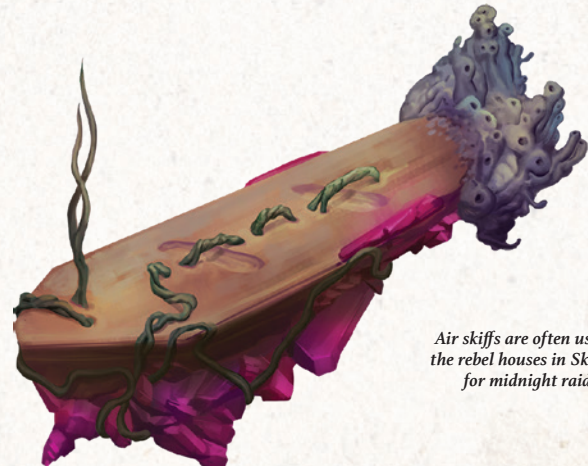
Companion (small animal or tiny animal)	1 sapphire	Common
Raptor (tiny animal, flier)	1 sapphire	Rare
Beast of burden (large animal)	2 sapphires	Common
Mount (large animal)	3 sapphires	Common
War mount (large animal, +50% health)	25 sapphires	Rare
Bit and bridle	1 pearl	Common
Harness	1 pearl	Common
Saddle	3 pearls	Uncommon
Saddle bag	2 pearls	Uncommon
Saddle blanket	1 pearl	Uncommon

LAND VEHICLES

Sled or cart	25 sapphires	Uncommon
Wagon or coach	50 sapphires	Uncommon
Palanquin	50 sapphires	Rare

AIR VEHICLES

Spore Pod	1 sapphire	Common
Spore Pack	5 sapphires	Common
Air Skiff	100 sapphires	Uncommon



Air skiffs are often used by the rebel houses in Sky City for midnight raids.

SPORE POD

A single spore pod that can propel a floating person (typically suspended by blice crystals or an Essence power) through the air (or water) at a Speed of 5. A single spore pod has enough gas in it for about 15 minutes of continuous use, after which it must be replaced.

SPORE PACK

A pack worn on the back, comprised of multiple spore pods (usually three). Spore packs confer a speed of 6 and have enough gas for about an hour of continuous use, after which the spores must be replaced.

AIR SKIFF

A polished plank with handles and room for up to three people, with -3 speed for each person past the first. The skiff floats on its own via embedded blice crystals and is propelled by spore pods on the back. An air skiff can be used to carry passengers or contained cargo (200 lbs of cargo per passenger) but requires a pilot (use Sailor profession). An air skiff has enough spore pods for about 6 hours of operation and can move at a Speed of 16.

SHIPS

Most wooden sea ships originate either in New Gaia, where they are grown from seeds by the inventors who live there, or on the Mainland, where they are built using planks, wooden spikes, tar, pitch, cloth, and other traditional building methods.

The Seafarers use living ships: specially-mutated sea creatures bred and trained to effectively act as mounts, war beasts, cargo carriers, and homes. Generally speaking, Seafarers don't take kindly to non-Seafarers operating living ships, and the Seafarers' use of living ships is tolerated by people from the various continents and islands because they have little choice but to do so. This makes owning a living ship for a non-Seafarer effectively illegal.

SHIPS

Small Ship	5,000 sapphires	10	Uncommon
Medium Ship	15,000 sapphires	25	Uncommon
Large Ship	25,000 sapphires	50	Rare
Small Living Ship	15,000 sapphires	8	Illegal
Medium Living Ship	25,000 sapphires	15	Illegal
Large Living Ship	50,000 sapphires	25	Illegal
Small Skyship	10,000 sapphires	10	Uncommon
Medium Skyship	20,000 sapphires	15	Rare
Large Skyship	35,000 sapphires	25	Rare
Legendary Ship	Keeper Discretion	NA	NA

Finally, the noble houses of Sky City use skyships, wooden ships crafted using traditional techniques but woven through with Blice crystal to make them lighter than air.

Regardless of the type of ship, ships are represented using monster statistics. Wooden sea ships and skyships can't act on their own, but living ships can and often do. While crewed by a sufficient complement of trained sailors, the captain of a ship, regardless of type, can make use of the ship's Speed, Strength, Agility and swimmer or flier trait, and can use its attack actions and other talents. Living ships may rebel against a weak-willed or unfamiliar captain; this is largely up to Keeper discretion.

SMALL SHIP

DIFFICULTY 50

Size 2 construct (aquatic)

Perception —

Defense 10; Health 100

Strength 16 (+6); Agility 10 (+0); Intellect —; Will —

Speed 16; swimmer

Immune damage from cold, disease, and poison; gaining Strain; asleep, blinded, charmed, dazed, diseased, fatigued, frightened, poisoned, prone, and stunned.

Wooden Construct A small ship takes half damage from weapons but takes double damage from fire.

Inert Without a crew and captain, a small ship can take no actions. A small ship requires at least 10 people to crew it; with fewer, any actions it takes suffer 1 bane. With fewer than 5 crew, it can take no actions.

Hold A small ship contains enough space for 12 Size 1 creatures. It can carry cargo instead; one Size 1 creature is equivalent to about 200 lbs. of cargo.

ATTACK OPTIONS

Ram (reach 1) +6 with 2 boons (5d6 damage; the small ship takes half the amount of damage dealt if its target is its size or smaller, or the full amount if the target is larger. The ship must move at least half its Speed before making this attack)

MEDIUM SHIP

DIFFICULTY 100

Size 3 or 4 construct (aquatic)

Perception—Defense 8; Health 250

Strength 19 (+9); Agility 8 (-2); Intellect —; Will —

Speed 14; swimmer

Immune damage from cold, disease, and poison; gaining Strain; asleep, blinded, charmed, dazed, diseased, fatigued, frightened, poisoned, prone, and stunned.

Wooden Construct A medium ship takes half damage from weapons but takes double damage from fire.

Inert Without a crew and captain, a medium ship can take no actions. A medium ship requires at least 25 people to crew it; with fewer, any actions it takes suffer 2 banes. With fewer than 10 crew, it can take no actions.

Hold A medium ship contains enough space for 35 Size 1 creatures. It can carry cargo instead; one Size 1 creature is equivalent to about 200 lbs. of cargo.

ATTACK OPTIONS

Ram (reach 1) +9 with 3 boons (10d6 damage; the medium ship takes half the amount of damage dealt if its target is its size or smaller, or the full amount of the target is larger. The ship must move at least half its Speed before making this attack)

LEGENDARY SHIPS

Legendary ships are incredibly rare and carry names that people everywhere recognize. A legendary ship gets a +50 bonus to Health, a +2 bonus to Defense, and a +3 bonus to Speed. Legendary ships may confer other benefits as well, at the Keeper's discretion.

LARGE SHIP

DIFFICULTY 250

Size 5 or larger construct (aquatic)

Perception—Defense 5; Health 500

Strength 22 (+12); **Agility** 5 (-5); **Intellect** —; **Will** —

Speed 12; swimmer

Immune damage from cold, disease, and poison; gaining Strain; asleep, blinded, charmed, dazed, diseased, fatigued, frightened, poisoned, prone, and stunned.

Wooden Construct A large ship takes half damage from weapons but takes double damage from fire.

Inert Without a crew and captain, a large ship can take no actions.

A large ship requires at least 40 people to crew it; with fewer, any actions it takes suffer 3 banes. With fewer than 25 crew, it can take no actions.

Hold A medium ship contains enough space for 75 Size 1 creatures.

It can carry cargo instead; one Size 1 creature is equivalent to about 200 lbs. of cargo.

ATTACK OPTIONS

Ram (reach 1) +12 with 4 boons (15d6 damage; the medium ship takes half the amount of damage dealt if its target is its size or smaller, or the full amount of the target is larger. The ship must move at least half its Speed before making this attack)

SMALL LIVING SHIP

DIFFICULTY 100

Size 2 monster (aquatic)

Perception 12 (+2) **Defense** 12; **Health** 150

Strength 16 (+6); **Agility** 12 (+2); **Intellect** 6 (-4); **Will** 10 (+0)

Speed 18; swimmer

Immune damage from cold, disease, and poison; gaining Strain; poisoned and prone

Durable Carapace A small living ship takes half damage from weapons.

Controllable Without a crew and captain, a small living ship acts under the Keeper's direction. A small living ship requires at least 4 people to crew it, allowing the captain to direct its actions; with fewer, any actions it takes suffer 1 bane. With fewer than 2 crew, any time the captain issues it a command, the captain must make a Will attack against the small living ship's Will. On a success, the small living ship obeys the captain's command.

Hold A small living ship contains enough space for 8 Size 1 creatures. It can carry cargo instead; one Size 1 creature is equivalent to about 200 lbs. of cargo.

ATTACK OPTIONS

Ram (reach 1) +6 with 2 boons (5d6 damage; the small living ship takes half the amount of damage dealt if its target is its size or smaller, or the full amount of the target is larger. The ship must move at least half its Speed before making this attack)

Bite (reach 1) +6 with 2 boons (3d6 damage; ships take full damage from this attack)

Tentacle Lash (reach 3) +2 with 2 boons (2d6 damage and the target is grabbed; a small living ship can grab up to 2 creatures smaller than it at once)

SPECIAL ATTACKS

Lashing Flurry The small living ship attacks twice with its tentacle lashes and once with its bite.

Ramming Bite The small living ship attacks with its ram; if it hits, it automatically hits the same target with its bite.

MEDIUM LIVING SHIP

DIFFICULTY 250

Size 3 or 4 monster (aquatic)

Perception 14 (+4) **Defense** 12; **Health** 300

Strength 20 (+10); **Agility** 10 (+0); **Intellect** 6 (-4); **Will** 12 (+2)

Speed 16; swimmer

Immune damage from cold, disease, and poison; gaining Strain; poisoned and prone

Durable Carapace A medium living ship takes half damage from weapons.

Controllable Without a crew and captain, a medium living ship acts under the Keeper's direction. A medium living ship requires at least 8 people to crew it, allowing the captain to direct its actions; with fewer, any actions it takes suffer 2 banes. With fewer than 4 crew, any time the captain issues it a command, the captain must make a Will attack against the medium living ship's Will. On a success, the medium living ship obeys the captain's command.

Hold A medium living ship contains enough space for 20 Size 1 creatures. It can carry cargo instead; one Size 1 creature is equivalent to about 200 lbs. of cargo.

ATTACK OPTIONS

Ram (reach 1) +10 with 3 boons (10d6 damage; the medium living ship takes half the amount of damage dealt if its target is its size or smaller, or the full amount of the target is larger. The ship must move at least half its Speed before making this attack)

Bite (reach 1) +10 with 3 boons (5d6 damage; ships take full damage from this attack)

Tentacle Lash (reach 4) +0 with 3 boons (3d6 damage and the target is grabbed; a medium living ship can grab up to 3 creatures smaller than it at once)

SPECIAL ATTACKS

Lashing Flurry The medium living ship attacks three times with its tentacle lashes and once with its bite.

Ramming Bite The medium living ship attacks with its ram; if it hits, it automatically hits the same target with its bite.

A small living ship is both fast and fierce and, if its captain loses control, may turn on the crew.





LARGE LIVING SHIP

DIFFICULTY 500

Size 5 or larger monster (aquatic)

Perception 16 (+6) Defense 12; Health 600

Strength 25 (+15); Agility 10 (+0); Intellect 8 (-2); Will 15 (+5)

Speed 14; swimmer

Immune damage from cold, disease, and poison; gaining Strain; poisoned and prone

Durable Carapace A large living ship takes half damage from weapons.

Controllable Without a crew and captain, a large living ship acts under the Keeper's direction. A large living ship requires at least 16 people to crew it, allowing the captain to direct its actions; with fewer, any actions it takes suffer 3 banes. With fewer than 8 crew, any time the captain issues it a command, the captain must make a Will attack against the large living ship's Will. On a success, the large living ship obeys the captain's command.

Hold A large living ship contains enough space for 50 Size 1 creatures. It can carry cargo instead; one Size 1 creature is equivalent to about 200 lbs. of cargo.

Submerge A large living ship can enclose its crew in an airtight pocket and submerge itself completely underwater for up to 3 hours at a time. While submerged, it cannot take any actions, but it can still move at its full Speed.

ATTACK OPTIONS

Ram (reach 1) +15 with 4 boons (15d6 damage; the large living ship takes half the amount of damage dealt if its target is its size or smaller, or the full amount of the target is larger. The ship must move at least half its Speed before making this attack)

Bite (reach 1) +15 with 4 boons (7d6 damage; ships take full damage from this attack)

Tentacle Lash (reach 4) +0 with 4 boons (4d6 damage and the target is grabbed; a large living ship can grab up to 4 creatures smaller than it at once)

SPECIAL ATTACKS

Lashing Flurry The large living ship attacks four times with its tentacle lashes and once with its bite.

Ramming Bite The large living ship attacks with its ram; if it hits, it automatically hits the same target with its bite.

SMALL SKYSHIP

DIFFICULTY 50

Size 2 construct

Perception—Defense 11; Health 75

Strength 15 (+5); Agility 11 (+1); Intellect —; Will —

Speed 18; flier

Immune damage from cold, disease, and poison; gaining Strain; asleep, blinded, charmed, dazed, diseased, fatigued, frightened, poisoned, prone, and stunned.

Wooden Construct A small skyship takes half damage from weapons but takes double damage from fire.

Inert Without a crew and captain, a small skyship can take no actions. A small skyship requires at least 10 people to crew it; with fewer, any actions it takes suffer 1 bane. With fewer than 5 crew, it can take no actions.

Hold A small skyship contains enough space for 12 Size 1 creatures. It can carry cargo instead; one Size 1 creature is equivalent to about 200 lbs. of cargo.

ATTACK OPTIONS

Ram (reach 1) +5 with 2 boons (5d6 damage; the small skyship takes half the amount of damage dealt if its target is its size or smaller, or the full amount of the target is larger. The ship must move at least half its Speed before making this attack)

MEDIUM SKYSHIP

DIFFICULTY 100

Size 3 construct

Perception— Defense 10; Health 200

Strength 17 (+7); Agility 10 (+0); Intellect —; Will —

Speed 16, flier

Immune damage from cold, disease, and poison; gaining Strain; asleep, blinded, charmed, dazed, diseased, fatigued, frightened, poisoned, prone, and stunned.

Wooden Construct A medium skyship takes half damage from weapons but takes double damage from fire.

Inert Without a crew and captain, a medium skyship can take no actions. A medium skyship requires at least 15 people to crew it; with fewer, any actions it takes suffer 2 banes. With fewer than 10 crew, it can take no actions.

Hold A medium skyship contains enough space for 25 Size 1 creatures. It can carry cargo instead; one Size 1 creature is equivalent to about 200 lbs. of cargo.

ATTACK OPTIONS

Ram (reach 1) +7 with 3 boons (9d6 damage; the medium ship takes half the amount of damage dealt if its target is its size or smaller, or the full amount of the target is larger. The ship must move at least half its Speed before making this attack)

LARGE SKYSHIP

DIFFICULTY 250

Size 4 or larger construct

Perception— Defense 8; Health 400

Strength 20 (+10); Agility 8 (-3); Intellect —; Will —

Speed 14; flier

Immune damage from cold, disease, and poison; gaining Strain; asleep, blinded, charmed, dazed, diseased, fatigued, frightened, poisoned, prone, and stunned.

Wooden Construct A large skyship takes half damage from weapons but takes double damage from fire.

Inert Without a crew and captain, a large skyship can take no actions. A large skyship requires at least 25 people to crew it; with fewer, any actions it takes suffer 3 banes. With fewer than 18 crew, it can take no actions.

Hold A large ship contains enough space for 50 Size 1 creatures. It can carry cargo instead; one Size 1 creature is equivalent to about 200 lbs. of cargo.

ATTACK OPTIONS

Ram (reach 1) +10 with 4 boons (12d6 damage; the medium ship takes half the amount of damage dealt if its target is its size or smaller, or the full amount of the target is larger. The ship must move at least half its Speed before making this attack)

SHIP WEAPONS

Ship weapons can be purchased individually and mounted on ships; a single ship weapon counts as a single Size 1 creature for the purposes of how many creatures (or how much cargo) a ship can hold. If the ship has a full complement of crew, assume there are enough crew to operate the weapons and give the captain access to their attack options. A single ship weapon is enough to grant its attack option; buying three of the same ship weapon grants access to its special attack. A Seeker making use of a ship weapon uses their own Agility bonus instead of the ship weapon's attack bonus, but still gets the specified number of

SHIP WEAPONS

Harpoon Gun	200 sapphires	Uncommon
Thorn Cannon	350 sapphires	Uncommon
Ramming Gear	500 sapphires	Rare
Fire Spitter	1000 sapphires	Illegal

boons. Ship weapons aren't affected by ships' ability to take half damage from weapon attacks.

HARPOON GUN

These specialized thorn spitters fire long, thin thorns that deal low damage, but have attached vines that allow for easier boarding actions.

Attack: (range long) +2 with 3 boons (2d6 damage and the target is grabbed; if the target is another ship, crew can board that ship by climbing along the attached vine).

Harpoon Flurry: The ship attacks the same target with each of its harpoon guns. If at least half of them hit, the target is dazed and slowed for 1 round, and is grabbed. Any attempts made to end the grab suffer 2 banes.

THORN CANNON

Made more for disabling ships and dealing damage than grappling, thorn cannons fire masses of briars and thorns with the intent of doing extensive damage.

Attack: (range medium) +4 with 2 boons (4d6 damage).

Thorn Volley: The ship attacks with all of its thorn cannons. If it attacks the same target with all cannons, all attacks receive 1 boon and the target takes 2d6 extra damage.

RAMMING GEAR

Consisting of braces, reinforcement, and big, wicked spikes, ramming gear doesn't grant an additional attack on its own. Rather, it improves a ship's Ram attack. Ships with ramming gear equipped take no damage from attacking targets their own size or smaller, and only half-damage from attacking larger targets. When a ship with ramming gear rams a target, that target takes 2d6 extra damage. This extra damage is applied after determining how much damage the ramming ship itself takes.

FIRE SPITTER

Illegal and incredibly dangerous, fire spitters spew torrents of spores that ignite when they touch the air. A ship equipped with fire spitters usually isn't interested in taking prisoners or stealing cargo.

Attack: (range short) +4 with 2 boons (4d6 fire damage).

Set Ablaze: The ship attacks with all of its fire spitters. If it attacks the same target with all fire spitters, the target is set on fire; it takes 4d6 fire damage at the start of its turn

until the fire is doused. A creature can take an action to make an Agility challenge roll; success douses the fire. A ship's crew must take action to douse the flames on a ship; this takes the actions of the ship and at least half the crew, after which the fire is doused. If a creature submerges itself completely in water, it is doused automatically.

TRAPS

Some expert and master paths give Seekers the ability to construct traps in their environment. This section is for them. More detailed information on traps is contained in the *Keeper's Tome*.

When you create a trap, it takes time and/or resources according to the talent that grants you the ability to make traps. Choose a **group** (starting, novice, expert, or master) and a **type** (alarm, obstacle, snare, or lethal). This will provide the basic functionality of the trap; work with the Keeper on specifics, or if you have an unusual idea that doesn't fall neatly into these categories.

ALARM TRAPS

An alarm trap's function is to alert you of danger, intruders, prey, and so on.

Starting: An audible noise sounds that can be heard in the immediate area when the trap is sprung. Everyone within medium range can hear the sound. It can guard a space roughly three yards by three yards.

Novice: You can make the sound louder or quieter, allowing it to be heard only at short range or up to long range. Double the area your trap can guard.

Expert: You don't have to rely on audible indicators; you can use more sophisticated means to alert yourself that the trap is sprung. This means that you can cause the trap to alert you without alerting the creature that springs the trap. You must be within a mile of the trap to get the alert.

Master: The trap is capable of alerting you regardless of distance.

OBSTACLE TRAPS

Obstacles block areas off, making them inaccessible or hard to access.

Starting: You can block off an area roughly three yards by three yards. The area is still accessible, but the obstacle requires a Strength or Agility challenge roll (your choice) to bypass.

Novice: Double the area you can block off. You can choose to either impose 1 bane on any challenge rolls required to bypass the trap, or to impose the slowed affliction for 1 minute or the immobilized affliction for 1 round if the target fails the challenge roll.

Expert: Double again the area you can block off. You may require a challenge roll against any ability you choose,



(left to right) Obstacle Trap. Lethal Trap. Snare Trap.

and the target suffers 1 bane *and* suffers one of the above afflictions on a failure.

Master: The target suffers 2 banes rather than 1 bane on the challenge roll and suffers one of the following afflictions on a failure: slowed for 1 minute, immobilized for 5 rounds, or stunned for 2 rounds.

SNARE TRAPS

Snare traps are similar to obstacle traps, except that the goal is to hold someone in place rather than keep someone out.

Starting: You can trap an area roughly three yards by three yards. Anyone entering must succeed on a Strength or Agility challenge roll (your choice) or be held within the area. The target can repeat the challenge roll each round to escape.

Novice: Double the area you can trap. You can choose to either impose 1 bane on any challenge rolls required to avoid the trap, or to impose the slowed affliction for 1 minute or the immobilized affliction for 1 round if the target fails the challenge roll.

Expert: Double again the area you can block off. You may require a challenge roll against any ability you choose, and the target suffers 1 bane *and* suffers one of the above afflictions on a failure.

Master: The target suffers 2 banes rather than 1 bane on the challenge roll and suffers one of the following afflictions on a failure: slowed for 1 minute, immobilized for 5 rounds, or stunned for 2 rounds.

LETHAL TRAPS

Lethal traps deal damage with the intent to kill, or at the very least discourage.

Starting: You can trap an area roughly three yards by three yards. The trap deals 2d6 damage to anyone who fails an Agility or Strength challenge roll (your choice). You may reduce the damage to 1d6 to impose 1 bane on the challenge roll.

Novice: Double the area you can trap. The trap deals 4d6 damage. You may reduce the damage by up to 2d6; each d6 you reduce the damage by allows you to either impose 1 bane on the challenge roll or inflict one of the following afflictions on a failure: impaired for 1 round, slowed for 1 round, or prone.

Expert: The trap deals 6d6 damage, and creatures must make challenge rolls with 1 bane. You may target any ability with the challenge roll. You may reduce the damage by up to 4d6 to inflict afflictions as above. In addition, add poisoned for 1 minute to the list of afflictions.

Master: The trap deals 10d6 damage, and creatures make challenge rolls with 2 banes. Increase the duration of afflictions as follows: impaired for 1 minute, slowed for 1 minute, poisoned for 1 hour.

MULTI-TYPE TRAPS

You can add multiple types to a trap you create; increase the trap's classification by 1 level for every level of another type that you add. For example, if you want a snare trap that deals damage, you might make a novice snare trap and add starting lethal damage to it. This trap would be an expert trap.

PERFORMANCE ENHANCERS

The people of Asunder cultivate a wide variety of plants, compounds, and organisms that can be used to gain short-term benefits. Using these is not without risk; they act as drugs and can be addictive. But they undoubtedly have benefits.

USING PERFORMANCE ENHANCERS

You can use an action to use an enhancer or administer it to a willing, defenseless, or unconscious creature you can reach. The enhancer takes effect at the end of the round in which it is used.

DRAWBACKS

Whenever you use a performance enhancer, make a Strength challenge roll with a number of banes specified by the enhancer you used. If you fail the roll, you suffer the effects specified by that enhancer.

ENHANCER DESCRIPTIONS

Descriptions of the enhancers' effects follow.

WHITE DROPS

You empty the milky white contents of this flask into your eyes, which blinds you until the enhancer takes effect. When it takes effect, you make Perception challenge rolls with 2 boons for 2d6 hours. Until the enhancer wears off, you cannot rest.

Drawback: You become addicted to white drops. When you're not under the effects of white drops, you suffer 1 bane on Perception challenge rolls. Each time you complete a rest, you can make a Will challenge roll to end this effect, with 1 bane for each dose of white drops you took since your last rest.

SVIT GLAND

Harvested from the venomous flying lizards of Sky City, properly treated svit glands can negate the effects of poison when ingested. When the enhancer takes effect,

remove one poisoned affliction from yourself and, for 8 hours, you make challenge rolls to resist poisons with 1 boon.

Drawback: Your body rejects the svit gland, making you violently ill for 1 round. During this time, you are stunned. You gain no benefit from the svit gland.

EMBER BEETLE

You place this bright yellow beetle on your skin, allowing it to burrow its head into your flesh like a giant tick. This deals 1 damage to you. When the enhancer takes effect, you take half damage from the effects of fire and heat for the next 24 hours. However, for every hour that passes, you take a cumulative -2 penalty to Health due to blood loss. This penalty ends when you complete a rest without an ember beetle attached to you. You can choose to remove the beetle before it dies on its own; doing so deals 1 damage to you.

Drawback: None.

SAWGRASS POWDER

You rub this chalky green substance, distilled from ground sawgrass seeds, into an open wound. When the enhancer takes effect, you heal damage equal to your healing rate.

Drawback: Sawgrass powder has an anesthetizing effect, making you impaired for 1 minute. If you're already impaired, you become fatigued as well for the duration. If you're already fatigued, you become addicted to sawgrass powder. You suffer 1 bane on all Intellect and Will challenge rolls. Using a dose of sawgrass powder suppresses this effect for 1 hour. Each time you complete a rest, you can make a Will challenge roll to end this effect, with 1 bane for each dose of sawgrass powder you took since your last rest.

PERFORMANCE ENHANCERS

Enhancer	Cost	Rarity	Value
White Drops	5 sapphires	Rare	1
Svit Gland	5 sapphires	Rare	1
Ember Beetle	25 sapphires	Rare	NA
Sawgrass Powder	2 sapphires	Uncommon	0
Red Leech	25 sapphires	Rare	3
Black Drops	5 sapphires	Rare	2

KALEA VENOM

Rank	Cost	Rarity
Rank 0	1 sapphire	Uncommon
Rank 1	5 sapphires	Uncommon
Rank 2	25 sapphires	Rare
Rank 3	125 sapphires	Rare
Rank 4	500 sapphires	Illegal
Rank 5	1000 sapphires	Illegal

RED LEECH

Red leeches harvested from the Naga Swamp are known to cure diseases with their saliva. You activate this enhancer by attaching it to your skin, which deals 1 point of damage. Unlike other enhancers, you must leave a red leech in place for 1 hour for it to take effect, during which you have a -5 penalty to Health. This penalty lasts until you complete a rest. When the enhancer takes effect, you remove all diseased and poisoned afflictions affecting you and heal damage equal to twice your healing rate.

Drawback: You're impaired until your penalty to Health is recovered.

BLACK DROPS

You empty the thick black substance in this flask into your eyes, which blinds you until it takes effect. When the enhancer takes effect, you can see into areas obscured by shadows or darkness as if those areas were lit out to the normal range of your vision. The enhancer wears off after 3d6 minutes.

Drawback: You become blind for 1 minute.

KALEA VENOM

The venom of the kalea—a rare two-headed snake known for its connection to Essence—is a very special kind of performance enhancer. For unknown reasons, when treated and distilled using a particular process, ingesting the venom of the kalea can temporarily enhance one's connection to their Essence bond. In game terms, drinking distilled kalea venom can grant you access to an Essence power you don't know yet, even if you haven't discovered the tree it belongs to. Kalea venom *cannot* grant access to Essence powers that belong to trees your Origin doesn't grant you access to. Drinking undistilled kalea venom simply uses the same rules as drinking a dose of poison.

DISTILLING KALEA VENOM

Distilling a dose of kalea venom requires an alchemy kit, access to undistilled kalea venom, and uninterrupted time. It takes a minimum of 1 hour to distill a low-potency dose of venom; such a dose grants access to a rank 0 power. For every additional hour you spend distilling the venom, and each additional use of an alchemy kit you expend, you can increase the potency of the dose by 1 rank.

USING KALEA VENOM

You use venom by drinking it, which is an action. Doing so causes you to take 1d6 damage per rank of the venom, and grants access to a power of the Keeper's choice with a rank equal to the rank of the venom. This lasts for 1 hour. While under the effects of kalea venom, you can use the granted power normally, and you have a number of uses of that power based on your Essence score. For example, if your Essence is 0 and you drink a rank 0 dose of venom, you take no damage and have a single use of a rank 0 Essence power for 1 hour.



An inventor from New Gaia births a thorn spitter from her cauldron.



CHAPTER NINE

LIVING GEAR & OTHER ODDITIES

People adapt to their surroundings as best they can. In a world like Asunder, a world without metal, where Chaos is a raw physical force and human Essence bonds to plants, animals, and other things around them, adapting means reshaping things in the world to suit your needs. The weavers of New Gaia shape plants into pieces of specialized equipment, powerful weapons of war, and even entire buildings through their Essence bonds. Those bonded to insects do similar things, as do the Seafarers with their living ships and crustacean masks. Living gear is an intrinsic and important part of Asunder society and commerce, though it's far from safe or easy to use.

Glass plays an important part in Asunder, too, though not all glass is the same; the composition of the sand, the time of day, weather effects, and other esoteric factors present during its creation cause the glass to manifest in different colors, each of which has a different effect. Red glass holds a sharp edge and is often used in weaponry. Black glass is nearly impervious to heat once it cools. Blue glass shatters easily and with great force, making it extraordinarily dangerous when used as a thrown weapon. And the Chaos wielders of the mainland have learned that clear glass—the rarest form—can hold within it pure motes of Chaos, allowing them to draw on its power later. Almost all forms of glass are illegal on Asunder and are both rare and expensive.

Usually only mainlanders are able to harvest glass since the Pure Light only strikes on the mainland. Glass harvesting requires the utmost precision and can cause injury or death if performed improperly, as the harvester must first track the Pure Light to its destination without being touched and then dig up the newly-fused glass without being harmed by any of its various deadly properties.

Beyond these things, there are other oddities that don't fall into either category: specialized items, structures, and so forth that people use throughout the world of Asunder.

LIVING GEAR

Living gear is both common and powerful, somewhat like power tools or automatic weapons are in our world. People use living gear for a variety of purposes and, though these objects might seem strange or alien to you and I, to the people of Asunder they are just another part of life. Living gear is a key component of warfare, agriculture, construction, commerce, and virtually every other aspect of life on Asunder.

BONDING TO LIVING GEAR

That said, living gear is not precisely safe. Every piece of living gear is a symbiotic organism, and while the benefit it provides to its human host is often obvious, it doesn't provide that benefit for free. A piece of living gear requires two things to continue to live and perform its function: blood and Essence.

A piece of living gear's Essence cost is represented by the fact that you must **bond** with a piece of gear in order to use it. Bonding is an invasive process that takes about an hour and deals 1 damage to you; once the piece of gear has bonded to you, it remains so until you sever the bond as an action. Because living gear feeds off of your Essence, bonding yourself to too many pieces at once can be dangerous. Unless you have a talent that increases this number, **you can only be bonded to one piece of living gear safely** at any given time. You can choose to bond to additional pieces of living gear, but the process is traumatic, causing you 1 Strain when you initiate the bond, and every time you complete a rest, you take 1 Strain for every piece of living gear you have beyond your safe maximum (which, again, is usually 1). You may, if you wish, pay part or all of this Strain cost by spending Seeker points on a one-for-one basis.

The blood cost comes in the form of damage that you take after each rest you complete. **Every time you complete a rest, you take 1 damage for each spent charge on each piece of living gear you're bonded to.** This is automatic, and there's no way to reduce or mitigate this damage, even if an Essence power or other effect would normally prevent damage. Once you do, all of your living gear regains all spent charges.

A piece of living gear that goes 24 hours without being bonded to a living human spends 1 of its charges. If it's already at 0 charges, it shrivels and dies, and is no longer usable.

USING LIVING GEAR

Using a power granted by a piece of living gear is usually an action, unless otherwise specified. Doing so also expends 1 of the item's charges. You can still use a piece of living gear that has no charges left, but doing so causes you to take 1 Strain as it siphons your own Essence to fuel its power.

Some pieces of living gear are weapons or pieces of armor as well; if this is the case, using the basic function of the weapon or benefiting from wearing the armor doesn't require spending a charge. You only have to spend charges to use specific powers granted by your living gear.

ALTERNATIVES TO BONDING

Sometimes you just have too much living gear to bond to at once. Sometimes you want to let a piece of gear run autonomously for a while. There are a few different alternatives to keeping a piece of gear bonded to you constantly.

You can feed a piece of unbonded living gear by using an action, concentrating on a piece of gear you can touch for 1 minute, and taking a -3 penalty to your Health. This keeps the piece of gear alive and healthy, preventing it from losing charges for 24 hours. The penalty to your Health lasts until you complete a rest, and is cumulative with penalties from other pieces of living gear that you feed. People who keep phosphorescent lanterns lit in cities often use this technique.

You can also attach a piece of living gear to livestock. You have to coax the animal into bonding with the gear (an Intellect challenge roll and an hour or so of concentration) but, once you do, the livestock's blood can sustain the piece of gear for a time. Whenever the livestock completes a rest, it takes the same damage a human would from the gear attached to it. However, because only humans have Essence, animal blood doesn't sustain living gear as effectively as human blood does. Bonding a piece of living gear doesn't prevent the gear from losing charges over time; it simply slows the rate to 1 charge per week instead of 1 every 24 hours.

Finally, many civilized areas have feeding stations, where you can attach your living gear to a plant-like blood-producing structure. People bond symbiotically with these structures, feeding them Essence that they then pass on to the living gear attached to them. Ethically-run feeding stations treat their tenders well, rotate them out so that nobody's Essence becomes too depleted, and pay them generously. Less-than-ethically-run stations use less savory practices to keep their feeding stations stocked and healthy. In either case, keeping a single piece of living gear docked to a feeding station typically costs one pearl per day, plus one sliver for each charge the piece of gear is capable of holding. If you leave a piece of living gear at a feeding station for at least 8 hours, all of its charges are replenished.

LIVING GEAR PROPERTIES

Creating a piece of living gear is a process of taking a piece of mundane gear—like a weapon, suit of armor, disguise kit, or ship—and adding living gear powers to it. Each living gear power below has an associated price, based on its rank; this is the price for each charge the piece of gear has. Add the total price of all charges of all powers to the price of the base item, and you'll find the price of your living gear. Each power entry is structured like this:

NAME KEYWORD TYPE RANK

Gear Any requirements for the type of gear

Target or Area [number and type] target or [shape and size] area within [range]

Duration # rounds/minutes/hours/day/other/permanent

Description of the effect (attack roll/challenge roll)

Attack Roll 20+ Additional effect

TOP LINE

The top line of any power includes the power's name, any keywords, what type of power it is, and the power's rank (represented by a number from 1 to 5). The keywords associated with living gear are: plant, insect, and sea. A power can have multiple possible keywords, but a single piece of living gear can only have one.

In order to bond safely with a piece of living gear, your Essence must be equal to or greater than its rank. If you bond to a piece of living gear with a rank greater than your Essence, you take Strain equal to its rank whenever you complete a rest. Some living gear powers can be added to pieces of gear at multiple ranks; you make this choice when

you create the living gear, and only a single rank of a given power can be added to a given piece of gear; that is, you couldn't add the rank 1 and rank 3 versions of a power to the same piece of living gear.

A power can be one of two types: attack or utility. Attack powers have harmful effects and using such a power counts as making an attack. Utility powers have a variety of effects.

GEAR

If the power must be attached to a specific kind of gear, that will be listed here.

TARGET

A power can target creatures, objects, or something else (such as a point in space). This line specifies the power's target or targets.

If a power targets you and only you, its entry has no target line.

AWARENESS

You must be aware of a creature or object to target it with a power; the target cannot be hidden from you. Some powers require you to be able to see the target.

TARGETING YOURSELF

When a power specifies a target, you can choose yourself provided you meet all stated criteria for being the power's target.

UNWILLING TARGET

Even though utility powers are generally beneficial, the intended target might not wish to be affected. If you

attempt to cast a utility power on an unwilling target, you must make an attack roll using Intellect (for powers originating from New Gaia or Sky City) or Will (for all other powers). On a success, the target is affected.

OBSCUREMENT

If an attack power directs you to choose a target you can see and your intended target is obscured, your attack roll is subject to 1 or more banes depending on the degree of obscurement (see *Obscurement* in **Chapter 3**).

COVER

When you use an attack power against a covered creature's Defense or Agility, your attack roll is subject to 1 or more banes depending on the degree of cover (see *Attack with a Ranged Weapon* in **Chapter 3**). You must have an unobstructed path to the target unless the power description says otherwise.

If a power allows an Agility challenge roll to resist its effect, the target might benefit from intervening cover. Half-cover grants 1 boon to the roll, and three-quarters cover grants 2 boons. A totally covered target is not affected by the power, unless the effect spreads around cover and can reach the target. Fragile materials such as cloth, foliage, and paper might not provide cover, at the Keeper's discretion.

TARGETING OBJECTS

Unless the power's text says otherwise, a power specifying a target object can affect only an object you wear or carry, or an object that is neither worn nor carried by another creature.

AREA

Some powers have no target but affect the space defined by an area. An area can be a line, cone, cube, cylinder, sphere, or a special area defined in the entry.

ORIGIN POINT

All area effects have an origin point that you choose, within the range specified by the power. This point is where the area is centered or where it originates from. If you're using a gridded map for a visual reference, the origin point is always on an intersection.

SIZE AND SHAPE

The entry describes the size and shape of the power's area. The area always conforms to the open space in which it is cast. For example, if a power creates a cube of poisonous gas 8 yards on a side, and you cast the power in a smaller space, the power effect would fill the available space and extend no further.

You can always choose to reduce the size of a power's area. For example, if a power would affect a cube 4 yards on a side, you could make the cube 2 yards on a side instead.

When the rules describe an area of space, the area must be open; that is, not fully occupied by other creatures or objects.

- ☞ **Cones** extend away from their origin points. For each 1 yard of a cone's length, it gains 1 yard of height and width. Thus, a 3-yard-long cone would be 1 yard wide and tall in the first yard, 2 yards wide and tall in the second, and 3 yards wide and tall at its maximum length.
- ☞ **Lines** extend away from their origin points, maintaining a constant width. Lines might also have a height, producing a wall-like effect. Some lines are shapeable, which allows you to bend them at 90-degree angles. For each 1 yard of the line's length, you can change its direction once.
- ☞ **Cylinders** and spheres center on origin points and extend in all directions from them. Cubes extend away from their origin points; the point can lie on a corner or a side of the cube.

COVER AND OBSCUREMENT

Creatures and objects in areas affected by powers do not benefit from being obscured.

A creature or object in a power's area can benefit from cover for Agility challenge rolls to resist the power's effect if the cover lies between it and the power's origin point. Half cover grants 1 boon to the roll, and three-quarters cover grants 2 boons. A totally covered target is not affected by the power, unless the effect spreads around cover and can reach the target. Fragile cover might offer no protection, at the Keeper's discretion.

SPREADS

If a power description states that it spreads through the area, its effects move around obstacles out to the area's maximum distance. Creatures in the area of such powers do not benefit from cover.

RANGE

The target or area line also specifies the power's range, which is the maximum distance from you where the power can take effect. See *Range and Distance* in **Chapter 3** for details on ranges.

DURATION

This line tells you how long the power's effect lasts. If the power takes effect instantaneously, this line is absent.

Some attack powers take effect instantaneously but produce ongoing effects. They do not have a Duration entry.

- ☞ **End of the Round:** The effect continues until the end of the round in which the power was cast.
- ☞ **1 Round:** The effect continues until the end of the round following the round in which the power was cast.
- ☞ **Concentration:** The power normally lasts 1 round, but you can use the concentrate action to extend its duration as described in **Chapter 3**.

PERSISTENCE

Summoned or created creatures or items, as well as illusions, remain in existence for the power's duration unless destroyed before then, and can freely leave the area in which they appeared unless stationary.

VOLUNTARILY ENDING AN EFFECT

You can use an action to end a power's effect before its duration expires.

EXTENDING DURATION

Some power entries describe how you can extend the duration of the power beyond its normal duration. Usually this involves expending another use of the power or taking Strain. Extending the duration of a power in this manner doesn't require an action.

EFFECT

This entry describes what happens when you use the power. It's essentially a series of instructions.

ATTACK

Many attack powers instruct you to make an attack using the specified attribute against the target's Defense or an attribute. If so, the power tells you what happens on a success. Typically, nothing happens on a failure—the Essence energy simply fails to strike or affect the target. Attack rolls against Defense and Agility are subject to obscurement and cover.

DAMAGE

If the attack roll results in a success, the target takes damage as described in the power's effect. The target might be subject to other effects as well.

A creature takes damage from the effect of a particular casting of a power only once per round. For example, a creature that moves back and forth across a wall of fire in

the same round takes damage from being in the power's area just once that round.

ATTACK ROLL 20+

Some powers have an additional effect if the total of the attack roll was 20 or higher and exceeds the score of the attribute or characteristic by 5 or more.

OTHER EFFECTS

If the power has any additional effect on a target, it is described here. The effect's description also tells you how long it lasts if it is not instantaneous.

Some effects require challenge rolls to resist the power's effect. If so, the effect's description states what attribute is used to make the roll.

MOVING A TARGET

Some powers move the target as part of their effect. Unless the effect specifies otherwise, this movement is along the ground or floor; it does not use special movement modes.

COMBINING POWER EFFECTS

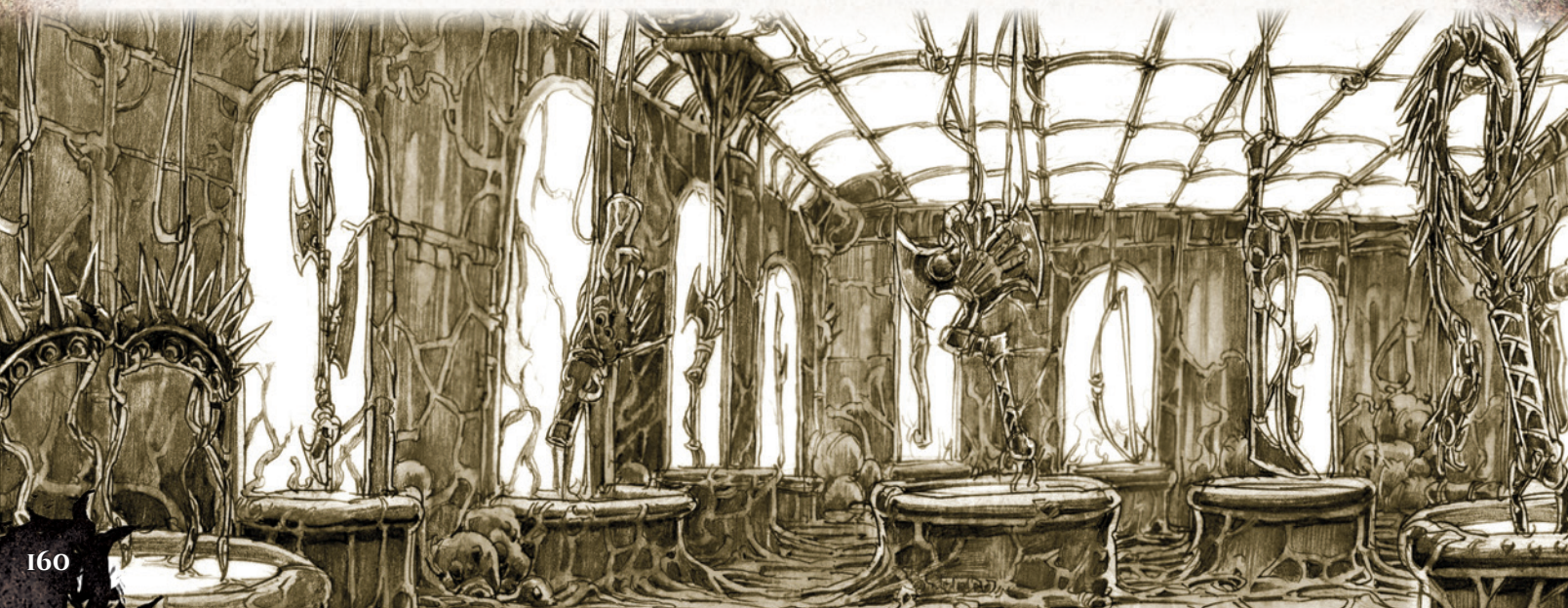
A target or area can be subject to any number of different powers, but it is affected by a particular power only once, even if the power is used multiple times (and only by the most recent casting of that power). Some powers provide exceptions to this rule.

MAKING LIVING GEAR

Now that you know how to read living gear power entries, when you create a piece of living gear for a Seeker to buy or find, all you have to do is follow these steps:

1. Pick a base piece of gear, like a weapon, tool set, or vehicle. Write its price down.
2. Add powers to the piece of gear. Your gear can have a maximum number of different powers equal to its

An arsenal hall used by the inventors and shapers of New Gaia.



highest-ranked power's rank. Take note of the price of each power you add.

3. Determine how many charges each power has. For each charge a power has, add that power's price to the total price of the living gear. A power must have at least 1 charge in order to be added to a piece of living gear. Prices are listed in the *Power Price per Rank* table.
4. Determine your living gear's trappings. Describe it, using its function, powers, and keywords as a guide. Is it a mass of fungal tissue that attaches to your arm? A pod of gas that attaches to your back? A staff of chitin?
5. Buy it! Look at the total price of the living gear. That's how much it costs a Seeker to buy it.

SEEKER-CREATED LIVING GEAR

Some talents grant Seekers the ability to create living gear of their own. When they do, walk them through the steps above to determine the total cost of the living gear as usual. However, Seekers creating and growing their own living gear don't pay the full cost in gems. Instead, they pay half the cost in gems (rounded down), representing the raw materials they need, and the rest of the cost is made up in time and Essence investiture.

A piece of living gear takes time to make, and it requires an investiture of Essence to coax the gear into being. For each charge the piece of living gear has, the Seeker must spend the amount of time and the Essence cost (either spending Seeker points or taking Strain, in any combination) associated with that charge's power rank. The time spent need not be uninterrupted, and the materials and Essence costs need not be spent all at once. As soon as all material, time, and Essence costs have been paid, the Seeker has their new piece of living gear.

So, if a Seeker wants to create a piece of living gear (a piece of basic clothing, let's say) that has a rank 1 power with four charges and a rank 3 power with two charges, it would cost 27 sapphires in raw materials (an investiture of 4 Seeker points spent or Strain taken, in any combination); and it would take about 52 hours of total working time. Once all of those requirements are satisfied, the Seeker has the new piece of living gear.

POWER PRICE PER RANK

Rank	Price	Rarity
1	1 sapphire	Common
2	5 sapphires	Common
3	25 sapphires	Uncommon
4	125 sapphires	Uncommon
5	700 sapphires	Rare

ESSENCE COSTS BY RANK

Rank	Time	Charges
1	1 hour	1 per 2 charges
2	8 hours	1
3	1 day	1
4	3 days	2
5	1 week	3

LIVING GEAR POWERS

The following powers can be added to living gear you create for your game.

ARTILLERY THORN

PLANT/SEA ATTACK 3

Gear Spitter (ranged weapon) with the two-handed and cumbersome properties

Area A circle with a 2-yard radius, emanating from a point within this spitter's range

You fire a clustered blast of thorns at the area, creating a heavy blast of shrapnel. Unattended objects in the area are destroyed and, at the Keeper's discretion, walls or doors might be destroyed or damaged as well. Any creatures in the area must succeed on an Agility challenge roll with 2 banes or take 5d6 damage and fall prone. On a success, creatures take half damage and remain standing.

BATTLE RAGE

SEA UTILITY 2

Gear A mask (1 sliver)

Duration 1 minute

For the duration, you gain the following benefits and drawbacks:

CONSUMABLE LIVING GEAR

Some living gear is designed to be used only a few times before it shrivels and dies. When you create consumable living gear, do so using the normal rules for creating living gear, but make the following changes:

- ☞ All costs associated with making the living gear are halved (rounded down).
- ☞ Consumable living gear does not require you to bond with it to get its benefit, and it cannot be fed blood.
- ☞ Consumable living gear cannot regain its charges in any way.
- ☞ Consumable living gear loses 1 charge per week.
- ☞ When a piece of consumable living gear is reduced to no charges left, it shrivels and dies.

- ☞ +5 to Health
- ☞ 1 boon on all Strength attack rolls
- ☞ Your melee attacks deal 1d6 extra damage
- ☞ Whenever you end your turn without making a melee attack against a creature, you take 1d6 damage

BREATHE WATER

SEA UTILITY 1

Gear A mask (1 sliver)

Duration 1 hour

You can breathe water as if it were air for the duration.

BURROW

PLANT/INSECT UTILITY 3

Gear Armor

Duration 1 minute

For the duration, you can take an action to burrow into the ground or emerge from it, and you can move while underground, though it's treated as difficult terrain. While you're underground, you have total cover, but all creatures have total cover from you, too. You can burrow as far down as you like, but if you run out of charges underground, you're trapped. While the effect is active, you can also breathe underground; if it runs out while you're still underground, you must hold your breath or start to suffocate.

CAMOUFLAGE

PLANT UTILITY 2-4

Gear Armor

Duration 1 minute

For the duration, you get 2 boons on any challenge rolls you make to hide. At rank 3, you can re-roll any 1s or 2s you roll on challenge rolls you make to hide for the duration. At rank 4, you become invisible for the duration.

CHOMPER

INSECT/SEA ATTACK 2

Gear Spitter (ranged weapon)

Target One creature you can see within this spitter's range

Duration 1 minute

Make an Agility attack roll against the target's Defense. On a success, the target takes normal damage from this spitter, and a small sea creature or insect bites into the target with strong jaws, dealing 1d3 extra damage. The creature deals 1d3 damage to the target at the end of each round until the duration expires (at which point it dies and falls away) or until the target takes an action to remove it. Removing the creature deals 1d6+1 damage to the target but prevents any further damage the creature would deal.

Attack Roll 20+ The creature gets an exceptionally good grip, forcing the target to make a Strength challenge roll to remove it. On a failure, the target still takes 1d6+1 damage, but the creature isn't removed.

COURIER BEETLE

INSECT UTILITY 3

Gear Raptor (animal)

A courier beetle is a beetle with a hollowed-out cavity in its back behind its armored shell, where goods can be stored. It can store roughly 1 cubic foot of goods and can carry up to 200 lbs. By spending a charge, you can do one of the following:

- ☞ Command it to open its storage cavity, allow you to add or remove goods, then close again.
- ☞ Fly to a specified person or location.
- ☞ Wrap itself around your body like a backpack, or disengage.

Someone that possesses one of the courier beetle's detachable antennae can attach the antenna to the beetle as an action in order to command it to open without spending a charge. You can remove a courier beetle's antenna as an action. While the courier beetle is away from you, it loses charges as if it weren't bonded, but at a slowed rate of 1 charge every 3 days. A courier beetle has the statistics of a **small animal** with the flier and climber traits, except that it has twice as much Health and cannot attack. If the beetle is killed, its contents spill out.

Jael readies her thorn cannon knowing her next action will haunt her forever.



Thorm readies his returning bone axe, sensing something is amiss. He just doesn't know it's his lover.



Malin, the group's mad lasher, takes the cue and ignites his lashing whip.



COLLAPSE

PLANT UTILITY 2

Gear Any piece of gear small enough to be carried by a Size 1 creature

The piece of gear can fold in on itself, collapsing until it's small enough to fit in a pocket. This effect lasts until you dismiss it as an action.

CRUSHING WHIP

PLANT ATTACK 2

Gear Whip (light melee weapon with reach 2)
Target One creature you can reach with this whip
Duration 1 minute; see the effect

You wrap your whip around the target, crushing the life out of it. Make an attack roll with your whip against the target's Agility. On a success, the target is immobilized for the duration. While the target is immobilized, it takes 1d3 damage at the end of each round. The target can take an action to try to escape; doing so requires a Strength challenge roll with 1 bane.

Attack Roll 20+ The target makes Strength challenge rolls to escape with 2 banes instead of 1, and the target takes 1d6 damage each round it is immobilized instead of 1d3.

DEXTEROUS WHIP

PLANT UTILITY 1

Gear Whip (light melee weapon with reach 2)
Duration 1 minute

For the duration, your effective reach for actions that require fine manipulation—such as picking pockets, opening doors, and so on—increases to that of your whip. In addition, for the duration, you can cause your whip to wrap around rails, handholds, branches, and other such things so that you can climb it or swing on it. This allows you to climb without making challenge rolls in such situations, and effectively doubles your jumping distance as well.

EXPLODE

PL./INS./SEA ATTACK 1-5

Gear Any piece of gear small enough to be carried by a Size 1 creature
Area A circle with a radius of 2 yards per rank

You cause the gear to explode, sending a shower of shrapnel, fire, spores, maggots, or other harmful things in all directions. This destroys the piece of living gear, but all creatures in the area must make an Agility challenge roll or take 3d6 damage, or half damage on a success. For each rank past 1, you can add one of the following effects to the explosion. You can choose the same effect more than once.

- ☞ The explosion does 2d6 extra damage.
- ☞ All creatures that take full damage are also impaired, fatigued, poisoned, or diseased (choose when you create the gear) for 1 minute.
- ☞ Creatures that take full damage also take ongoing damage. Each turn, they can make a Strength challenge roll to negate the ongoing damage; if they fail, they take 1d6 damage. Once a creature succeeds, it no longer takes ongoing damage.

- ☞ Creatures take 1 bane on any challenge rolls they make to resist this power's effects.

GLIDE

PLANT/INSECT UTILITY 3

Gear Armor
Duration 1 minute

For the duration, you take no damage from falling; your rate of falling slows enough that you can stay aloft for the entire duration; and you can effectively fly at your Speed for the duration, though you cannot ascend.

HEARTSEEKER

INSECT UTILITY 3

Gear Spitter (ranged weapon)
Duration 1 round

You prime a specially-engineered wasp designed to fly at its target and burrow its way to the target's heart. If the attack hits, it deals 5d6 extra damage. If this damage incapacitates the target, the target dies as the wasp burrows into its heart and tears it to shreds.

LASHING WHIP

PLANT UTILITY 1

Gear Whip (light melee weapon with reach 2)
Duration 1 minute

Your whip grows razor-sharp thorns and springs to life. For the duration, its damage increases to 1d6, or increases by 1d6 if it was already 1d6 or higher. While its damage is augmented in this way, you get 1 boon on all attack rolls with the whip, and you can use Intelligence to attack with it if you wish.

NEEDLE BLAST

PL./INS./SEA ATTACK 1-3

Gear Spitter (ranged weapon)
Area A cone with a length in yards equal to twice the power's rank, extending from a point you can reach

You spray a rapid-fire blast of needles, thorns, or other small sharp objects from the spitter you're wielding, tearing everything in front of you to shreds. Each creature in the area must succeed on an Agility challenge roll (with 1 bane at rank 2 or 2 banes at rank 3) or take 1d6 damage per rank of the power and be impaired for 1 round. On a successful roll, a creature takes half damage and is not impaired.

PARALYZE

SEA ATTACK 4

Gear Melee weapon (any)
Target One creature you can reach
Duration 1 minute

This weapon, typically a staff, has an urchin attached to it that can lash out with slimy tentacles, paralyzing those it touches. Make an Agility attack roll against the target's Agility. On a success, the target must make a Strength challenge roll with 2 banes. If it fails, it is immobilized for the duration. While it's immobilized in this way, it's also defenseless.



Jael and Rain have fought beside their fellow Seeker's for three years but the King Fisher Society, who they've sworn blood oaths too, requires they betray them tonight. For the greater good of Asunder. So they claim.

PHOSPHORESCENCE

PL./INS./SEA UTILITY 1

The piece of gear can emit light in a 5-yard radius, and shadows for another 10 yards beyond that. This effect lasts until you use an action to end it.

POISON FILTER

PLANT/SEA UTILITY 2-3

Gear A mask (1 sliver)
Duration 1 hour

For the duration, you take no damage from poisons you would inhale or ingest, and you are immune to the poisoned condition from the same source. If this power is rank 3, you can bite with the mask, injecting some of the poison it has filtered. This is an Agility attack against the Defense of a creature within your reach, dealing 2d6 damage on a success and causing the target to become poisoned for 1 minute.

POISONED

PL./INS./SEA UTILITY 1-3

Gear Weapon
Duration 1 minute

Your living weapon generates poison, coating its blade, imbuing its needles, or otherwise inflicting it upon those you attack. Anyone who takes damage from an attack you make with this weapon for the duration must succeed on a Strength challenge roll (with 1 bane at rank 2 or 2 banes at rank 3) or be poisoned for 1 minute. A creature that is already poisoned takes 2d6 extra damage.

POISON TOUCH

PLANT ATTACK 3

Gear Armor
Duration 1 minute

For the duration, anyone who touches you or hits you with a melee attack must make a Strength challenge roll or take 1d6 damage and become poisoned for 1 minute. If such a creature is already poisoned, it takes 2d6 extra damage. While this effect is active, you can make an

Agility attack roll against a creature's Agility in order to touch that creature, causing it to suffer the same effects.

RETURN

INSECT UTILITY 1

Gear Thrown weapon

You can spend a charge and a triggered action to cause this weapon to fly back to your hand, provided it's within long range of you.

SCREAMER

INSECT ATTACK 1-3

Gear Raptor (animal)
Area A circle with a radius of 10 yards centered on this gear

When activated, a screamer emits a piercing scream-chirp; something like a cricket, but amped up beyond all reason. All creatures in the area that can hear must succeed at a Strength challenge roll or be stunned for 1 round and deafened for 1 minute. At rank 1, you can use an action to spend a charge and set a delay, in rounds, before the screamer activates. You can then use an action or a triggered action on your turn to command the screamer to fly to a point you can see. At rank 2, you can use an action to spend a charge and command the screamer to fly to a point you can see and then immediately activate. At rank 3, you can use an action to spend a charge and command the screamer to fly to a point you can see and wait there until creatures enter its area of effect, then activate. You can describe specific creatures to be ignored, or specific types of creatures to be ignored. You can only command the screamer while you're in physical contact with it; while it's not in physical contact with you, it loses charges as if it were not bonded, but at a rate of 1 charge per 3 days.

SIGHT ENHANCE

INSECT/SEA UTILITY 2-3

Gear A mask or set of goggles (1 sliver)
Duration 1 hour

You have a +5 bonus to Perception for the duration. If this power is rank 3, you also have darksight for the duration.



Rain is less subtle and taps the battle rage in her living gauntlets. As a demon hunter from the Black Isle, she doesn't understand regret. Only what she must do...and that is to kill her friends.

SLEEP DART

PL./INS./SEA ATTACK 2

Gear Spitter (ranged weapon)

Target One creature you can see within this spitter's range

Make an Agility attack roll against the target's Defense. On a success, the target takes 1 damage and falls asleep for 1 minute. The creature can be roused if it's shaken vigorously or if it takes damage.

Attack roll 20+ The target falls asleep for 1 hour.

SPINE GROWTH

PLANT/SEA ATTACK 2

Gear Armor

Duration 1 minute

For the duration, sharp spines protrude from your armor. While this is in effect, whenever you take the charge action or grab someone, you deal 1d6 extra damage. Anyone who grabs you automatically takes 1d6 damage.

SPIT ROPE

PLANT UTILITY 1

Gear Spitter (ranged weapon)

Target One horizontal or vertical surface within this spitter's range

Duration 1 hour

You fire a length of sticky fluid that hardens as it travels, adhering to the surface you target, creating a climbable rope for the duration. The rope's length is equal to the distance your projectile traveled, and it can hold 300 pounds at one time. When the duration elapses, it crumbles and falls away.

SPIT WEB

INSECT UTILITY 2

Gear Spitter (ranged weapon)

Target One creature within short range, one 3-yard cube emanating from a point within short range, or one horizontal or vertical surface within short range (see description)

Duration 1 minute

Your spitter can fire strong, sticky spider webs. You can spend a charge to take one of the following actions:

Entangle Foe: Make an Agility attack roll against the target's Agility. On a success, the target is immobilized for the duration. The target can escape by succeeding at a Strength challenge roll with 1 bane.

Coat Area: Choose a point you can see within short range; you fill a 3-yard cube emanating from that point with sticky webs for the duration, making it difficult terrain and causing anything behind it to be lightly obscured. A creature with a fire source can use an action to burn the webs away.

Shoot Line: You shoot a sticky line of web at a vertical or horizontal surface within medium range. It stays for the duration, and anyone climbing it doesn't need to make challenge rolls to climb.

THORN CANNON

PLANT/SEA ATTACK 5

Gear Ship, vehicle, or building

Area A circle with a 6-yard radius, emanating from a point within long range

You lob an enormous, explosive cluster of thorns or spiny urchins at an area. Unattended objects in the area are destroyed and, at the Keeper's discretion, walls or doors might be destroyed or damaged, as well. Any creatures in the area must succeed on an Agility challenge roll with 3 banes or take 7d6 damage and fall prone. On a success, creatures take half damage and remain standing. A ship or other vehicle within the area automatically takes full damage from the blast.

TRACKING SPLINTER

PLANT UTILITY 1-3

Gear Spitter (ranged weapon)

Target One creature you can see within this spitter's range

Duration 1 day (rank 1), 1 week (rank 2), or 1 month (rank 3)

You fire a splinter of wood or a needle into the target and can use this spitter to track the whereabouts of the target for the duration. You can spend a charge from this spitter to do one of two things.

Fire Splinter: Make an Agility attack roll against the target's Agility. On a success, you embed a tracking splinter into the target. If your attack roll also beats the target's Perception, the target does not notice the tracking splinter. A target who becomes aware of a tracking splinter can dig it out with an action; doing so causes 1d3 damage. A tracking splinter remains embedded in the target for the duration, after which point the target's body rejects it.

Find Splinter: If at least one creature carrying a splinter fired by this spitter is within 5 miles, you know the direction and distance to the target, as the crow flies. You may make an Intellect challenge roll with any number of banes on it; for each bane you roll, this effect persists for 1 hour. If there are multiple targets within 5 miles, you know the direction and distance to each of them, but you must focus on a single target to make an Intellect challenge roll. You do not gain any information about which target is which.

TRANSFORM PL./INS./SEA UTILITY 1-5

Gear Weapon (any)

When you add this power to a weapon, choose a second weapon with a cost equal to or less than that of the base weapon. For a charge and a triggered action, you can transform your weapon from the base weapon to the second weapon, or back again. For each rank beyond 1, you can add an additional weapon; you can spend a triggered action and a charge to transform your weapon between any of its forms.

TWIN SIGHT INSECT/SEA UTILITY 3

Gear A mask or set of goggles (1 sliver)

You can spend a charge to bond this mask to any another with the *twin sight* power. Once bonded, either wearer can

spend a charge to see through the other wearer's mask for as long as they concentrate, up to 1 minute. Bonding functions regardless of distance and stays in effect until another charge is used to bond to a different mask, at which point the previous bond is severed.

VITAL TRANSFER PLANT UTILITY/ATTACK 2-3

Gear Whip (light melee weapon with reach 2)

Target One creature you can reach with the whip

If you use this power against a willing creature, it's a utility power; otherwise, it's an attack and requires an Agility attack roll against the target's Agility in order to initiate. Choose one of the following effects when you use this power:

Transfer Damage: The target heals 1d6 damage and you take 1d6 damage, or vice versa.

Transfer Health (rank 3 only): You take a -5 penalty to Health and the target gets a +5 bonus to Health, or vice versa. This effect lasts for 1 hour.

Transfer Condition (rank 3 only): You transfer one of the following conditions from the target to yourself, or vice versa: impaired, fatigued, poisoned, or diseased. The condition's duration remains unchanged.

WRITHING PL./INS./SEA UTILITY 1-3

Gear Melee weapon

Duration 1 minute

You can cause your weapon to twist and writhe, helping you get around your foe's defenses. For the duration, you get 1 boon on attack rolls with this weapon for each rank of this power.

LIVING GEAR

Artillery Thorn	3	Attack	Plant/Sea
Battle Rage	2	Utility	Sea
Breathe Water	1	Utility	Sea
Burrow	3	Utility	Plant/Insect
Camouflage	2-4	Utility	Plant
Chomper	2	Attack	Insect/Sea
Courier Beetle	3	Utility	Insect
Collapse	2	Utility	Plant
Crushing Whip	2	Attack	Plant
Dexterous Whip	1	Utility	Plant
Explode	1-5	Attack	Plant/Insect/Sea
Glide	3	Utility	Plant/Insect
Heartseeker	3	Utility	Insect
Lashing Whip	1	Utility	Plant
Needle Blast	1-3	Attack	Plant/Insect/Sea
Paralyze	4	Attack	Sea
Phosphorescence	1	Utility	Plant/Insect/Sea

Poison Filter	2-3	Utility	Plant/Sea
Poisoned	1-3	Utility	Plant/Insect/Sea
Poison Touch	3	Attack	Plant
Return	1	Utility	Insect
Screamer	1-3	Attack	Insect
Sight Enhancement	2-3	Utility	Insect/Sea
Sleep Dart	2	Attack	Plant/Insect/Sea
Spine Growth	2	Attack	Plant/Sea
Spit Rope	1	Utility	Plant
Spit Web	2	Utility	Insect
Thorn Cannon	5	Attack	Plant/Sea
Tracking Splinter	1-3	Utility	Plant
Transform	1-5	Utility	Plant/Insect/Sea
Twin Sight	3	Utility	Insect/Sea
Vital Transfer	2-3	Utility/Attack	Plant
Writhing	1-3	Utility	Plant/Insect/Sea

EXAMPLES OF LIVING GEAR

ABDUCTOR'S NEEDLE

Some Seafarer pirates make their riches not solely from plunder, but also from kidnapping and ransoms. The abductor's needle is a simple, consumable item that such pirates use to paralyze their victims. The needle can also be set to glow, so that kidnappings targets can be flagged for collection during a raid.

Gear: Needle (light melee weapon, 1d3 damage, finesse, off-hand)

Keyword: Sea (consumable)

Powers: *paralyze* (1 charge), *phosphorescence* (1 charge)

Total Cost: 63 sapphires

ASSASSIN'S VINE

There are many different kinds of living whips in Asunder, but this version is by far the most popular among those who kill for a living. Many lashers use assassin's vines when they want to end a fight quickly and decisively. They also have the added benefit of being able to disguise themselves as simple staves.

Gear: Whip (light melee weapon, 1d6 damage, deadly, finesse, off-hand, reach 2)

Keyword: Plant

Powers: *lashing whip* (3 charges), *poisoned* (rank 3, 3 charges), *transform* (rank 1, 4 charges), *writhing* (rank 3, 3 charges)

Total Cost: 157 sapphires, 4 slivers

BETLE SKIN

Used by many insect weavers in New Gaia, a beetle skin is a suit of armor made from a giant beetle and instilled with some of its abilities. Someone wearing a beetle skin not only has good protection due to the hard carapace, but can also burrow through the soil or glide on the breeze when they call upon the beetle's abilities to do so.

Gear: Heavy armor (Defense 16, Requires Strength 13 or higher, -1 to Speed, you make challenge rolls to swim or move silently with 1 bane)

Keyword: Insect

Powers: *burrow* (3 charges), *glide* (3 charges)

Total Cost: 275 sapphires

BOARDING MASK

The Seafarers use boarding masks when they're attacking other ships for the purpose of plunder. Boarding masks have a number of useful survival powers, as well as a few powers that make Seafarers wearing them a terror in combat.

Gear: Mask

Keyword: Sea

Powers: *battle rage* (1 charge), *breathe water* (1 charge), *poison filter* (rank 3, 1 charge), *sight enhancement* (rank 3, 1 charge)

Total Cost: 56 sapphires, 1 sliver

ABDUCTOR'S NEEDLE



ASSASSIN'S VINE



BOARDING MASK



BETLE SKIN



DEEP MASK

EXPLORER'S
TOOLBOUNTY
HUNTER'S
FRIENDHORNET
SHIELDSCREAMING
DEATHELITE
HOUSE AGENT'S
UNIFORM

BOUNTY HUNTER'S FRIEND

A bounty hunter's friend is a specialized thorn spitter, designed to aid in the tracking and capture of live criminals. It has also found a second use as a tool for bringing down dangerous beasts without killing them, usually so they can be put on display in some form of zoo or menagerie later. Most such weapons are also designed to be collapsible, so they can be easily hidden.

Gear: Thorn Spitter (ranged weapon, 1d6 damage, range long)

Keyword: Plant

Powers: *collapse* (3 charges), *sleep dart* (3 charges), *tracking splinter* (rank 2, 3 charges)

Total Cost: 47 sapphires

DEEP MASK

Originally created by the Seafarers, deep masks have become popular equipment on ships from every land, as their properties allow mariners to survive going overboard for extended periods, work near the poisonous surface of the water, and even see in the darkness of the water. They're designed to be inexpensive and disposable, so they're consumable items.

Gear: Mask

Keyword: Sea (consumable)

Powers: *breathe water* (1 charge), *phosphorescence* (1 charge), *poison filter* (rank 2, 1 charge)

Total Cost: 3 sapphires

EXPLORER'S TOOL

Prized by Seekers the world over, an explorer's tool is a multifunctional weapon and exploration aid that collapses down into a convenient package. They're helpful for fending off rampaging horoks and scaling sheer cliff faces in equal measure. It can even transform into a sharp machete for clearing brush.

Gear: Thorn spitter (ranged weapon, 2d6 damage, deadly, range medium)

Keyword: Plant

Powers: *collapse* (3 charges), *needle blast* (rank 3, 5 charges), *phosphorescence* (3 charges), *sleep dart* (1 charge), *spit rope* (3 charges), *transform* (rank 1, 2 charges: transforms into a martial melee weapon, 2d6 damage, deadly)

Total Cost: 161 sapphires

ELITE HOUSE AGENT'S UNIFORM

Elite House Agents are those entrusted with the most sensitive clandestine matters in Sky City. The Houses constantly vie against one another, using their Agents as catspaws and proxies in their secret wars. These suits of armor are entrusted to only the most reliable House Agents: those who would give their lives for their Houses without question. They enable infiltration and escape and, if needed, can be detonated, killing the wearer to avoid capture.

Gear: Light Armor (Defense: Agility +1)

Keyword: Plant

Powers: *camouflage* (rank 4, 3 charges), *explode* (rank 3, 1 charge: 9d6 damage) *glide* (3 charges), *poison touch* (3 charges)

Total Cost: 650 sapphires

SCREAMING DEATH

Used by the insect weavers during their guerrilla warfare against the plant weavers of New Gaia, screaming deaths are specially raised and bred beetles designed to instill shock and awe. When activated, a screaming death flies to a point the user can see, emits a piercing scream that disorients and deafens everyone around it, then explodes. While the explosion does destroy the screaming death, it is not considered a consumable item; its screaming ability can be used without detonating it, and it can be replenished by whomever it is bonded to.

Gear: Raptor

Keyword: Insect

Powers: *explode* (rank 5, 1 charge: 11d6 damage, 1d6 ongoing damage, 1 bane on challenge rolls to resist), *screamer* (rank 2, 1 charge)

Total Cost: 706 sapphires

HORNET SHIELD

Favored by those who appreciate a good defense and a good offense, the hornet shield is a shield of chitin that can generate venom that it injects through spines along its

edges. It also sports a pair of small wings, which allow it to fly through the air when thrown and return to its wielder when called.

Gear: Shield (3 damage, defensive +1, deadly, thrown medium)

Keyword: Insect

Powers: *poisoned* (rank 3, 5 charges), *return* (10 charges), *writhe* (rank 3, 5 charges)

Total Cost: 261 sapphires, 3 pearls

GLASS

Dangerous and illegal, glass is still a vital part of Asunder society. Each type of glass has its own unique properties, as described below.

RAINBOW GLASS

Usually the result of mixed soils where the Pure Light strikes, rainbow glass doesn't have any special properties and isn't useful for much besides looking pretty. It's still technically illegal, but most law enforcement officials won't cause a fuss unless they can prove you *harvested* the rainbow glass. For that purpose, there's a thriving gray market for hunks of rainbow glass that those with disposable income display in their houses when they wish to safely flaunt the local laws.

BLACK GLASS

Perhaps the only kind of glass that isn't outright illegal, black glass is nearly impervious to heat. Those who have to work with fire or in extreme heat often want black glass armor but can rarely afford it; although black glass isn't illegal, it is prohibitively expensive, and it does typically require some form of licensing or permission to use.

In game terms, you can buy a suit of black glass armor for 1,000 sapphires. It's statistically identical to a suit of heavy armor, except that its Defense is 14 and, while you're wearing it, you take no damage from fire- or heat-based attacks.

RED GLASS

Often called "assassin's glass" or "blood glass," red glass is incredibly hard and holds a sharp edge better than nearly any other material on Asunder. It's illegal in many civilized parts of Asunder, but that doesn't stop the agents, murderers, and cutthroats of the world from getting their hands on it and putting it to use. It's generally assumed in most places that, if you have a blood glass blade, your intent is to kill someone; this makes blood glass more trouble than it's worth for all but those who *are* very much intent on killing someone.

If you add the *glass* property to a weapon, it's made of red glass.

YELLOW GLASS

"Razorglass," as it's often called, is the most illegal form of glass known. When a fist-sized chunk of yellow glass

is thrown at a solid surface, it shatters, sending shards of glass in all directions, shredding flesh and cutting through armor, shattering further and further, creating a self-propagating maelstrom of shrapnel. Because of its ability to wreak havoc in populated areas and its frequent use by terrorist organizations, simply possessing yellow glass is enough to get you thrown in jail in most civilized areas.

A chunk of yellow glass typically costs 125 sapphires. You can throw it as an action, targeting a circle with a 10-yard radius within short range of you. Any creatures in that area must make an Agility challenge roll with 2 banes. On a failure, a creature takes 6d6 damage and is impaired for 1 minute; on a success, the creature takes half damage and is not impaired.

CLEAR GLASS

Also called “Chaos glass,” clear glass is illegal... but many rulers of city-states on the Mainland turn a blind eye when their *own* Chaos-wielders use clear glass. The defining property of clear glass is that it can hold a mote of pure Chaos drawn from a Chaos shard or Chaos site in perpetuity, keeping it safe and locked away until needed. A piece of clear glass takes on a bright blue shine when imbued with a mote of Chaos. While a mote of Chaos isn’t enough for a potential Chaos-wielder to bond with, it is still enough to be dangerous.

A shard of clear glass typically costs 200 sapphires on the black market; officially retained Chaos-wielders often get them for much less, if they even have to pay at all. A character with the right training (the Chaos Trapper talent) can use an action while in a Chaos site or within reach of a Chaos shard to draw Chaos into the glass. This requires a Will challenge roll to achieve with up to 5 banes on it. For each bane the Chaos wielder voluntarily rolls, add 1 rank to the mote within the glass. So, for example, a Chaos wielder who rolls with 3 banes would coax a rank 3 mote of Chaos into the piece of glass. If a Chaos wielder fails this challenge roll, she takes Discord equal to the number of banes she added to the challenge roll.

A shard of clear glass containing a mote of Chaos costs 500 sapphires per rank on the black market. A Chaos wielder can draw on the energy of the mote to fuel her own Chaos powers. When you use a Chaos power, you can expend a number of ranks from a Chaos mote equal to the rank of the power in order to use it without

expending a use of that power. You can also spend ranks, 1-for-1, to pay the cost of pushing a power after you’ve used it. So, for example, you could spend 3 ranks from a rank 4 mote of Chaos to use a rank 3 Chaos power without expending a use of that power, or you could use that power normally, push it 5 times, roll 5d6 for pushing it, and spend ranks 1-for-1 from your mote to cancel out odd results on those dice. This *does* mean that you can effectively use as many 0-rank Chaos powers as you like while you hold a piece of Chaos glass containing a mote with at least 1 rank. Once the last rank in the shard is spent, its power is gone.

If a shard of clear glass containing a mote of Chaos is shattered (such as by throwing it), everyone within medium range of its point of impact is subject to a Chaos power of the Keeper’s choosing, provided that Chaos power’s rank is not higher than the mote’s rank. The Keeper makes all decisions regarding how the power behaves, just as if he had used the power.

OTHER ODDITIES

This section provides a few other strange and wondrous items and objects that people in Asunder use.

BATTLE POD

Big, fleshy plant pods worn on the back, battle pods have fibrous tubes that extend into a creature’s arms, legs, chest, and neck, pumping a combat-enhancing fluid into them. Attaching to a battle pod causes 1d6 damage and 1 Strain. Every 24 hours you spend attached to a battle pod, you take 1 Strain; detaching from the pod causes 1d6 damage. While you’re attached to a battle pod, you get a +6 bonus to Strength, a +10 bonus to Health, and you can use a triggered action when you’re incapacitated to immediately heal damage equal to your healing rate, though doing so causes 1d6 Strain.

The longer you wear a battle pod, the more it starts to take you over, causing your skin to become bark-like and your mind to become more prone to rage. Once you wear a battle pod for 24 consecutive hours, you gain a new fatal flaw: “My rage boils over, impelling me to acts of wanton violence.” You retain this fatal flaw until you’ve been detached from a battle pod for 72 consecutive hours. In addition, if you suffer an Essence break as the result of Strain you take from a battle pod, you become a plant-like creature of pure rage forever. Make a new character.

DRONE FLOWER

When you attach this parasitic plant to a defenseless creature’s head it extends roots into the creature’s brain, arresting the creature’s higher cognitive functions. The creature must succeed a Will challenge roll with 2 banes or become compliant and easy to control. While in this state, a creature will obey whatever commands are given

OTHER ODDITIES

Battle Pod	250 sapphires	Illegal
Drone Flower	125 sapphires	Illegal
Gravity Egg	1 sapphire	Uncommon
Memory Dagger	10 sapphires	Illegal
Regenerative Pod	250 sapphires	Rare

to it, though it can resist obviously self-destructive commands by succeeding on a Will challenge roll. It can't complete any complex tasks, though it will perform whatever menial tasks are set in front of it. Drone flowers are often used to make slaves easier to manage in certain cultures, though they are illegal in most civilized areas. A creature can recover from being controlled by a drone flower; removing the flower requires a procedure that takes 1 hour and a successful Intellect challenge roll. Failing this roll still removes the flower but causes the creature to take 1d6 Strain.

GRAVITY EGG

A small cluster of blice crystals, specially treated and packed with explosive powder. You can throw a gravity egg as an action; choose a point within short range. The egg detonates upon contact with a surface. Everyone in a circle emanating from that point with a radius of 5 yards must succeed at a Strength challenge roll or fall prone for 1 round.

MEMORY DAGGER

Often carried by those who serve Gaia, memory daggers are peculiar weapons. They're usually made of bark and plant material, and each is a light weapon with no additional properties. However, when you stab someone with a memory dagger, you can use a triggered action in order to absorb some of your target's Essence and, along with it, some of their memories. This ability causes the target 1d3 Strain, and the Keeper tells you what memories you glean from them. Memory daggers count as living gear; that is, you do have to bond with and feed them, and they count against the number of pieces of living gear you can safely bond with.



Regenerative Pod

REGENERATIVE POD

You can use an action to climb into a regenerative pod, which looks like a large seed pod. It closes around you, giving you full cover while you're inside it and making you effectively blinded. Once inside, you can bond with the pod (which takes 1 minute) and take 1 Strain to drift off into a dreamless sleep for 4 hours. At the end of this period, you gain all the benefits of having completed a rest, and you can remove 1 affliction of your choice.



*The Origins of Asunder reaching into the Wellspring (starting in the left corner and going clockwise):
Chaos Wielder, Beast Master, Plant Weaver, Insect Weaver, Seafarer and Black Isler.*

CHAPTER TEN ESSENCE TREES

When the gods left the world, they left behind creatures in whom they'd invested portions of their divine Essence: humans. With nothing left to control the Essence within them, the humans' Essence reached out and bonded with things in their environment, granting them strange and unique powers. These powers allow them to control beasts, shape plants into miraculous inventions, call creatures from the sea, and even defy gravity.

In the world of Asunder, who you're born to determines what your Essence makes you capable of. The child of two Pacari will have an Essence bond to animals, for example, while a Skimmer and a Sea-Farer would result in a child with a bond to either blice crystals or the sea. The Essence trees that your Origin gives you access to are the only Essence trees you'll ever gain access to, so choose your Origin wisely. Generally speaking, there is no way to learn the powers of an Essence tree you're not born into.

- ☞ People from the **Black Isle** have access to the **Battle Meditation** and **Body Conditioning** trees.
- ☞ The weavers of **New Gaia** fall into two groups. Those bonded with plants have access to the **Plant Control** and **Plant Form** trees, while those bonded with insects have access to the **Insect Control** and **Insect Meld** trees. There is no way to be bonded to both plants and insects.
- ☞ Those born on **Pacari** have access to the **Beast Aspect** and **Beast Bond** trees.
- ☞ The **Seafarers** have access to the **Adaptation** and **Sea-Calling** trees.
- ☞ On **Sky City**, people gain access to the **Gravity Manipulation** and **Sky-Dancing** trees.
- ☞ The Essence of the people of the **mainland** doesn't naturally bond with anything in their environment. However, through the **Symbiosis** tree they're able to develop deeper bonds to living gear, and they are the only ones capable of harnessing the power of the **Chaos** tree.

ESSENCE TREES

All Essence powers and talents belong to **trees**. Each tree is a loose collection of powers and talents grouped along a similar theme, such as taking on the aspects of beasts or controlling gravity.

DISCOVERING TREES

In order to use powers and talents associated with a particular Essence tree, you must first **discover** that

tree. You do so when the rules tell you to discover a tree, usually by investing in a specific novice, expert, or master path. You can only discover a tree that your Origin gives you access to.

Most Essence trees have associated **discovery benefits**. You gain the discovery benefit when you first discover that tree, unless a talent specifically directs you otherwise.

ESSENCE TALENTS

Each Essence tree has a number of special **talents** associated with it. These work just like talents that you might get from your Origin or from a path, except that you can only choose Essence talents from a tree you've already discovered. You can only have a number of Essence talents equal to twice your Essence score; this total includes talents from all trees you've discovered. The rules will tell you when you choose an Essence talent.

ESSENCE POWERS

An Essence **power** is a codified effect that you can accomplish with your Essence bond. These are mostly predictable, though some powers offer flexibility and, in some cases, unpredictability.

LEARNING ESSENCE POWERS

As with trees and talents, you learn an Essence power when the rules direct you to. You can only learn powers from trees you've already discovered, and you can only learn powers with a rank equal to or lower than your Essence score. Once you learn a power, you can use that power as often as you like, provided you have uses of that power remaining.

EXCHANGING POWERS

Whenever you learn a new power, you can exchange a power you've previously learned for another power of the same or lower rank. Such adjustments reflect the changing and mutable nature of humans' Essence bonds.

USING A POWER

You use a power by using an action and expending a use of that power.

- ☞ **Use an Action:** You must use an action to use a power. Some powers can be used with triggered actions, while others require you to concentrate for a period of time.
- ☞ **Expend a Use:** You have a limited number of uses of each power you know. Your Essence score determines how many uses each of your powers has by rank, as shown on the *Power Uses* table. For example, if you have

Essence 2 and know two rank 0 powers, one rank 1 power, and one rank 2 power, you have three uses of each rank 0 power, two uses of the rank 1 power, and one use of the rank 2 power. You must have at least one unexpended use of a power to use it. When you successfully use a power, you expend a use of that power.

POWER USES

0	1	—	—	—	—	—
1	2	1	—	—	—	—
2	3	2	1	—	—	—
3	4	2	2	1	—	—
4	5	2	2	1	1	—
5	6	3	2	2	1	1

REGAINING EXPENDED USES

You regain all expended uses of your powers when you complete a rest.

POWER DESCRIPTION

All power entries use the following format or a variation on it:

NAME	TYPE	RANK
Special Any requirements for casting the power		
Target or Area [number and type] target or [shape and size] area within [range]		
Duration # rounds/minutes/hours/day/other/permanent		
Description of the effect (attack roll/challenge roll)		
Push/Mutate/Reverse Description of the effect		
Attack Roll 20+ Additional effect		

TOP LINE

The top line of any power includes the power's name, the tree to which it belongs, what type of power it is, and the power's rank (represented by a number from 1 to 5).

A power can be one of two types: attack or utility. Attack powers have harmful effects and using such a power counts as making an attack. Utility powers have a variety of useful effects.

SPECIAL

If you must meet specific requirements to use a power, you'll find that information on this line.

TARGET

A power can target creatures, objects, or something else (such as a point in space). This line specifies the power's target or targets.

If a power targets you and only you, its entry has no target line.

AWARENESS

You must be aware of a creature or object to target it with a power; the target cannot be hidden from you. Some powers require you to be able to see the target.

TARGETING YOURSELF

When a power specifies a target, you can choose yourself provided you meet all stated criteria for the being the power's target.

UNWILLING TARGET

Even though utility powers are generally beneficial, the intended target might not wish to be affected. If you attempt to cast a utility power on an unwilling target, you must make an attack roll using Intellect (for powers originating from New Gaia or Sky City) or Will (for all other powers). On a success, the target is affected.

OBSCUREMENT

If an attack power directs you to choose a target you can see and your intended target is obscured, your attack roll is subject to 1 or more banes depending on the degree of obscurement (see *Obscurement* in Chapter 3).

COVER

When you use an attack power against a covered creature's Defense or Agility, your attack roll is subject to 1 or more banes depending on the degree of cover (see *Attack with a Ranged Weapon* in Chapter 3). You must have an unobstructed path to the target unless the power description says otherwise.

If the power allows an Agility challenge roll to resist its effect, the target might benefit from intervening cover. Half-cover grants 1 boon to the roll, and three-quarters cover grants 2 boons. A totally covered target is not affected by the power, unless the effect spreads around cover and can reach the target. Fragile materials such as cloth, foliage, and paper might not provide cover, at the Keeper's discretion.

TARGETING OBJECTS

Unless the power's text says otherwise, a power specifying a target object can affect only an object you wear or carry, or an object that is neither worn nor carried by another creature.

AREA

Some powers have no target but affect the space defined by an area. An area can be a line, cone, cube, cylinder, sphere, or a special area defined in the entry.

ORIGIN POINT

All area effects have an origin point that you choose, within the range specified by the power. This point is where the area is centered or where it originates from. If you're using

a gridded map for a visual reference, the origin point is always on an intersection.

SIZE AND SHAPE

The entry describes the size and shape of the power's area. The area always conforms to the open space in which it is cast. For example, if a power creates a cube of poisonous gas 8 yards on a side, and you cast the power in a smaller space, the power effect would fill the available space and extend no further.

You can always choose to reduce the size of a power's area. For example, if a power would affect a cube 4 yards on a side, you could make the cube 2 yards on a side instead.

When the rules describe an area of space, the area must be open; that is, not fully occupied by other creatures or objects.

- ☞ **Cones** extend away from their origin points. For each 1 yard of a cone's length, it gains 1 yard of height and width. Thus, a 3-yard-long cone would be 1 yard wide and tall in the first yard, 2 yards wide and tall in the second, and 3 yards wide and tall at its maximum length.
- ☞ **Lines** extend away from their origin points, maintaining a constant width. Lines might also have a height, producing a wall-like effect. Some lines are shapeable, which allows you to bend them at 90-degree angles. For each 1 yard of the line's length, you can change its direction once.
- ☞ **Cylinders** and spheres center on origin points and extend in all directions from them. Cubes extend away from their origin points; the point can lie on a corner or a side of the cube.

COVER AND OBSCUREMENT

Creatures and objects in areas affected by powers do not benefit from being obscured.

A creature or object in a power's area can benefit from cover for Agility challenge rolls to resist the power's effect if the cover lies between it and the power's origin point. Half-cover grants 1 boon to the roll, and three-quarters cover grants 2 boons. A totally covered target is not affected by the power, unless the effect spreads around cover and can reach the target. Fragile cover might offer no protection, at the Keeper's discretion.

SPREADS

If a power description states that it spreads through the area, its effects move around obstacles out to the area's maximum distance. Creatures in the area of such powers do not benefit from cover.

RANGE

The target or area line also specifies the power's range, which is the maximum distance from you where the power can take effect. See *Range and Distance* in **Chapter 3** for details on ranges.

DURATION

This line tells you how long the power's effect lasts. If the power takes effect instantaneously, this line is absent.

Some attack powers take effect instantaneously but produce ongoing effects. They do not have a Duration entry.

End of the Round: The effect continues until the end of the round in which the power was cast.

1 Round: The effect continues until the end of the round following the round in which the power was cast.

Concentration: The power normally lasts 1 round, but you can use the concentrate action to extend its duration as described in **Chapter 3**.

PERSISTENCE

Summoned or created creatures or items, as well as illusions, remain in existence for the power's duration unless destroyed before then, and can freely leave the area in which they appeared unless stationary.

VOLUNTARILY ENDING AN EFFECT

You can use an action to end a power's effect before its duration expires.

EXTENDING DURATION

Some power entries describe how you can extend the duration of the power beyond its normal duration. Usually this involves expending another use of the power or taking Strain. Extending the duration of a power in this manner doesn't require an action.

EFFECT

This entry describes what happens when you use the power. It's essentially a series of instructions.

ATTACK

Many attack powers instruct you to make an attack using the specified attribute against the target's Defense or an attribute. If so, the power tells you what happens on a success. Typically, nothing happens on a failure—the Essence energy fails to strike or affect the target. Attack rolls against Defense and Agility are subject to obscurement and cover.

DAMAGE

If the attack roll results in a success, the target takes damage as described in the power's effect. The target might be subject to other effects as well.

A creature takes damage from the effect of a particular casting of a power only once per round. For example, a creature that moves back and forth across a wall of fire in the same round takes damage from being in the power's area just once that round.

ATTACK ROLL 20+

Some powers have an additional effect if the total of the attack roll was 20 or higher and exceeds the score of the attribute or characteristic by 5 or more.

OTHER EFFECTS

If the power has any additional effect on a target, it is described here. The effect's description also tells you how long it lasts if it is not instantaneous.

Some effects require challenge rolls to resist the power's effect. If so, the effect's description states what attribute is used to make the roll.

MOVING A TARGET

Some powers move the target as part of their effect. Unless the effect specifies otherwise, this movement is along the ground or floor; it does not use special movement modes.

COMBINING POWER EFFECTS

A target or area can be subject to any number of different powers, but it is affected by a particular power only once, even if the power is cast multiple times, and only by the most recent casting of that power. For example, successfully using the compel power on a target already under the effect of another compel power would replace the effect of the older instance. Similarly, if a creature is in the overlapping areas of two acid rain powers, it suffers only the effects of the one most recently used.

Some powers provide exceptions to this rule.

SEEKER POINT SPENDING

Some powers have additional or amplified effects if you spend a Seeker point when you use the power. This Seeker point must be spent as part of the same action you spend to use the power. That is, you cannot spend the Seeker point after the fact, even if the power's duration is still in effect, unless the power's entry explicitly says otherwise.

PUSHING

Pushing is a special effect of Chaos powers that allows you to amplify a power's effect beyond its normal limitations, but at great risk.

MUTATE

Adaptation powers can be mutated, which makes them permanent at a cost.

REVERSE

Gravity Manipulation powers can be reversed, causing an effect that is counter to the power's normal effect. Reversing a power, in most cases, counts as using that power normally, but produces the reversed effect instead.

BLACK ISLE

The people of the Black Isle focus on relentless self-improvement as well as a unique fighting style that allows them to tap into each others' minds and bodies and draw strength from each other.

The **Battle Meditation** Essence tree grants you the ability to establish a group mind with your allies and to draw strength from that group mind. Invest in this Essence tree if you want to shore up your weaknesses and enhance your strengths with your allies' help.

The **Body Conditioning** Essence tree focuses on improving your physical self beyond normal human limitations. Invest in this Essence tree if you want to ignore pain, heal yourself, and make devastating unarmed attacks.

BATTLE MEDITATION

The Black Isler art of battle meditation is a combination of martial arts and meditative techniques that allows the practitioner to enter into a group consciousness with her allies, drawing strength from them. Demon-hunting parties use this Essence tree to imbue a single hunter with the power to kill a demon bare-handed.

Discovery Benefit: You learn the *group mind* power

BATTLE MEDITATION ESSENCE TALENTS

Battle Awareness: Whenever you and an ally are within reach of the same creature, you get 1 boon on any attack or challenge rolls you make against that creature.

Forge Link: After spending 1 minute in meditation with a willing ally, you can forge a mental link with that ally. While this link is intact, you can communicate telepathically with each other, and you're each aware of anything the other sees. If you and your ally are ever separated by more than long distance, the link breaks. You can only have one such link at a time. You can add this talent up to three times; each time you add it, you can have an additional simultaneous link.

Battle Trance: As long as you're within short range of at least one ally, your attacks deal 1d6 extra damage.

BATTLE MEDITATION ESSENCE POWERS

GROUP MIND

UTILITY 0

Target Up to 10 willing creatures, which you must touch
Duration 1 hour

You establish a group mind, a mental connection between yourself and the targets. While this connection lasts, you use the highest Perception, Intellect, and Will bonuses as your own; because the scores don't change, no other attributes or characteristics change. If a target moves further away from you than 1 mile, your connec-



tion to that target is severed and, if you were using any of its attributes or characteristics, you must choose new ones from those still in the group.

If anyone in the group is incapacitated while the group mind is in place, that person's connection is severed and everyone remaining in the group mind takes 1 Strain. You can end the group mind as an action or a triggered action on your turn, and any of the targets can sever their connection to the group mind as an action or triggered action on their turn.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain. You can't extend the effect if it ends prematurely.

You can spend a Seeker point to use *group mind* as part of the same action you initiate to use another Battle Meditation power, allowing you to use both powers with a single action. You still must expend a use of each power.

GROUP BODY

UTILITY 0

Special You must have a group mind established

Choose Strength or Agility. For as long as your group mind is in place, you use the highest bonus for the chosen attribute that exists within the group mind as if it were your own. This doesn't change your characteristics.

You can spend a Seeker point to affect both attributes for the duration rather than just one.

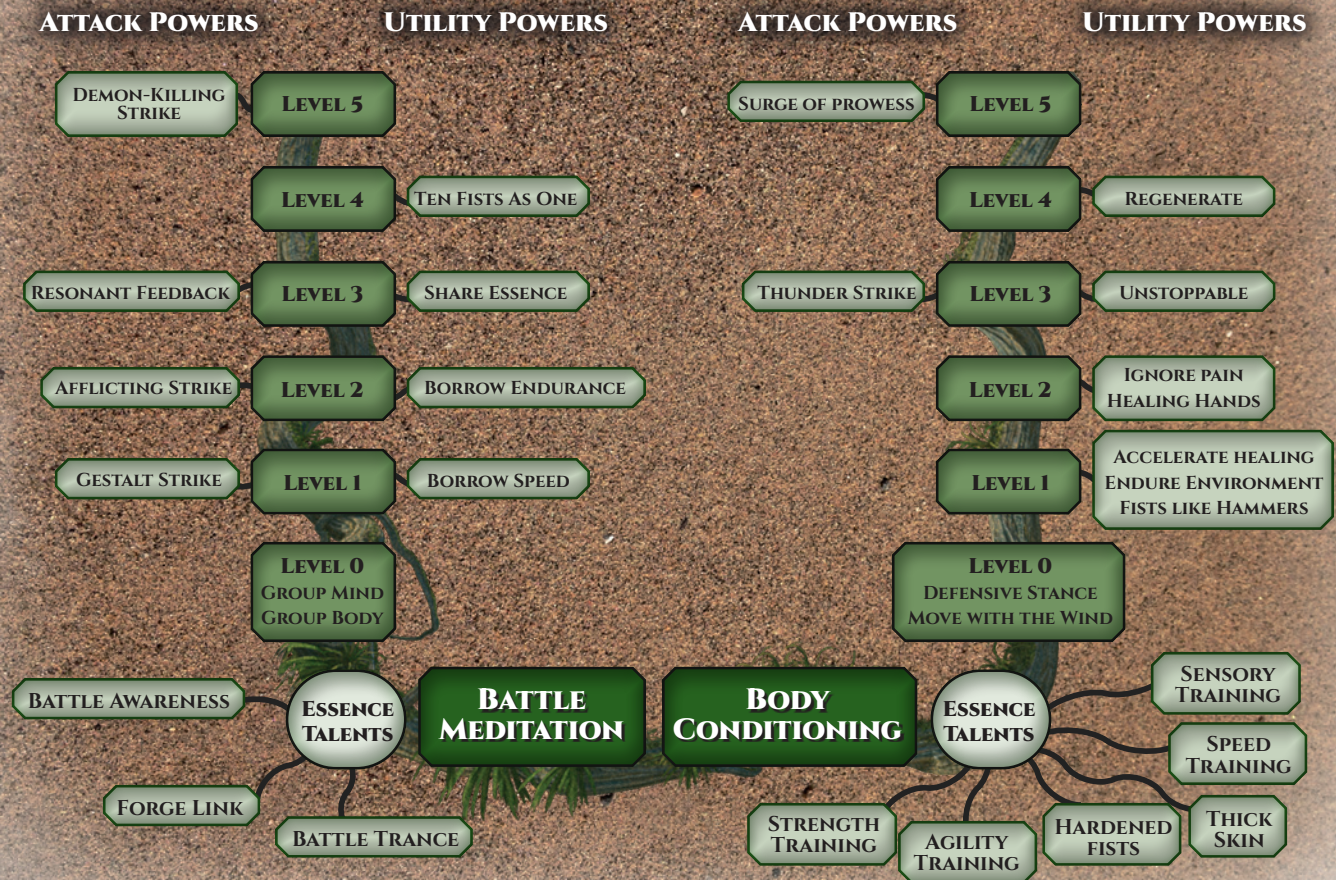
DISTRIBUTED PAIN

UTILITY 1

Special You must have a group mind established

When you take damage, you can use a triggered action to use this power. When you do, you distribute that damage as equally as possible among all participants in the group mind, though a participant must be willing to take the damage in order for you to distribute any of it to that participant. If the damage can't be divided equally, you take any remainder.

BLACK ISLE ORIGIN



GESTALT STRIKE ATTACK 1

Special You must have a group mind established

As part of using this power, you make an unarmed or weapon attack. Any participants in your group mind can increase your damage by 1d6 by taking a triggered action to do so.

BORROW SPEED UTILITY 1

Special You must have a group mind established

When you use this power as an action or a triggered action on your turn, each participant in your group mind can choose to become immobilized for 1 turn. For each participant who chooses to become immobilized, you may immediately move half your speed.

BORROW ENDURANCE UTILITY 2

Duration 1 minute

Special You must have a group mind established

When you use this power, each participant in your group can choose to take 1d6 damage. For each participant who chooses to take the damage, you get a +3 bonus to Health for the duration.

You can spend a Seeker point to get an additional +5 bonus to Health for the duration.

AFFLICTING STRIKE ATTACK 2

Special You must have a group mind established

As part of using this power, you make an unarmed attack. If you hit, you can transfer any afflictions that members of your group mind are suffering to the target of your attack. Any transferred afflictions immediately end on members of your group mind, and the target of your attack gains all of those afflictions for 1 round each. As the conduit of these afflictions, you take 1 Strain.

SHARE ESSENCE UTILITY 3

Target One member of your group mind

Special You must have a group mind established

As part of using this power, your target expends a use of one of his own Essence powers. The Essence power has its normal effect, but you are the originator of that effect and get to make all choices associated with the use of that power. For all intents and purposes, it's as if you used that power.

RESONANT FEEDBACK

ATTACK 3

Target Each member of your group mind**Special** You must have a group mind established

You strike with the fists of the participants of your group mind. For each member of your group mind, excluding yourself, choose one creature within that member's reach. Make an unarmed strike attack against each target. You may use Will in place of the attribute you would normally use. For each attack you make after the first you make the attack roll with 1 bane. On a success, the attack deals 1d6 extra damage.

TEN FISTS AS ONE

UTILITY 4

Duration 1 minute**Special** You must have a group mind established

When you use this power, each member of your group mind can choose to take 1 bane on either Strength or Agility attack rolls for the duration. For each one who chooses to take a bane, your unarmed attacks deal 1d6 extra damage for the duration.

When this power's duration elapses, you can choose to extend it by 1 minute. If you do, either expend another use of this power or take 1 Strain.

DEMON-KILLING STRIKE

ATTACK 5

Target One creature you can reach**Special** You must have a group mind established

Your group mind ends immediately and you take 1 Strain. Make a Strength or Agility attack roll with 2 boons against the target's Agility. On a success, the target takes 9d6 damage. A creature incapacitated by this damage is immediately slain.

Attack Roll 20+ The target takes 3d6 extra damage.

BODY CONDITIONING

Those from the Black Isle spend countless hours training, conditioning their bodies to operate at peak performance levels. Some push beyond this, though, turning their Essence inward until they're able to break through the limits of human capability and achieve superhuman feats.

Discovery Benefit: Health +5

BODY CONDITIONING
ESSENCE TALENTS

Strength Training: You make Strength attack rolls and challenge rolls with 1 boon.

Agility Training: You make Agility attack rolls and challenge rolls with 1 boon.

Hardened Fists: Your unarmed attacks deal 1d6 extra damage.

Thick Skin: Increase your Defense by 2.

Speed Training: Increase your Speed by 2.

Sensory Training: Increase your Perception by 3.

BODY CONDITIONING
ESSENCE POWERS

DEFENSIVE STANCE

UTILITY 0

Duration 4 hours

You enter a state of enhanced awareness and endurance, granting a +2 bonus to your Defense for the duration.

When this power's duration elapses, you can choose to extend it by 4 hours. If you do, either expend another use of this power or take 1 Strain.

MOVE WITH THE WIND

UTILITY 0

You move up to twice your Speed. This movement does not trigger free attacks.

Triggered You can use a triggered action on your turn to use this power. If you do so, you instead move up to your Speed without triggering free attacks.

ACCELERATE HEALING

UTILITY 1

You heal damage equal to your healing rate.

Triggered You can use a triggered action on your turn to use this power. If you do so, you instead heal damage equal to half your healing rate.

ENDURE ENVIRONMENT

UTILITY 1

Duration 1 hour

For the duration, you do not have to breathe, you do not have to eat or drink, you are immune to damage from poison, and you ignore the poisoned affliction.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain.

You can spend a Seeker point to also inure yourself to extreme heat and cold for the duration. You do not take damage from environments of extreme heat or cold. An attack that uses heat or cold still damages you, but you take half damage from such an attack.

FISTS LIKE HAMMERS

UTILITY 1

Duration 1 minute

For the duration, your unarmed attacks deal 1d6 extra damage.

When this power's duration elapses, you can choose to extend it by 1 minute. If you do, either expend another use of this power or take 1 Strain.

IGNORE PAIN

UTILITY 2

When you take damage from an attack, you can use a triggered action to use this power and ignore that damage. You still suffer any secondary effects or afflictions associated with the triggering attack. If the attack would have caused you to take damage in excess of your Health, take 1 Strain.

CITY FOLK & COUNTRY FOLK

While not a strict rule, generally speaking people who live in the cities of New Gaia tend to lean toward the Plant Control Essence tree, because it's useful for invention, innovation and business. Those who live in more rural settings focus more on Plant Form, because it helps more with basic survival.

HEALING HANDS

UTILITY 2

Target One creature you can reach

You touch the target, extending your own life energy and Essence into it for a brief period. It heals damage equal to twice its healing rate.

UNSTOPPABLE

UTILITY 3

Duration 1 minute

For the duration, you are immune to the following afflictions: asleep, blinded, charmed, compelled, dazed, deafened, diseased, fatigued, frightened, impaired, poisoned, and stunned. If you use this power while already under the effect of any of these afflictions, they immediately end.

A Black Isler uses regenerate to heal her nearly destroyed face and skull.

When this power's duration elapses, you can choose to extend it by 1 minute. If you do, either expend another use of this power or take 1 Strain.

When you fall victim to any of these conditions, you can use this power as a triggered action if you spend a Seeker point.

THUNDER STRIKE

ATTACK 3

As part of using this power, make an unarmed attack. If you hit, the target takes an additional 4d6 damage and must make a Strength challenge roll with 1 bane or be stunned for 1 round.

Attack Roll 20+ The target takes 2d6 extra damage.

REGENERATE

UTILITY 4

Duration 1 minute

At the end of each round for the duration, you heal damage equal to your healing rate.

SURGE OF PROWESS

ATTACK 5

Duration 1 hour

Choose Strength, Agility, Intellect, or Will and roll 1d6. You gain a bonus to the chosen attribute score equal to the number rolled, up to a maximum score of 20, for the duration. The increase also affects any characteristic associated with the attribute.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain.

NEW GAIA

The majority of the population of New Gaia are bonded to plants and are known as weavers. They have the ability to engineer, control, create, and even become like the plants they live with, and their harmony with nature is unmatched.

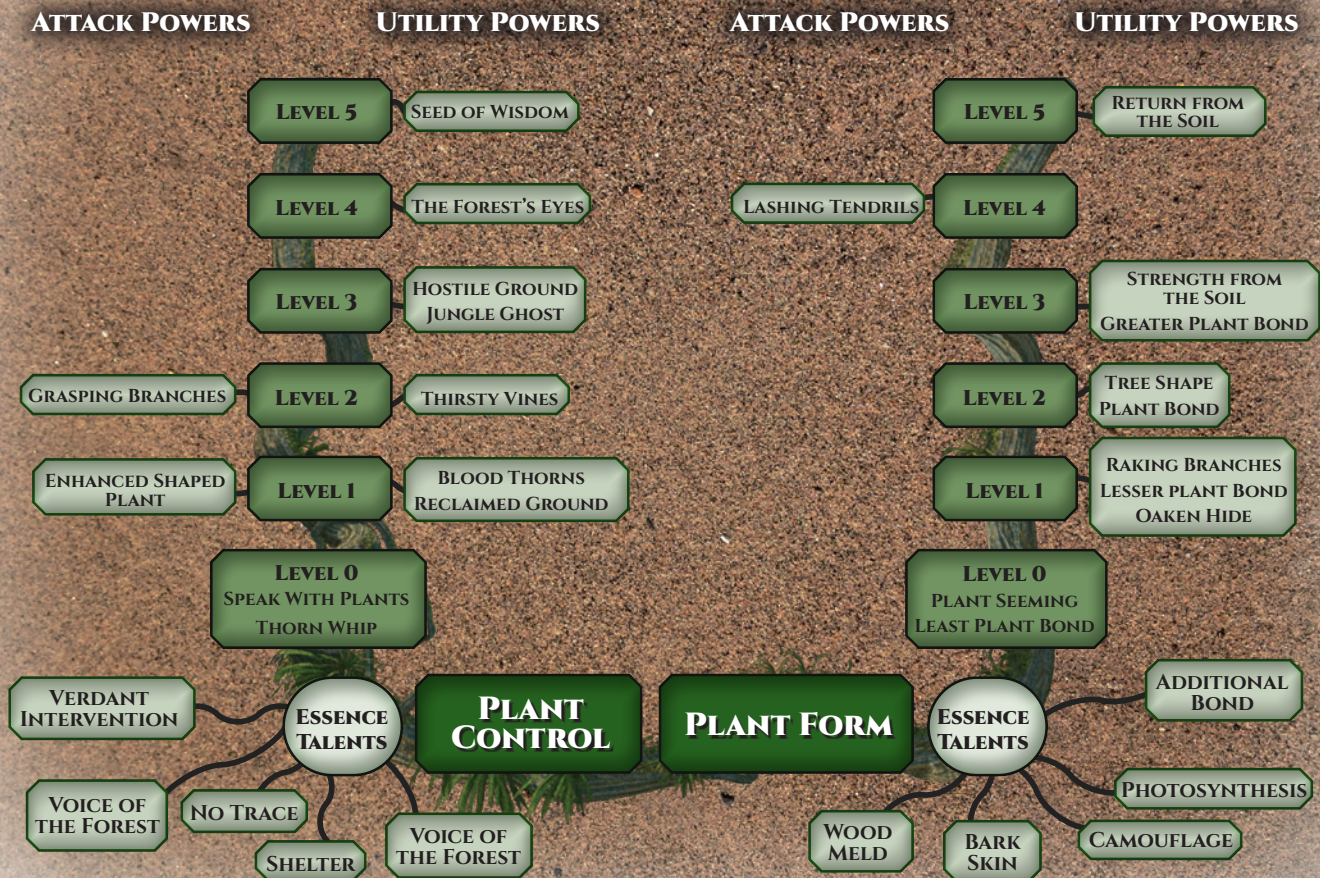
The **Plant Control** Essence tree allows you to harness, create, and manipulate plants in your environment. Invest in this Essence tree if you like the idea of bending nature to your whim.

The **Plant Form** Essence tree focuses on unity with plant life and causes you to become more like the plants you spend your time with. Invest in this Essence tree if you want to take on plant-like aspects, or if you want to make better use of plant-based living gear.

A small portion of the population instead bonds with insects. While these insect-weavers are treated poorly on New Gaia, their powers are extraordinary.

The **Insect Control** Essence tree allows you to call and command insects, to use them as tools or weapons, and to shape them to your purpose. Invest in this Essence tree if calling up swarms of insects to do your bidding sounds like fun.

NEW GAIA ORIGIN: PLANT



The **Insect Meld** Essence tree focuses on becoming more like an insect, gaining the ability to crawl on walls, enhance your reflexes, and even fly or become a giant insect. Invest in this Essence tree if you want weird insect-like powers, or if you want to make better use of insect-based living gear.

PLANT CONTROL

The weavers of New Gaia have the ability to communicate with and control plants. This allows them to accomplish incredible things, including creating specialized plants to accomplish all manner of tasks and provide all manner of conveniences.

Discovery Benefit: *Verdant Path.* Plants move out of your way, cover your tracks, and otherwise aid you as you pass. You ignore difficult terrain caused by plant growth, and any challenge rolls you make to move through or on plants, or to hide in areas of thick vegetation, are made with 1 boon.

PLANT CONTROL ESSENCE TALENTS

Verdant Invention: You know how to create living gear with the plant keyword. In order to create a piece of living gear, your Essence must be equal to or higher

than its rank. For more information on creating living gear, see **Chapter 9**.

Voice of the Forest: Your Verdant Path discovery benefit now grants you 2 boons instead of 1.

The Forest's Quarry: While you're in an area of significant plant growth (a forest, a park, a meadow, etc.), you can use an action or triggered action to designate one creature you can see as your quarry. It remains your quarry until you use this talent again, you leave the area, or the target leaves the area. When you roll to hide from, find, or track your quarry, you make the challenge roll with 1 boon. In addition, you can use an action or triggered action to ask the plants, "Is my quarry near?" The plants will answer you truthfully.

No Trace: When you move across ground containing vegetation, you leave tracks only if you choose to. You can also, as an action, ask plant life around you to dispose of bodies and other inconvenient things and, if the plants are big enough to do so, they will.

Shelter: When you and up to five creatures you designate take a rest in an area of significant plant growth (a forest, a park, a meadow, etc.), you each gain additional healing equal to your respective healing rates.

PLANT CONTROL ESSENCE POWERS

SPEAK WITH PLANTS

UTILITY 0

Duration 1 minute; see the effect

You may ask plants within short range of you questions until you either ask them 5 questions or the duration elapses. The plants will answer you truthfully, but their awareness is limited to the immediate area, and there are certain abstract concepts they may not understand.

THORN WHIP

ATTACK 0

Target One vine you can reach**Duration** 1 hour; see the effect

You convince the target to grow strong and sprout thorns, becoming a potent weapon. While you wield it, the target is a light weapon with reach +1 and finesse that deals 1d3 damage on a hit. The thorn whip counts as a rank 0 piece of living gear with the plant keyword for all intents and purposes. A creature that takes damage from the thorn whip is also impaired for 1 round, wracked by the pain of the whip's tearing thorns. If the target ever leaves contact with your body, it shrivels and becomes a normal dead vine.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain. You can't extend the effect if it ends prematurely.

BLOOD THORNS

UTILITY 1

Target Up to three thorns you can reach**Duration** 8 hours; see the effect

You pluck each target from the plant on which it grows, then pierce your flesh with it, allowing it to drink of your blood. Each thorn deals 1d3 damage to you. Once the targets have drunk your blood, any creature other than you can, as an action, pierce its own flesh with this thorn in order to heal damage equal to its healing rate. Once a thorn is used in this way, it shrivels and becomes a use-less husk.

When this power's duration elapses, you can choose to extend it to 24 hours or add 24 hours to its duration. If you do, either expend another use of this power or take 1 Strain. You can't extend the effect of a given thorn once it's been used.

RECLAIMED GROUND

UTILITY 1

Area A circle on the ground with a 10-yard radius centered on a point within medium range**Duration** 1 hour

Vines, creepers, weeds, tall grass, and other plants break out of the ground in the area, taking it over. It becomes difficult terrain and counts as an area of significant plant growth for all intents and purposes. When the effect ends, the plant growth withers and dies.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain. You can instead choose to take 1d6 Strain when you extend the duration; if you do, the plant growth becomes permanent.

You can spend a Seeker point to increase the circle's radius by 5 yards.

ENHANCE SHAPED PLANT

ATTACK 1

Target One piece of living gear with the plant keyword**Duration** 1 hour

You coax more life and vigor out of the target. For the duration, any attack and challenge rolls made with the target get 1 boon, and if the target deals damage, it deals 1d6 extra damage.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain.

THIRSTY VINES

UTILITY 2

Area A cylinder 5 yards tall with a 5-yard radius centered on a point within medium range**Duration** 1 minute**Special** You must be in an area of significant plant growth

Lashing vines spring from the trees and earth around you, whipping at the wounded and drinking their blood. When any creature in the area takes damage, it takes 1d6 extra damage and is impaired for 1 round.

When this power's duration elapses, you can choose to extend it by 1 minute. If you do, either expend another use of this power or take 1 Strain.

You can spend a Seeker point to designate any number of creatures you can see; they aren't affected by this power.

GRASPING BRANCHES

ATTACK 2

Target Up to five creatures within medium range**Special** You must be in an area of significant plant growth

The trees around you reach down and grasp the targets, holding them. Each target must get a success on an Agility challenge roll or become immobilized for 1 minute. The target can use an action to pry itself free of the grasping trees; doing so requires a successful Strength challenge roll.

HOSTILE GROUND

UTILITY 3

Area A circle on the ground with a 10-yard radius centered on a point within medium range**Duration** 1 minute

Bushes, tall grasses, roots, and brambles grow in the area, all of them springing razor-sharp thorns and spikes. For the duration, the area is difficult terrain and counts as an area of significant plant growth for all intents and purposes. Any creature entering the area or moving across it must make an Agility challenge roll with 1 bane, taking 1d6 damage on a failure. Creatures able to ignore the difficult terrain also ignore the damage.

When this power's duration elapses, you can choose to extend it by 1 minute. If you do, either expend another use of this power or take 1 Strain. You can instead choose to take 1d6 Strain when you extend the duration; if you do, the plant growth becomes permanent.

You can spend a Seeker point to increase the circle's radius by 5 yards.

JUNGLE GHOST

UTILITY 3

Duration 1 minute

For the duration, you can enter a space occupied by a plant of your Size or larger and instantly exit into an open space from another plant of your Size or larger that is within medium range of the plant whose space you entered.

You can spend a Seeker point; if you do, you may exit from any plant of your Size or larger within 1 mile, as long as you've seen with the plant and its surrounding terrain with your own eyes before.

THE FOREST'S EYES

UTILITY 4

Duration 1 hour; see the effect**Special** You must be in an area of significant plant growth

For the duration, you enjoy the following benefits:

- ☞ You can see with your normal vision, but you can also see through the *eyes* of the plants and vegetation and can perceive anything a plant can within long range of you, and can switch between your two perception modes as a triggered action on your turn
- ☞ You see through anything that renders things invisible or hidden
- ☞ When you track a creature, you make any associated challenge rolls with 3 boons
- ☞ Plants around you do not block your line of sight

If you enter an area without significant plant growth, such as a city, before the duration elapses, the effect ends prematurely.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain

SEED OF WISDOM

UTILITY 5

Target One seed from the Great Tree you can reach**Duration** 1 hour; see the effect

You activate the potential of a Seed of Wisdom. Anyone with the Verdant Path discovery benefit can take an action to eat the target, after which they enter an hour-long state of trance. While in this state, the creature can visualize a single location where plants exist that fits inside a cube roughly 10 yards on each side, anywhere in the world. The creature can observe the location for the entire duration, but can only see; the vision doesn't have an auditory component. If the creature takes damage, the trance ends. Seeing an area with this power counts as having seen the area with your own eyes.

PLANT FORM

In New Gaia, those who are most in tune with their Essence bond to plants start to take on aspects of those plants. They can enhance these aspects, becoming more and more plant-like, and they can also develop deeper bonds with plant-based living gear.

Discovery Benefit: You can safely bond to 1 additional piece of living gear with the plant keyword.

PLANT FORM ESSENCE TALENTS

Additional Bond: You can safely bond to 1 additional piece of living gear with the plant keyword. You can add this talent up to four times.

Photosynthesis: You're able to subsist primarily on sunlight and water. You no longer sleep; instead, you must root yourself to the ground for 4 hours during every 24-hour period; doing so counts as a rest. During this time, you're fully alert and awake, but you're immobilized. Rooting or unrooting yourself is an action. As long as you get at least 4 hours of sunlight every day, you never suffer the effects of starvation.

Camouflage: While in an area of significant plant life, you can alter your pigmentation to blend in with your surroundings. This gives you 2 boons on any challenge rolls you make to hide in such environments.

Bark Skin: You grow tough bark over your skin. Increase your Defense by 2, provided you're not wearing armor.

Wood Meld: If you're wielding a weapon made of wood or plant matter, you can physically bond with it. While you're melded with the weapon, you can't be disarmed, and you get 1 boon on all attack rolls you make with it.

PLANT FORM ESSENCE POWERS

PLANT SEEMING

UTILITY 0

Duration 1 hour

You cause yourself to look like a plant for the duration. You decide what kind of plant you look like. You can increase or decrease your apparent height by up to 25 percent, and none of your clothing or gear is visible while you're in this form. While you're indistinguishable from a normal plant in this state, creatures can see you move and are free to draw their own conclusions from such an event.

LEAST PLANT BOND

UTILITY 0

You can expend a use of this power instead of expending a use of a rank 0 piece of living gear, provided the gear has the plant keyword. Any attack or challenge rolls you make with the piece of living gear for the next round get 1 boon.

RAKING BRANCHES

UTILITY 1

Duration 1 minute

Your arms and fingers elongate, growing bark and thorns and becoming claw-like branches for the duration. Your branches function as a martial weapon with finesse and reach +1 that deals 1d6+2 damage, which you can dual-wield. You make any challenge rolls that rely on fine manipulation with 1 bane for the duration.

When this power's duration elapses, you can choose to extend it by 1 minute. If you do, either expend another use of this power or take 1 Strain.

LESSER PLANT BOND

UTILITY 1

You can expend a use of this power instead of expending a use of a rank 1 piece of living gear, provided the gear has the plant keyword. Any attack or challenge rolls you make with the piece of living gear for the next round get 1 boon and, if the living gear deals damage during this time, it deals 1d6 extra damage.

OAKEN HIDE

UTILITY 1

Duration 1 hour

Your skin hardens into tough wood, making you incredibly resistant to harm. For the duration, attack rolls against your Defense, Strength, or Agility are made with 1 bane and you take half damage from weapons. You get 1 boon whenever you try to hide in areas of significant plant life.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain.

TREE SHAPE

UTILITY 2

Duration 1 hour

You become an ambulatory, sentient tree. Your statistics are identical to those of a **large monster**, and you remain in that form for the duration. While in this form, you are sightless and, if you hold still, you are indistinguishable from a normal tree. You are, however, vulnerable to fire and take 2d6 extra damage from any fire-based attacks.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain.

You can spend a Seeker point and take 1 Strain to become a **huge monster** for the duration instead.

PLANT BOND

UTILITY 2

You can expend a use of this power instead of expending a use of a rank 2 piece of living gear, provided the gear has the plant keyword. Any attack or challenge rolls you make with the piece of living gear for the next round get 2 boons and, if the living gear deals damage during this time, it deals 2d6 extra damage.

STRENGTH FROM THE SOIL

UTILITY 3

You must concentrate for 1 minute while in contact with a patch of soil at least 3 yards in diameter. If your concentration is uninterrupted, at the end of that time, you heal damage equal to twice your healing rate and you remove any of the following afflictions from yourself: diseased, fatigued, and poisoned. If, as part of this period of concentration, you are in contact with a corpse, you may consume that corpse as part of the spell, drawing nourishment from it. If you do so, you heal extra damage equal to your healing rate, and you need no further nourishment for the rest of the day. If you're starving or dehydrating, those states end.

GREATER PLANT BOND

UTILITY 3

You can expend a use of this power instead of expending a use of a rank 3 piece of living gear, provided the gear has the plant keyword. Any attack or challenge rolls you make with the piece of living gear for the next round get 2 boons and, if the living gear deals damage during this time, it deals 3d6 extra damage.

LASHING TENDRILS

ATTACK 4

Target Up to five creatures within medium range

Thorn-covered vines spring from your body, lashing out in all directions. Each target takes 3d6 damage and must make an Agility challenge roll. On a failure, the target is moved 6 yards in a direction you choose and then becomes immobilized for 1 minute. When you move, you move each target with you, and you can use a triggered action on your turn to move each target you still hold 6 yards in a direction you choose. If the target comes into contact with a surface before moving all 6 yards, it takes 1d6 damage. The target can use an action to make a Strength challenge roll with 1 bane, freeing itself (and removing the immobilized affliction) on a success. Any vine not attached to a target withers and falls off of you.

RETURN FROM THE SOIL

UTILITY 5

You use this power as a triggered action when you are killed, and it only takes effect if something remains of your body (though a small piece will suffice). You must also be on earth or soil when you die. Your remains merge into the soil upon your death. Eight hours later, you return, emerging from the place where you died, once again alive. When you return, you heal all damage, but you're fatigued until you complete a rest. Any equipment that wasn't on your body when you died remains wherever it was, but equipment that was on your body returns with you. All of your living gear is consumed as fuel to regenerate your body and mind, as are any corpses in the immediate area. If there were no corpses or living gear to consume, you are also impaired until you complete a rest.

If you do not have a triggered action to spend on this power, you can instead spend a Seeker point.

INSECT CONTROL

Perhaps the most feared ability of the insect-weavers is their ability to control insects, to call up swarms and incite them to violence. The insect-weavers don't often use these abilities against their plant-bonded cousins, but the fear still remains.

Discovery Benefit: You get 1 additional boon from your Cloud of Insects, and the extra damage your cloud allows you to deal is increased by 1d6.

INSECT CONTROL ESSENCE TALENTS

Insectile Invention: You know how to create living gear with the insect keyword. In order to create a piece of living gear, your Essence must be equal to or higher than its rank. For more information on creating living gear, see **Chapter 9**.

Swarm Shield: While your Cloud of Insects is active, you have +2 to Defense.

A Thousand Tiny Wings: While your Cloud of Insects is active, you can fall 30 yards without taking damage. After this distance, you take damage normally, minus 30 yards.

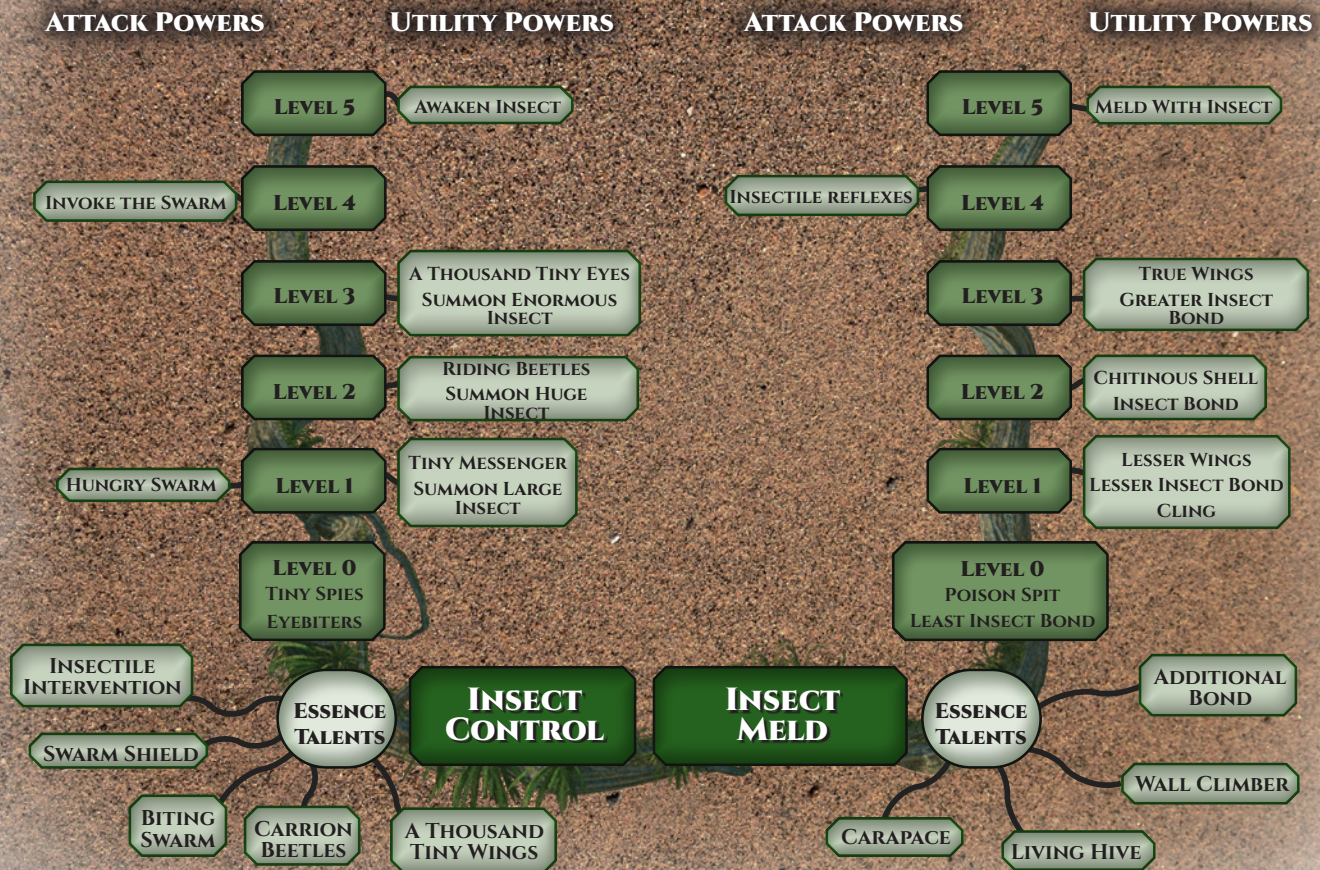
Carriion Beetles: As an action, you can direct your Cloud of Insects to consume a corpse. You lose all benefits of your Cloud of Insects while they're doing so, and it takes them 1 round to consume the corpse, leaving no trace. Once your Cloud of Insects has consumed at least one corpse, you can use an action to consume your Cloud of Insects, gaining nourishment from them. You heal damage equal to your healing rate, but you lose your Cloud of Insects; this doesn't count as your Cloud of Insects being killed. You can summon a new one using the rules under Cloud of Insects.

Biting Swarm: When you use Stinging Swarm on a creature, that creature must succeed at an Agility challenge roll each round or take 1d6 damage from your swarm. This effect ends when you recall your Stinging Swarm, or when it's destroyed.

An insect-weaver uses tiny messenger on an emerald fly to send secrets to the Red Alliance.



NEW GAIA ORIGIN: INSECT



INSECT CONTROL ESSENCE POWERS

TINY SPIES

UTILITY 0

Duration 1 minute; see the effect

You summon insects to gather intelligence for you. Issue the insects a one-sentence command, such as “Follow the man in the green jacket.” The insects will follow your command to the best of their ability for the duration, but they cannot move more than 1 mile from you while doing so; if the target of the command moves beyond this distance, they immediately return to you. Once they return to you, you consume them and immediately learn everything they saw during the duration, though you don’t learn what they heard, tasted, felt, or experienced through any other sense.

When this power’s duration elapses, you can choose to extend it by 1 minute. If you do, either expend another use of this power or take 1 Strain. You can’t extend the effect if it ends prematurely.

You can spend a Seeker point; if you do, the duration is 1 hour, and any time you extend it, you extend it by 1 hour.

EYEBITERS

ATTACK 0

Target One creature within medium range

Make a Will attack against the target’s Strength. On a success, the target is blinded and impaired for 1 round as insects swarm its face and eyes.

TINY MESSENGER

UTILITY 1

Target One insect you can reach
Duration 8 hours; see the effect

You whisper a message to the insect, imbuing it with knowledge. The message can be no longer than 25 words. You must specify a target for the insect, though the target can be vague, such as, “The first person you meet outside this prison,” or specific, such as, “My good friend Veret.” Once you’ve done so, the insect flies unerringly to the recipient using the most direct path possible, at which point it attempts to fly down the recipient’s throat. The recipient can make an Agility challenge roll to avoid this, though they can also choose to fail this roll if they wish. If the recipient succeeds, the insect will try two more times, each time on a subsequent round. After the third time, the insect departs. If the recipient swallows the insect, it immediately learns your message, knows it’s from you, and learns your location. The insect will fly any distance to find your recipient, but if the duration elapses or it is killed before it finds the recipient, the message is not delivered.

When this power's duration elapses, you can choose to extend it by 8 hours. If you do, either expend another use of this power or take 1 Strain. You can't extend the effect if it ends prematurely.

SUMMON LARGE INSECT

UTILITY 1

Area A cube of space, 1 yard on a side, originating from a point within medium range and resting on a solid surface
Duration 1 hour

You summon a larger-than-normal insect to do your bidding. The insect is a compelled **small animal** or **tiny animal**, and it appears in the area. Your insect has the climber, flier, and poisonous traits.

The insect is of a kind appropriate to the environment where you use this power. When the effect ends or the insect becomes incapacitated, it returns whence it came.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain.

HUNGRY SWARM

ATTACK 1

Target One creature within short range
Special Your Cloud of Insects must be active

You send your Cloud of Insects to go and strip the target to the bone. Make a Will attack against the target's Strength. On a success, the target takes 3d6 damage. A living creature that becomes incapacitated by this damage is stripped to the bone and killed instantly.

Attack Roll 20+ The target takes 2d6 extra damage.

SUMMON HUGE INSECT

UTILITY 2

Area A cube of space, 2 yards on a side, originating from a point within medium range and resting on a solid surface
Duration 1 hour

You summon a larger-than-normal insect to do your bidding, or multiple smaller ones. The insect is a compelled **medium animal**, or two compelled **small animals** or **tiny animals**, and they appear in the area. Your insect has the climber, flier, and poisonous traits. At your option, you can summon a **swarm of animals** instead.

The insects are of a kind appropriate to the environment where you use this power. When the effect ends or an insect becomes incapacitated, it returns whence it came.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain.

RIDING BEETLES

UTILITY 2

Area A cube, 10 yards on a side, originating from a point within medium range and resting on a solid surface
Duration 2 hours

A group of 1d6 riding beetles (as **large animal**) come to the area. The beetles are friendly to you and become compelled by any creature that rides them. They cannot attack, but they have the climber trait and can bear riders

while climbing. You can choose to take 1d6 Strain to also give them the flier trait; if they have this trait, they can carry their riders.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain.

If you choose to give your riding beetles the flier trait, you can spend a Seeker point to reduce the Strain you take for doing so by half (minimum 1).

SUMMON ENORMOUS INSECT

UTILITY 3

Area A cube of space, 2 yards on a side, originating from a point within medium range and resting on a solid surface
Duration 1 hour

You summon a larger-than-normal insect to do your bidding. The insect is a compelled **large animal**, two compelled **medium** or **small animals**, or four compelled **tiny animals**, and they appear in the area. Your insect has the climber, flier, and poisonous traits. At your option, you can summon two **swarms of animals** instead.

The insects are of a kind appropriate to the environment where you use this power. When the effect ends or an insect becomes incapacitated, it returns whence it came.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain.

A THOUSAND TINY EYES

UTILITY 3

Duration 1 hour; see the effect

You concentrate for 1 minute, reaching out telepathically to insects in the area and, through them, insects everywhere. During this extended hive mind, you visualize one creature or object. You can visualize a specific thing, such as the spear that killed your father, or a general category, such as a bone axe. When you finish, for the duration you know the location of the creature or object you chose whenever you are within medium range of it. It cannot become hidden from you for the duration. The insects also reveal the path you need to take to reach the creature or object. If multiple subjects match the same description, you know the location of each.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain.

You can spend a Seeker point; if you do, the duration is 8 hours, and any time you extend it, you extend it by 8 hours. The effect ends immediately if you become unconscious.

INVOKE THE SWARM

ATTACK 4

Area A sphere with a 10-yard radius centered on a point within medium range
Duration 1 minute

You call up a swirling, stinging swarm of insects that fills the area. For the duration, insects in the area make attack rolls and challenge rolls with 1 boon, and living creatures other than you in the area make attack rolls

and challenge rolls with 1 bane. Once per round during the duration, as a triggered action on your turn, you can direct the swarm to attack a particular creature. That creature must make a Strength challenge roll or take 2d6 damage. Also, Size 1 or 1/2 living creatures that become incapacitated in the area are instantly killed, stripped to the bone by your swarm.

AWAKEN INSECT

UTILITY 5

Target One insect you can reach
Duration 1 hour

You awaken an insect, giving it sentience and the ability to speak one language of your choice for the duration. In addition, for the duration, the target makes attack rolls and challenge rolls with 2 boons, gains a +20 bonus to Health, and deals 1d6 extra damage with any attack that deals damage.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain. You can instead choose to take 1d6 Strain when you extend the duration; if you do, the effect becomes permanent.

INSECT MELD

Some insect-bonded weavers start to take on aspects of the insects they bond to. These weavers are capable of many of the same things insects are, and are also better able to bond with insect-based living gear.

Discovery Benefit: You can safely bond to 1 additional piece of living gear with the insect keyword.

INSECT MELD ESSENCE TALENTS

Additional Bond: You can safely bond to 1 additional piece of living gear with the insect keyword. You can add this talent up to four times.

Carapace: Your skin is covered in a thin layer of chitin. Increase your Defense by 2 if you're not wearing armor.

Living Hive: Insects live within your body. This makes you immune to the poisoned condition, and you take half damage from poison. In addition, if your Cloud of Insects is destroyed, you can use an action to disgorge a mass of insects to form a new Cloud of Insects. This process is painful and traumatic; you take 1d6 damage. You can still summon a new Cloud of Insects in the usual way, too.

Wall-Climber: You get 1 boon on challenge rolls you make to climb, and you ignore difficult terrain from climbing.

*Dragonfly shield. Works for a fight.
 Works when you're falling.*



INSECT MELD ESSENCE POWERS

POISON SPIT

UTILITY 0

Target One melee weapon or piece of ammunition
Duration 1 minute

You lick the target, covering it with your poisonous secretions. For the duration, the weapon deals an extra 1d6 damage; this damage is considered poison.

LEAST INSECT BOND

UTILITY 0

You can expend a use of this power instead of expending a use of a rank 1 piece of living gear, provided the gear has the insect keyword. Any attack or challenge rolls you make with the piece of living gear for the next round get 1 boon.

LESSER WINGS

UTILITY 1

Duration 1 minute

You use a triggered action to use this power when you fall. Wings sprout from your back and slow your fall, though they're not strong enough to allow you true flight. For the duration, you take no damage from landing after a fall. If you continue to fall after the effect ends, you take damage based on where you continue falling from.

When this power's duration elapses, you can choose to extend it by 1 minute. If you do, either expend another use of this power or take 1 Strain.

LESSER INSECT BOND

UTILITY 1

You can expend a use of this power instead of expending a use of a rank 1 piece of living gear, provided the gear has the insect keyword. Any attack or challenge rolls you make with the piece of living gear for the next round get 1 boon and, if the living gear deals damage during this time, it deals 1d6 extra damage.

CLING

UTILITY 1

Duration 1 hour

For the duration, you can move at your Speed across walls, ceilings, and overhangs, and you never need to make a challenge roll to climb.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain.

CHITINOUS SHELL

UTILITY 2

Duration 1 minute

Your skin hardens, becoming a thick, rubbery chitin. For the duration, you gain a +5 bonus to Health, and attack rolls against you are made with 1 bane.

When this power's duration elapses, you can choose to extend it by 1 minute. If you do, either expend another use of this power or take 1 Strain.

INSECT BOND

UTILITY 2

You can expend a use of this power instead of expending a use of a rank 2 piece of living gear, provided the gear has the insect keyword. Any attack or challenge rolls you make with the piece of living gear for the next round gets 2 boons and, if the living gear deals damage during this time, it deals 2d6 extra damage.

TRUE WINGS

UTILITY 3

Duration 1 hour

For the duration, wings sprout from your back that can bear you aloft, allowing you to fly at your Speed. These wings can only bear you for short distances at a time, so you must always end your movement on a solid surface or else fall.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain.

You can spend a Seeker point; if you do, you only need land once every minute, rather than at the end of your turn.

GREATER INSECT BOND

UTILITY 3

You can expend a use of this power instead of expending a use of a rank 3 piece of living gear, provided the gear has the insect keyword. Any attack or challenge rolls you make with the piece of living gear for the next round get 2 boons and, if the living gear deals damage during this time, it deals 3d6 extra damage.

INSECTILE REFLEXES

ATTACK 4

Duration 1 hour

For the duration, your movement does not trigger free attacks, you impose 2 banes on attack rolls made against you, and you make Agility challenge rolls with 2 boons to resist attacks and other harmful effects.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain.

MELD WITH INSECT

UTILITY 5

Area A cube, 3 yards on a side, originating from a point you can reach

Duration Until you complete a rest; see the effect

You cause an insect to grow to enormous size rapidly, then you merge with the insect, entering its body and assuming control. The insect is a **huge monster** with the climber and flier traits, and it appears in the area. The insect remains for the duration or until incapacitated. It cannot use actions or move independently; you must enter it and merge with its form. While inside, you treat the insect's Defense and Health scores as your own, move at its Speed, have access to its traits, and can use its attack options in place of your own.

PACARI

Those from Pacari have the ability to bond with beasts. This bond expresses itself in two primary ways.

The **Beast Bond** Essence tree focuses on working in tandem with your bondmates and enhancing their abilities. Invest in this Essence tree if you want to build up an entire pack of bondmates and unleash them upon your enemies.

The **Beast Aspect** Essence tree allows a Pacari to take on the physical traits of beasts. Invest in this Essence tree if you want to become more like a beast, fighting with savage fury and natural weapons.

BEAST BOND

Pacari often forge deep bonds with their beast companions. These bonds allow them to communicate with their beasts and other beasts like them, to act in tandem with their beasts more effectively, and to enhance their beasts' capabilities for short periods of time.

Discovery Benefit: You learn to communicate not just with your bonded beast, but with all beasts of that type. For example, if your bonded beast is a wolf, you can communicate with all wolves. You must be within medium range to communicate with a beast other than your bondmate, and being able to communicate with a beast doesn't guarantee that it will be friendly or helpful. If you have more than one bondmate, this benefit applies to all types of beasts you're bonded with.

BEAST BOND ESSENCE TALENTS

Additional Bond: You gain an additional bondmate, using the same rules listed under Bondmate in the Pacari Origin. You can add this talent up to three times, but you cannot have two bondmates of the same size.

Command: When your bondmate makes an attack or challenge roll, you can use a triggered action to grant the triggering roll 1 boon.

Ferocity: When your bondmate makes an attack, you can use a triggered action to cause the triggering attack to deal an extra 1d6 damage.

Pack Recovery: Whenever you heal damage, all of your bondmates heal the same amount of damage.

BEAST BOND ESSENCE POWERS

WALK AMONG BEASTS

UTILITY 0

Duration 1 minute; see the effect

For the duration, animals other than your bondmates lose interest in you. They will not attack you, but neither will they aid you. This effect ends immediately if you make an attack.

When this power's duration elapses, you can choose to extend it by 1 minute. If you do, either expend another

PACARI ORIGIN



use of this power or take 1 Strain. You can't extend the effect if it ends prematurely.

UNLEASH THE PRIMAL UTILITY 0

Target One of your bondmates, which must be within short range
Duration 1 minute

Your bondmate grows in stature and ferocity, its eyes glowing and its countenance becoming more menacing. For the duration, it gets a +2 bonus to Speed, a +5 bonus to Health, and its natural weapons deal an extra 1d6 damage, but you cannot issue it commands and it cannot benefit from your talents.

BEAST SPEECH UTILITY 1

Duration 1 minute

For the duration, you can communicate with any animal that can hear you.

When this power's duration elapses, you can choose to extend it by 1 minute. If you do, either expend another use of this power or take 1 Strain.

AMONG THE SHEEP UTILITY 1

Target One animal you can reach
Duration 1 minute; see the effect

You touch the target, causing it to become hidden from all creatures for the duration. The effect ends immediately when the target attacks.

When this power's duration elapses, you can choose to extend it by 1 minute. If you do, either expend another use of this power or take 1 Strain. You can't extend the effect if it ends prematurely.

COORDINATED STRIKE ATTACK 1

Target One of your bondmates

You and the target each make an attack against the same creature. If both you and the target hit, the creature takes an extra 1d6 damage and falls prone.

PRIMAL PACK UTILITY 2

Target All of your bondmates, all of which must be within medium range
Duration 1 minute

Your bondmates each grow in stature and ferocity, their eyes glowing and their countenances becoming more menacing. For the duration, they each get a +2 bonus to Speed, a +5 bonus to Health, and their natural weapons deal an extra 1d6 damage, but you cannot issue them commands and they cannot benefit from your talents.

PACK ATTACK

ATTACK 2

Target All of your bondmates

You and each of the targets makes an attack against the same creature. If at least two of you hit, the creature takes an extra 1d6 damage and falls prone.

SAVAGE CHARGE

ATTACK 3

Target One of your bondmates, which must be under the effects of Unleash the Primal or Primal Pack

You direct your beast to move up to twice its Speed. At any point during this movement, you can direct it to make an attack with its natural weapon against a creature it can reach. On a success, the target takes the attack's damage plus 4d6 extra damage and falls prone.

BEAST SIGHT

UTILITY 3

Target One of your bondmates, which you must be able to communicate with telepathically**Duration** 1 hour

For the duration, you can perceive through your bondmate's senses. If it has any special senses, such as shadowsight or darksight, you have access to them for the duration. While you are perceiving through your bondmate's senses, you are unaware of your own surroundings and cannot perceive through your own senses. This effect ends prematurely if you take damage, or if you use a triggered action to end it.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain. You can't extend the effect if it ends prematurely.

RIDE BEAST

UTILITY 4

Target One of your bondmates, which you must touch**Duration** 1 hour

Your body dissolves and enters that of your bondmate, making the two of you one being. While you're riding within your bondmate, you have full control of its actions, though you cannot speak with those who cannot understand an animal of your bondmate's type. You treat your bondmate's Strength, Agility, Perception, Defense, and Health scores as your own, move at its Speed, and can use its attack options in place of your own. You have access to all

of its traits, if any. If your bondmate is incapacitated, you are immediately shunted out into a space within reach of your bondmate, and you take 2d6 damage.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain. You can't extend the effect if it ends prematurely.

ENLARGE BEAST

UTILITY 5

Target One of your bondmates, which you must touch
Duration 1 hour

Your bondmate grows in size, becoming a **huge monster** but retaining all of its traits, if any. If the target is incapacitated, this effect ends.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain. You can't extend the effect if it ends prematurely.



A Pacari beast master rides their enlarged beast to lay waste to oncoming blight walkers.

BEAST ASPECT

The Pacari bond with beasts, and this bond often causes Pacari to take on aspects of those beasts. A Pacari bonded with a rhino might get tough skin, for example, while one bonded to a viper might gain the ability to see heat. Those who pursue this Essence tree seek to deepen this bond, taking on more and more bestial aspects.

Discovery Benefit: You have the eyes of a beast. You gain shadowsight.

BEAST ASPECT ESSENCE TALENTS

Bestial Aspect: You take on a physical aspect from one of your bondmates. Choose one of the following benefits, using your bondmates as a guide. You can describe your bestial aspect however you like. You can add this talent up to seven times, each time taking on a different bestial aspect.

- ☞ You gain darksight and increase your Perception by 1.
- ☞ You gain a natural weapon; your unarmed attacks deal an extra 1d6 damage.
- ☞ You gain natural armor; increase your Defense by 2.
- ☞ Increase your Speed by 2.
- ☞ Your size increases by 1 and you get Health +3.
- ☞ You gain one of the following traits, provided one of your bondmates has the same trait: climber, poisonous, or swimmer.

Bestial Countenance: You can manifest your beast traits in a frightening way. Whenever you make an attack or challenge roll to frighten or intimidate someone, you do so with 1 boon.

Animal Magnetism: Something about you is just irresistible. Whenever you make an attack or challenge roll to attract or seduce someone, you do so with 1 boon.

BEAST ASPECT ESSENCE POWERS

INNER BEAST UTILITY 0

Duration 1 minute

Your bestial traits become more pronounced, your claws longer, your muscles more taut. For the duration, you get +2 to Perception, +2 to Speed, and your attacks with unarmed attacks and natural weapons deal an extra 1d6 damage.

When this power's duration elapses, you can choose to extend it by 1 minute. If you do, either expend another use of this power or take 1 Strain.

CATCH THE SCENT UTILITY 0

Duration 1 hour

You gain the ability to track and detect your prey more easily, whether this is because of an acute sense of smell or hearing, the ability to see heat, or something else entirely. For the duration, any challenge rolls you make to detect or

track creatures get 1 boon, and creatures that are invisible or hidden to you get 1 bane on attack or challenge rolls they make against you. When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain.

PRIMAL VIGOR UTILITY 1

As an action or a triggered action on your turn, you can gain one of the following benefits:

- ☞ Remove one of the following afflictions: blinded, deafened, fatigued, or impaired.
- ☞ Remove any penalty to your Health.
- ☞ Heal damage equal to half your healing rate.
- ☞ Spend a Seeker point to remove 1 Strain.

SWIPE ATTACK 1

As part of using this power, you make an unarmed attack. You make the attack roll with 1 boon. On a success, the target takes 2d6 extra damage.

ENVIRONMENTAL ADAPTATION UTILITY 1

Duration 1 hour

You gain one of the following benefits for the duration.

- ☞ Gain +5 to Perception and darksight.
- ☞ You can move across walls, ceilings, and overhangs, and you do not need to make challenge rolls to climb.
- ☞ You can hold your breath for up to 30 minutes, you move your full speed underwater, and you never make challenge rolls to swim.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain.

BEAST'S ATTRIBUTE UTILITY 2

Duration 1 minute

Choose Strength, Agility, Intellect, or Will. For the duration, whenever you make an attack roll or challenge roll with that attribute, you do so with 1 boon.

When this power's duration elapses, you can choose to extend it by 1 minute. If you do, either expend another use of this power or take 1 Strain.

NATURAL ARMOR UTILITY 2

Duration 1 minute

For the duration, you get a +5 bonus to Health, and attack rolls against you are made with 1 bane. When this power's duration elapses, you can choose to extend it by 1 minute. If you do, either expend another use of this power or take 1 Strain.

You can spend a Seeker point. If you do, for the duration, when you are hit by a weapon attack, you may use a triggered action to take half damage.

SAVAGE ONSLAUGHT

ATTACK 3

You move up to twice your Speed in a straight line. During this movement, you can make an unarmed or weapon attack against each creature you can reach during the movement, but no more than once per creature. For each attack after the first, you make the attack roll with 1 bane and the attack deals 1d6 extra damage.

BEAST FORM

UTILITY 3

Duration 1 minute

You take on the form of a beast of your choice. You can grow or shrink when you assume your new form. While in beast form, you cannot speak to those who cannot understand the speech of beasts, but you can speak to beasts of your type. You can still use Essence powers while in your beast form.

If you grow, your Size doubles and you gain a +10 bonus to Health. Your unarmed or natural weapon attacks deal 1d6 extra damage if your new Size is 3 or less, or 2d6 extra damage if your new Size is 4 or more. If you occupy a space not large enough to accommodate your new Size, you take 5d6 damage and the effect ends immediately.

If you shrink, your Size is halved. You deal half damage with your unarmed or natural weapon attacks, you make Strength attack rolls and challenge rolls with 1 bane, and you make Agility attack rolls and challenge rolls with 1 boon. You may choose one of the following traits: climber, swimmer, or poisonous.

You can also choose to become a tiny animal, assuming a size of 1/4 or smaller. If you do so, you deal 1 damage with your unarmed or natural weapon attacks, you make Strength attack rolls and challenge rolls with 2 banes, and you make Agility attack rolls and challenge rolls with 2 boons. You may choose up to two of the following traits: climber, swimmer, flier, or poisonous.

When this power's duration elapses, you can choose to extend it by 1 minute. If you do, either expend another use of this power or take 1 Strain.

PRIMAL SIGHT

UTILITY 4

Duration 1 hour

For the duration, you enjoy the following benefits:

- ☞ You see into areas obscured by shadows and darkness as if those areas were lit.
- ☞ You see through anything that conceals, disguises, or renders things invisible.
- ☞ You recognize those who wield Chaos for what they are.
- ☞ You see creatures that have changed their shape or appearance for what they are.
- ☞ You can use an action to focus your senses in order to detect the presence of creatures around you, even if there are obstacles in the way. You can perceive them through foliage, through doors and other obstructions, and around corners.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain.

SAVAGE RAGE

ATTACK 5

Area A sphere with a radius equal to half your Speed centered on a point you can reach.

You dart about, rending and tearing with wild abandon. Each creature you choose in the area must make an Agility challenge roll with 1 bane. On a failure, it takes 4d6+3 damage. Then move up to half your speed. This movement does not trigger free attacks.

THE SEA

The Seafarers adapt to their surroundings, altering their bodies in strange ways and changing the creatures around them to help them survive on the inhospitable oceans. Some can control these creatures and, some say, even the ocean itself.

The **Adaptation** Essence tree allows you to take on additional mutations, as well as to alter your body in significant ways. Invest in this Essence tree if you want to be able to gain new abilities frequently, or if you want to make better use of living gear.

The **Sea-Calling** Essence tree focuses on calling and controlling sea creatures, manipulating the ocean and weather, and creating living gear. Invest in this Essence tree if you want to command the creatures of the sea and even call up a great sea serpent.

ADAPTATION

The most recognizable and quintessential trait of the seafarers is their ability to adapt: their mutations. All seafarers are born with mutations, but some also learn to control their mutations, to consciously initiate additional mutations, and even to quickly create temporary mutations on the fly.

Discovery Benefit: You get an additional mutation, rolled or chosen from the *Mutations* table in your Origin. If you roll a mutation you already have, reroll until you roll a new one.

ADAPTATION ESSENCE TALENTS

Greater Mutation: Choose a mutation you have; its effects increase as follows:

- ☞ If it deals damage, it deals 1d6 extra damage.
- ☞ If it grants a bonus to Defense, you get +4 Health.
- ☞ If it grants a bonus to Perception, you get shadowsight.
- ☞ If it grants you the ability to breathe underwater, you never have to make challenge rolls to swim, and you get 1 boon on attack rolls and challenge rolls you make underwater.

SEA ORIGIN



☞ If it grants you extra limbs, those limbs become stronger; you get Strength +1.

☞ If it grants a boon, it now grants 2 boons.

Additional Mutation: You get an additional mutation, rolled or chosen from the *Mutations* table in your Origin. If you roll a mutation you already have, reroll until you roll a new one.

Reconfigure Body: When you take a rest, you can choose to enter a state of instability for the next 4 hours. If you have to make any attack or challenge rolls during this time, you do so with 1 bane. Once your state of instability is over, take 1 Strain and swap out one of your mutations for a different mutation. This change lasts until you reconfigure yourself again. If you choose to swap a Greater Mutation for something else, the new mutation is also a Greater Mutation, but you take 2 Strain instead of 1.

Poison Tolerance: Because of your constant exposure to chlorine gas on the seas, you are immune to the poisoned affliction and take no damage from poison.

Additional Bond: You can safely bond to 1 additional piece of living gear with the sea keyword. You can add this talent up to four times.

ADAPTATION ESSENCE POWERS

BIOLUMINESCENCE

UTILITY 0

Duration 1 hour

Your skin glows, shedding light in a 5-yard radius for the duration. While you shed light in this way, you make any challenge rolls to hide with 1 bane.

Mutate You can take 1 Strain to make this effect permanent. If you use this power again while it's permanent, extend the light's radius by 3 yards for 1 hour.

Cancel You can end the effect as an action or a triggered action on your turn. If the effect is permanent, you must spend a use of this power in order to cancel it. This also cancels its permanence.

ALTER APPEARANCE

UTILITY 0

Duration 1 hour

You change your appearance, causing yourself to look like someone else. You decide what you look like. You can increase or decrease your height or weight by up to 25 percent as part of the alteration. You can hide your mutations but doing so also suppresses any benefit they confer for the duration. You can't change your Size with

this power, and it has no effect on your clothing or possessions.

Mutate You can take 1 Strain to make this effect permanent. If you use this power again while it's permanent, you can make additional alterations to your appearance, and you can suppress or reactivate your mutations. All such changes are permanent until you use this power again.

Cancel You can end the effect as an action or a triggered action on your turn. If the effect is permanent, you must spend a use of this power in order to cancel it. This also cancels its permanence.

LESSER SYMBIOTIC MUTATION

UTILITY 1

You can expend a use of this power instead of expending a use of a rank 0 or rank 1 piece of living gear, provided the gear has the sea keyword. Any attack or challenge rolls you make with the piece of living gear for the next round get 1 boon and, if the living gear deals damage during this time, it deals 1d6 extra damage.

NOCTURNAL MUTATION

UTILITY 1

Duration 1 hour

You have darksight for the duration, but you suffer 1 bane on any attack or challenge rolls you make in sunlight.

Mutate You can take 1 Strain to make this effect permanent. If you use this power again while it's permanent, you get +5 to Perception for 1 hour.

Cancel You can end the effect as an action or a triggered action on your turn. If the effect is permanent, you must spend a use of this power in order to cancel it. This also cancels its permanence.

AQUATIC MUTATION

UTILITY 1

Duration 1 hour

For the duration, you can breathe underwater, you can swim at your Speed, you get a +5 bonus to Speed and Perception, and you never have to make challenge rolls to swim. Further, you make all attack and challenge rolls while underwater with 1 boon. However, if you leave the water you must hold your breath or begin to drown, non-aquatic terrain is difficult terrain for you, and you make all attack and challenge rolls with 1 bane while you're not in the water.

Mutate You can take 1 Strain to make this effect permanent. If you use this power again while it's permanent, you get +5 to Speed for 1 hour, and you make attack and challenge rolls underwater with 1 additional boon for 1 hour.

A Seafarer uses aquatic mutation to move at incredible speed through the water in pursuit of a great serpent.



Cancel You can end the effect as an action or a triggered action on your turn. If the effect is permanent, you must spend a use of this power in order to cancel it. This also cancels its permanence.

SPINY PROTRUSIONS

UTILITY 2

Duration 1 hour

You grow spikes and spines all over your body. For the duration, anyone who makes a melee attack against you takes 1d6 damage, and you deal 1d6 extra damage with your melee attacks. However, you cannot wear armor while this power is active, and anyone you make physical contact with must succeed at an Agility challenge roll or take 1d6 damage.

Mutate You can take 1 Strain to make this effect permanent. If you use this power again while it's permanent, your spines deal 1d6 extra damage for 1 hour.

Cancel You can end the effect as an action or a triggered action on your turn. If the effect is permanent, you must spend a use of this power in order to cancel it. This also cancels its permanence.

MALLEABLE FORM

UTILITY 2

Duration 1 hour

Your form becomes malleable; your bones are soft and bendable, your tissues flexible. For the duration, you can move through spaces occupied by other creatures regardless of their Size; you can move through openings as narrow as six inches wide; you take half damage from weapon attacks; and you get 1 boon on challenge rolls you make to contort or hide yourself. However, you make all weapon attack rolls with 1 bane, you deal half damage with weapon attacks, and you cannot wear armor.

Mutate You can take 1 Strain to make this effect permanent. If you use this power again while it's permanent, you get 2 additional boons on challenge rolls you make to contort or hide yourself for 1 hour.

Cancel You can end the effect as an action or a triggered action on your turn. If the effect is permanent, you must spend a use of this power in order to cancel it. This also cancels its permanence.

GREATER SYMBIOTIC MUTATION

UTILITY 3

You can expend a use of this power instead of expending a use of a rank 2 or rank 3 piece of living gear provided the gear has the sea keyword. Any attack or challenge rolls you make with the piece of living gear for the next round get 2 boons and, if the living gear deals damage during this time, it deals 2d6 extra damage.

GROWTH

UTILITY 3

Duration 1 hour

You grow, doubling your size. For the duration, you get a +10 bonus to Health, you make Strength attack

and challenge rolls with 2 boons, and your attacks with melee weapons deal 2d6 extra damage. However, you cannot wear armor of Sizes smaller than your new Size, and you make Agility attack and challenge rolls with 2 banes.

Mutate You can take 1 Strain to make this effect permanent. If you use this power again while it's permanent, your Size increases by 1, you deal an extra 1d6 damage with melee attacks, your Strength attack and challenge rolls get 1 extra boon, and your Agility attack and challenge rolls get 1 extra bane. All such changes last for 1 hour.

Cancel You can end the effect as an action or a triggered action on your turn. If the effect is permanent, you must spend a use of this power in order to cancel it. This also cancels its permanence.

CALCIFY

UTILITY 4

Duration 1 hour

Your body becomes hard and stone-like. For the duration, your Defense becomes 20; you gain a +10 bonus to Health; you are immune to the asleep, blinded, deafened, diseased, fatigued, and poisoned afflictions; and you cannot be moved against your will. However, during this time, you are slowed; you cannot drink, eat, or swim; you sink to the bottom of any body of liquid you enter; and you make all Agility attack and challenge rolls with 2 banes.

Mutate You can take 1 Strain to make this effect permanent. If you use this power again while it's permanent, you take half damage from weapon attacks for 1 hour.

Cancel You can end the effect as an action or a triggered action on your turn. If the effect is permanent, you must spend a use of this power in order to cancel it. This also cancels its permanence.

BE THE FITTEST

UTILITY 5

Duration 1 hour

Choose Strength, Agility, Intelligence, or Will and roll 1d6. You gain a bonus to the chosen attribute score equal to the number rolled, up to a maximum score of 20, for the duration. This increase also affects any characteristic associated with the attribute.

Mutate You can take 1 Strain to make this effect permanent; you also take 1 Strain every time you take a rest for as long as this effect is permanent. If you use this power again while it's permanent, choose a different attribute to apply the bonus to and reroll the d6. You lose your bonus to the previous attribute.

Cancel You can end the effect as an action or a triggered action on your turn. If the effect is permanent, you must spend a use of this power in order to cancel it. This also cancels its permanence.

SEA-CALLING

Those who ply the waves have learned to tame sea creatures, causing them to grow into useful forms. They also learn to control the sea itself, exerting their will over the waves and the weather in order to assure that they are the best sailors on the seas.

Discovery Benefit: Whenever you roll with any boons from your Sailor profession, you roll with 1 additional boon.

SEA-CALLING ESSENCE TALENTS

Craft Sea Creature: You know how to create living gear with the sea keyword. In order to create a piece of living gear, your Essence must be equal to or higher than its rank. For more information on creating living gear, see **Chapter 9**.

Shipwright: You know how to create living ships. To create a living ship, you must meet that ship size's Essence requirement; you must spend raw materials in the form of gems and time; and you must invest Essence in the form of Seeker points spent or Strain taken (in any combination), according to the table below.

LIVING SHIP CREATION BY SIZE

Small Living Ship	3	7,500 sapphires	10	3 weeks
Medium Living Ship	4	12,500 sapphires	15	2 months
Large Living Ship	5	25,000 sapphires	20	4 months

The Essence and materials costs need not be spent all at once, and the time need not be uninterrupted. Once all costs have been paid, you have a new living ship, ready to be helmed.

Helmsman: You can forge a bond with a living ship, allowing you to control and pilot it. To do so, make a Will attack with 1 boon against the ship's Will while you're in contact with its helm. If you succeed, the ship is compelled until you sever your connection to it, and you make any challenge rolls related to piloting or navigating it with 1 boon for the duration.

Sea Hunter: Whenever you make an attack roll against a creature with the swimmer trait, you do so with 1 boon and deal 2d6 extra damage.

SEA-CALLING ESSENCE POWERS

FRIENDLY CURRENT

UTILITY 0

Duration 1 hour

You stir the waters around you such that the current speeds you, or your ship, on your way. Your ship's speed is increased by half for the duration. If you're not in a ship, you get +5 to your speed while you're in the water, and any rolls you make to swim get 2 boons.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain.

SEA TONGUE

UTILITY 0

Duration 1 minute

For the duration, you can communicate with any animal or monster within medium range, provided it has the swimmer trait. This doesn't guarantee that the creature will be friendly or cooperative.

When this power's duration elapses, you can choose to extend it by 1 minute. If you do, either expend another use of this power or take 1 Strain.

TAME SEA CREATURE

UTILITY 1

Target One animal or monster with the swimmer trait that you can see within short range

Make a Will attack roll against the target's Will. You make the attack roll with 1 boon if you're under the effect of the *sea tongue* power. If the target's Health is higher than yours, the power automatically fails and its use is wasted.

On a success, the target becomes charmed until you complete a rest. It accompanies you on your adventures and helps you to the best of its ability, though it remains under the Keeper's control.

You can have a number of sea creatures charmed this way equal to your Essence score. If using this power causes you to exceed this number, the effect automatically ends on the creature affected for the longest time.

Attack Roll 20+ The target becomes permanently charmed.

CALL SMALL SEA CREATURE

UTILITY 1

Area A cube of space, 1 yard on a side, originating from a point within medium range and resting on a solid surface or an area of water

Duration 1 hour

A compelled **small animal** or **tiny animal** appears in the area. The creature has the swimmer trait, and a tiny animal can have one additional trait from the following list: climber, poisonous, or flier.

The creature is of a kind appropriate to the environment where you used the power. When the effect ends or the creature becomes incapacitated, it returns whence it came.

SHAPE SEA CREATURE

ATTACK 1

Target One tiny or small animal or monster with the swimmer trait you can reach

You touch the target, causing its body to twist and mutate, shaping it into a form that benefits you. Make a Will attack against the target's Will. On a success, the target takes 3d6 damage. If this damage incapacitates the target, you reshape its body into a form that suits you, turning it into a short-lived piece of living gear. It counts as a piece

of consumable living gear with the sea keyword, and provides one of the following benefits for the next hour while it's attached to you:

- ☞ You are immune to the poisoned and diseased conditions and you take no damage from poison or disease.
- ☞ You gain darksight.
- ☞ You can breathe underwater.
- ☞ When you heal damage, you heal 1d3 extra damage.
- ☞ Choose Strength, Agility, Intellect, or Will. You get 1 boon on all attack rolls and challenge rolls with that attribute. However, when the duration expires, you get 1 bane on attack rolls and challenge rolls with the same attribute for 1 hour.

You can spend a Seeker point to choose two benefits from the list instead of one.

CALL MEDIUM SEA CREATURE

UTILITY 2

Area A cube of space, 1 yard on a side, originating from a point within medium range and resting on a solid surface or an area of water
Duration 1 hour

This power works like *call small sea creature*, except that a compelled **medium animal**, **small animal**, **small monster**, or **tiny animal** appears inside the area. The creature has the swimmer trait, and a small or tiny animal can have an additional trait from the following list: climber, poisonous, or flier.

CALL SCALDING SPOUT

ATTACK 2

Area A circle with a 5-yard radius centered on a point on the ground or water within medium range

You reach deep down and call up a spout of scalding water, which erupts from the area, climbing 2d6 yards before raining onto the surrounding area out to half that many yards beyond the area of this power.

The force of the water moves unsecured objects of Size 1 or smaller 1d6 yards away from the origin point and ex-

tinguishes unprotected flames. Each creature in the area takes 2d6+2 damage from the hot water and must make an Agility challenge roll. The creature falls prone on a failure, and takes half damage on a success.

CALL LARGE SEA CREATURE

UTILITY 3

Area A cube of space, 2 yard on a side, originating from a point within medium range and resting on a solid surface or an area of water
Duration 1 hour

This power works like *call small sea creature*, except that a compelled **large animal**, **medium animal**, **medium monster**, **small animal**, **small monster**, or **tiny animal** appears inside the area. The creature has the swimmer trait, and a medium or smaller animal or small monster can have an additional trait from the following list: climber, poisonous, or flier.

STORMCALLER

ATTACK 3

Area A cylinder, 10 yards tall with a 10-yard radius, centered on a point within long range
Duration 1 minute

Dark clouds gather over the area, and a violent storm erupts. The area is partially obscured by mist and rain and, for the duration, creatures within the area and within 5 yards of the area's edge are deafened. The ground in the area becomes difficult terrain due to slippery mud; the deck of a ship or the waters of a body of water are similarly affected.

When you use this power, at the end of each round for the duration, hail deals 3d6 damage to anything in the area that does not have shelter. Each creature that takes damage this way must make an Agility challenge roll. It falls prone on a failure, and takes half damage on a success.

You can, at your option, expend a use of this power to calm a natural storm, dispersing it over the course of 1 minute and calming the weather within 1 mile. A storm created by this power does not count as a natural storm.

CALM SEA CREATURES

UTILITY 4

Target Any number of animals or monsters with the swimmer trait within medium range, or a single sea serpent

Each target must make a Will challenge roll with 1 bane. On a failure, it becomes charmed until you attack it or until you complete a rest. While charmed in this way, the creature becomes impaired if it is beyond short range of you.

CALL SERPENT

UTILITY 5

Area A cube of space, 4 yards on a side, originating from a point within medium range in an ocean
Duration 1 minute

One compelled **sea serpent** of Size 3 or smaller appears in the area. When the effect ends or the serpent becomes incapacitated, it returns whence it came.

Water moccasin mask.
Allows for breathing
underwater and delivering
poisonous attacks.





A skimmer uses Meteoric Leap to devastate her enemies.

SKY CITY

The people of Sky City use their bond with blice crystals to learn to manipulate gravity, jump great distances, and even fly. The Skimmers have also perfected their own unique martial art.

The **Gravity Manipulation** Essence tree grants you powerful gravitational attacks and effects, and also allows you to wield oversized weapons and wear heavier armor more easily. Invest in this Essence tree if you want to move people around, control gravitational effects, and wield two-handed weapons in one hand.

The **Sky-Dancing** Essence tree represents a unique martial art created by the Skimmers that capitalizes on their speed, agility, and ability to become lighter than air. Invest in this Essence tree if you want to be able to make great leaps, avoid deadly attacks, and fly.

GRAVITY MANIPULATION

The people of Sky City can learn to manipulate gravity not just around themselves, but around others. They also learn techniques for making their gear lighter, or for making large, unwieldy weapons lighter and easier for them to wield.

Discovery Benefit: You've learned to manipulate your personal gravity such that you can carry more. When calculating how many objects you can carry before being encumbered, add 5 to your Strength score.

GRAVITY MANIPULATION ESSENCE TALENTS

Weapon Grace: You treat all one-handed melee weapons as if they have the Finesse property, and you ignore the Cumbersome property on all such weapons. You can add this talent twice; if you add it a second time, apply its effects to two-handed weapons as well.

Armored Grace: When determining whether or not you are strong enough to wear a piece of armor, use Agility instead of Strength.

Safe Fall: You can fall twice as far as normal without taking damage. If a creature within short range of you falls, you can use a triggered action to apply this effect to that creature for 1 round; if you do so, it doesn't apply to you for the duration.

Long Shot: Increase the range of any ranged weapon you wield by 1 step (short to medium, medium to long, etc.).

GRAVITY MANIPULATION ESSENCE POWERS

SINGLE-HAND STYLE

UTILITY 0

Target One or two melee weapons on your person that require 2 hands to wield

Duration 1 minute; see the effect

For the duration, treat the targets as if they were one-handed weapons. If a target leaves your person, the effect ends on that target.

SKY CITY ORIGIN

ATTACK POWERS

UTILITY POWERS

ATTACK POWERS

UTILITY POWERS



Reverse You can reverse this power after you use it as part of an attack action. If you do, any attack rolls you make as part of the attack action get 1 boon and the attacks deal 1d6 extra damage, but the power immediately ends.

FORCE BLAST ATTACK 0

Target One creature or object within short range

You unleash a light blast of gravitational force against the target. Make an Intelligence attack roll against the target's Strength. On a success, the force moves the target 1d6 yards away from you.

Reverse You can reverse this power, drawing the creature toward you instead of pushing it away.

GRAVITY WELL ATTACK 1

Area A sphere with a 6-yard radius, originating from a point within medium range

Gravity draws all creatures and objects within the sphere toward its center. Each creature in the area must get a success on a Strength challenge roll or be moved 1d6 yards toward the origin point of this power. Flying creatures make the roll with 1 bane.

Reverse You can reverse this power, pushing creatures away from the origin point instead of pulling them toward it.

GRAVITY STRIKE ATTACK 1

Target One melee weapon you wield

When using this power, you make a weapon attack, increasing the gravity on that weapon to drive it home even harder. You make the attack roll with 1 boon and can use either Intellect or Agility instead of the attack's normal attribute. On a success, the target takes 2d6 extra damage.

Reverse You can reverse this power as a triggered action in response to a melee weapon attack being made against you. When you do, you target the attacker's weapon, making it suddenly lighter. The triggering attack roll is made with 1 bane and, if it hits, it deals half damage. This use of *gravity strike* is a utility power.

SLOWFALL UTILITY 1

Target One creature within long range

You use a triggered action to use this power when you see the target fall. For the duration of the fall, the target

takes no damage from landing. This power doesn't affect subsequent falls unless you use it again.

Reverse You can reverse this power to instead accelerate the creature's fall. Unless the target succeeds on an Agility challenge roll, it takes 2d6 extra damage from the fall and lands prone. This use of *slowfall* is an attack power.

OPTIMIZE GRAVITY

UTILITY 2

Target One creature you can reach
Duration 1 minute

You touch the target. For the duration, the target gets a +3 bonus to Speed, its jump distance is doubled, and attack rolls against the target are made with 1 bane.

Reverse When you reverse this power, the target must succeed on a Strength challenge roll. If it fails, for the duration it is slowed and attack rolls against the target are made with 1 boon. This use of *optimize gravity* is an attack power.

GRAVITY SURGE

ATTACK 2

Target Up to three creatures or objects within long range

You manipulate the gravity around the targets such that it pulls them in multiple directions at once. For each target, make an Intellect attack roll against the target's Agility. On a success, the target takes 1d6 damage and is impaired for 1 round.

Reverse You can reverse this power to instead strengthen the gravitational fields around the targets. Each target must succeed on an Agility challenge roll or be immobilized and impaired for 1d3 rounds.

WHAT GOES UP

ATTACK 3

Area A cylinder, 4 yards tall with a radius of 4 yards, centered on a point within long range

You fling all creatures in the area straight up. Each creature in the area must make a Strength challenge roll; Size 1 or smaller creatures make the roll with 1 bane. On a failure, the creature is moved 5d6 yards straight up, at which point it falls normally.

Reverse When you reverse this power, you instead push creatures in the area down. Each creature in the area must make a Strength challenge roll; Size 1 or smaller creatures make the roll with 1 bane. On a failure, each creature takes 2d6 damage, falls prone, and is immobilized for 1d3 rounds. Flying creatures that fail their challenge rolls fall, taking the 2d6 damage as extra damage above and beyond falling damage.

METEORIC LEAP

ATTACK 3

You fly up to twice your speed, then land. When you land, a shockwave spreads out through the ground in a 4-yard radius from a point within your space. Each creature on the ground must make an Agility challenge roll. On a failure the creature takes 2d6 damage and falls prone.

Reverse You can reverse this power to instead land lightly. When you do so, you fly up to three times your speed and land normally. This use of *meteoric leap* is a utility power.

SINGULARITY

ATTACK 4

Area A sphere with a 10-yard radius, originating from a point within long range
Duration Concentration, up to 1 minute

You create a powerful well of gravity that draws all creatures and objects in the area into itself. Anything in the area take 3d6 damage. Objects that take this damage are drawn directly to the origin point of the singularity. Each creature damaged in this way must make a Strength challenge roll. On a failure, it is moved 1d6 yards toward the origin point and is immobilized. On a success, it takes half damage and is slowed instead. A creature that starts its turn within the area of the singularity must repeat this challenge roll, but does not take more damage, even on a failure.

Reverse You can reverse this power to instead push creatures away from the origin point. In this case, the duration becomes instantaneous and, instead of being drawn 1d6 yards toward the origin point, creatures who fail their Strength challenge rolls are flung 5d6 yards away from the origin point. A creature that encounters a solid surface before moving the full distance takes 1d6 damage plus 1d6 damage per 5 yards remaining in this movement (rounded down). Objects that take the initial damage from this power are scattered in random directions.

GRAVITY SHIELD

UTILITY 5

Duration 4 hours; see the effect

You gain a +5 bonus to Defense for the duration. The next time a creature within short range of you would get a success on an attack roll against you, this effect ends and the success automatically becomes a failure. The triggering creature must make a Strength challenge roll. On a failure, it takes 10d6 damage, is moved 2d6 yards away from you, and falls prone. It takes half damage on a success.

You can spend a Seeker point when you're struck by an attack from a creature within short range while under this effect. If you do so, the normal effect for being struck by an attack doesn't trigger; instead, you take normal damage from the attack and the triggering creature must make a Strength challenge roll or be pushed 1d6 yards away from you, and you retain the +5 bonus to defense. You can do this as many times as you like, provided you have the Seeker points to do so. The first time you choose not to spend the Seeker point, the normal effect of being struck occurs and the effect ends.

Reverse You can reverse this power to bind an unstable gravitational field to a creature. Make an Intellect attack against the Agility of a creature within short range. On a success, you destabilize the creature's gravitational field for 1 minute, granting 2 boons on any attacks made

A Sky Canon projects Blice crystals, which shatter on impact.



against it for the duration. The first attack that hits the target ends this effect, dealing an extra 7d6 damage, knocks the creature prone, and immobilizes it for 1 round. This use of *gravity shield* is an attack power.

SKY-DANCING

Perhaps the most iconic ability of the denizens of Sky City, the art of sky-dancing wraps speed, agility, defense, aerobic leaps and maneuvers, and even flight into a complex and unique martial art that nobody else can quite replicate.

Discovery Benefit: You learn the *sky dance* power.

SKY-DANCING ESSENCE TALENTS

Aerobic Attack: You get 1 boon on any weapon attack rolls you make while in the air or above your target.

Run on Anything: You can make yourself light enough that you're able to run on walls, narrow surfaces such as rope, and even across liquids, all at your normal Speed. You must end your movement on a solid horizontal surface, though, or you fall prone, fall off the surface, sink into the liquid, or suffer some other appropriate consequence. You can't use this talent if you're wearing armor.

Swift as Wind: Increase your Speed by 3, provided you're not wearing armor.

Light Steps: When you make a challenge roll to move quietly, you do so with 1 boon.

Armored Agility: You can wear light armor and still use powers and talents from this tree.

Missile Deflect: When you're attacked with a ranged weapon wielded by a creature you can see, you can use a triggered action to alter your gravitational field, causing missiles to go awry. Choose one effect:

- ☞ For 1 round, all ranged weapon attacks against you suffer 1 bane.
- ☞ The triggering ranged weapon attack suffers 2 banes and, if it misses, you can make an Intellect attack against the target's Defense. If you hit, you reflect the attack back at the target, dealing damage to the target according to the triggering ranged attack.

SKY-DANCING ESSENCE POWERS

SKY DANCE

UTILITY 0

Duration 1 minute

You enter a state of lightness and agility that allows you to perform the martial art called sky-dancing. You cannot wear armor while sky-dancing unless you have the Armored Agility talent. While in this state, you get +2 to your Defense and +3 to your Speed.

When this power's duration elapses, you can choose to extend it by 1 hour. If you do, either expend another use of this power or take 1 Strain.

GREAT LEAP

UTILITY 0

You jump 200 yards. If you get a running start, you jump 500 yards. If you're sky-dancing, double these values.

SWIFT ACTION

UTILITY 1

Special You must be sky-dancing

If you use this power as a fast action, you can take a normal action and move half your speed. If you use this power as a slow action, you can take a normal action and move twice your speed.

If the action you take is an attack, you can spend a Seeker point to make a second attack during your turn.

CUT LIKE WIND

ATTACK 1

Target One creature or object within short range

Special You must be sky-dancing, and you must be wielding a melee weapon

You hurl your melee weapon at the target, causing it to whirl and cut. Make an Intelligence attack roll against the target's Strength. On a success, the target takes 2d6+3 damage. After the attack, your weapon returns to your hand.

Attack Roll 20+ The target takes 2d6 extra damage.

SILENT STEPS

UTILITY 1

Special You must be sky-dancing

For as long as you remain sky-dancing, you don't make sound unless you choose to. This grants you 2 boons on any rolls you make to sneak. If you stop sky-dancing, this effect ends.

LIGHT AS AIR

UTILITY 2

Special You must be sky-dancing

For as long as you remain sky-dancing, you don't take damage from falling. In addition, you can stand on any surface that would bear at least 1 pound of weight. If you stop sky-dancing, this effect ends.

SWIFT STRIKES

UTILITY 2

Duration 1 minute

Special You must be sky-dancing

For the duration, when you make a melee weapon attack, you do so with 1 boon.

When this power's duration elapses, you can choose to extend it by 1 minute. If you do, either expend another use of this power or take 1 Strain.

WALK THE WIND

UTILITY 3

Special You must be sky-dancing

For as long as you remain sky-dancing, you can levitate. You do not fall if you do not wish to, and you can move up or down at half your normal speed. You can't move horizontally unless you have handholds—in which case you can move at half your speed—or some form of propulsion. Most sky-dancers use spore packs to allow them to fly more effectively.

STEP ASIDE

UTILITY 3

Special You must be sky-dancing

You can use a triggered action to use this power when a creature gets a success on an attack roll against you. The success instead becomes a failure, and you move your Speed without triggering free attacks.

TURN THE BLADE

ATTACK 4

Target One creature within short range

Duration 1 minute; see the effect

Special You must be sky-dancing

For the duration, the target gets 1 bane on any weapon attacks against you. If the target succeeds on an attack roll against you, you can use a triggered action to end this effect. If you do, the success instead becomes a failure, and you can immediately make a weapon attack against the target. If you hit, you deal 3d6 extra damage.

SKY-DANCING MASTERY

UTILITY 5

Duration 1 minute

Special You must be sky-dancing

You enter a state of heightened awareness, speed, and agility. For the duration, you cannot use Essence powers but gain all of the following benefits:

- ☞ You gain a +3 bonus to Defense and a +15 bonus to Health.
- ☞ You make Agility attack rolls and challenge rolls with 1 boon.
- ☞ Your melee weapon attacks deal an extra 2d6 damage.
- ☞ You can use a triggered action on your turn to expend 1 use of a Sky-Dancing power. If you do, you extend this effect's duration by a number of minutes equal to the power's rank.

You can dismiss this effect as a triggered action on your turn, if you wish. If you spend a Seeker point, you can also fly at your Speed for the duration, though you must always end your movement on a solid surface.

THE MAINLAND

People from the mainland don't have Essence bonds with anything in their environment when they're born. Because their Essence is, effectively, unbonded, mainlanders can forge strong bonds with symbiotic living gear or even with the primal force of Chaos.

The **Chaos** Essence tree is powerful, dangerous, and rife with risk...and reward. Chaos is addictive and potentially deadly to the wielder, and Chaos-wielders often bring destruction and discord where they go, but no force humans can control is more powerful. Invest in this Essence tree if you want enormous power and are willing to accept the risk and the cost.

The **Symbiosis** Essence tree allows mainlanders to forge deep bonds with the living gear of Asunder, allowing them to use that gear more effectively and more often than anyone else in the world. Invest in this Essence tree if your eyes light up when you peruse the living gear section in **Chapter 9**.

CHAOS

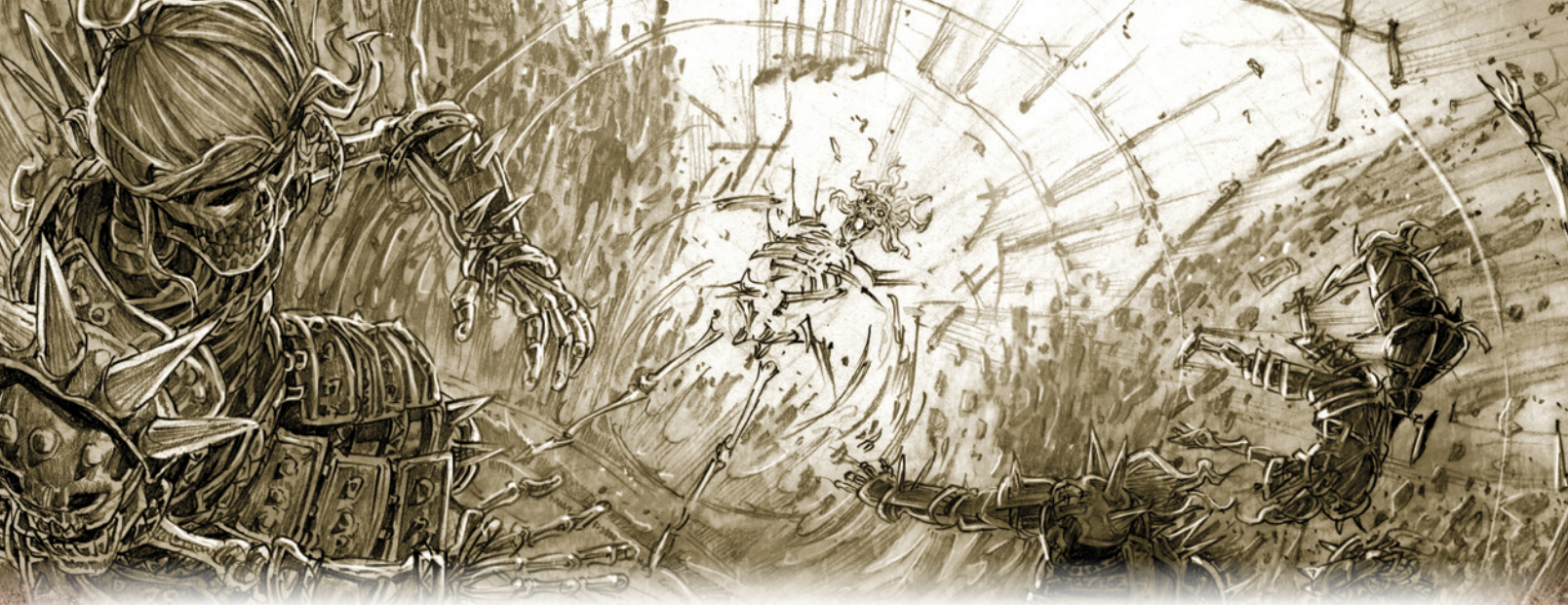
Chaos is a dangerous and unpredictable force. Those who seek to bond with it do so at their own peril; many destroy themselves in the process, and those who survive often live short lives full of destruction, violence, and hedonism. Despite this, many still seek it out. Chaos allows you to reshape and control the fundamental building blocks of reality, and it is easily the most powerful force that humans can harness. It's exceedingly dangerous, though, and more addictive than any drug.

Discovery Benefit: There is no discovery benefit for Chaos. Instead, there are special rules that affect only Chaos-wielders, listed below.

BENEFITS AND DRAWBACKS OF CHAOS

Chaos is an incredibly powerful force. Because of this, every Chaos power has a **push** notation. Any Chaos power can be used with relative safety, but in order to use a Chaos power to its true potential, you must take a risk. Every time you push a Chaos power, apply the push effect listed under that power. You can push as many times as you like on a single use of a Chaos power. After you've resolved the effect of the power, roll 1d6 for each push you applied to it. For every 1d6 that comes up odd, you must choose to either take 2d6 damage or 1d6 Discord.

There's no way to reduce the damage you receive from using a Chaos power; not even the *deny death* power reduces this damage. Further, if you're incapacitated by damage you receive from using a Chaos power, you explode. This kills you and forces every creature within short range of you to make an Agility challenge roll or take 1d6 damage for every point of Discord you had when you died; each target also takes 1d6 Discord whether they succeed or fail. The area becomes a Chaos



A Chaos-wielder explodes after pushing a chaos power too far.

site with a rank equal to the amount of Discord you had when you died.

Further, Chaos is incredibly addictive. Using a Chaos power in the heat of battle causes a euphoric rush that you can only sustain by continuing to use Chaos powers.

The first time you use a Chaos power during a particular battle, your euphoria starts. While under the effects of euphoria, you gain 1 boon on all attack and challenge rolls. However, in order to maintain your euphoria, you must use a Chaos power every turn.

As soon as you go a full turn without using a Chaos power, you crash; you lose the boon granted by your euphoria and instead gain 1 bane on all attack and challenge rolls for 1 hour. Using another Chaos power puts you back under the effects of euphoria and resets the duration of your crash. Using a Chaos power outside of battle doesn't cause a crash, but doesn't cause euphoria, either.

CHAOS TALENTS

Shunt Discord: You can spend 1 hour in intense concentration, at which point you take an action to bleed off some of your Discord. Immediately reduce your Discord by half, rounded down. However, that Discord has to go somewhere; any creatures within short range of you take 2d6 damage and 1d6 Discord, and the area becomes a Chaos site with a rank equal to half the amount of Discord you shunted (maximum 4).

Strength from Chaos: If your Discord is higher than your Strength score, you can use Discord instead of Strength when calculating your modifier or defending against attacks that target your Strength. Any of your Strength-based characteristics are still based on your Strength score.

Chaotic Agility: If your Discord is higher than your Agility score, you can use Discord instead of Agility when calculating your modifier or defending against attacks that target your Agility. Any of your Agility-based characteristics are still based on your Agility score.

Chaos Shield: If your Discord is higher than your Defense score, you can use Discord instead of Defense.

Chaos Eater: When you encounter a Chaos shard, you can consume it to gain power. Consuming a Chaos shard induces euphoria identical to the euphoria that you gain from using Chaos powers, except that it lasts for 1 hour per rank of the Chaos shard consumed. In addition, for every rank of the Chaos shard you consume, you regain one spent use of a Chaos power and take 1d6 Discord.

Chaos Trapper: You know how to coax motes of Chaos into clear glass. For details on how to do this, see **Chapter 9**.

Chaos Spike: As an action, you take 1 Discord and then manifest a spike of Chaos, a blade of pure primal energy that springs to life from your fist. The spike deals 1d6+2 damage and has the finesse property. If your Discord is 13 or higher, it deals an extra 1d6 damage. The Chaos spike lasts until you dismiss it as an action or triggered action on your turn, or until you are rendered unconscious or take a rest.

Chaotic Essence: You can spend a Seeker point when you push a Chaos power. This allows you to push the Chaos power once for free; that is, when you roll dice to determine the effects of pushing a power, roll one fewer. You can add this talent up to three times; each time allows you to spend 1 additional Seeker point per power use; each Seeker point spent negates one die you have to roll after pushing.

CHAOS POWERS

MAINTAIN THE HIGH

UTILITY 0

Duration 1 round

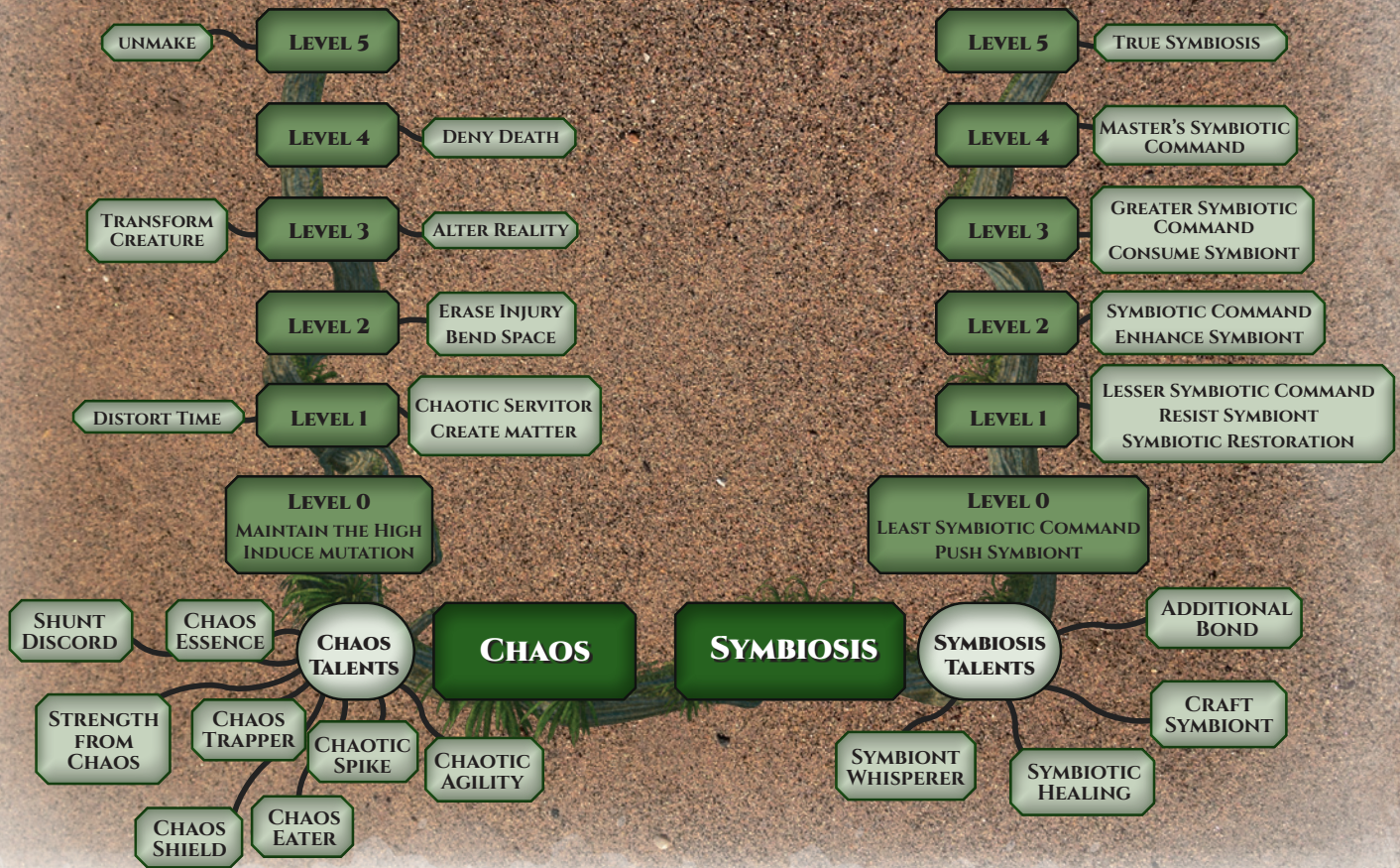
Take 1 damage or 1 Discord. You draw just enough Chaos into yourself to intensify your state of euphoria briefly. For the duration, you gain 1 boon on all attack and challenge rolls. You have to bleed the Chaos off somehow, though, and it manifests in strange occur-

MAINLAND ORIGIN

ATTACK POWERS

UTILITY POWERS

UTILITY POWERS



rences in your environment: multicolored lights, tiny bursts of flame in the air, or small animals spontaneously changing texture.

Push When you push this power, you extend its duration to 1 minute, or you add 1 minute to its duration.

INDUCE MUTATION ATTACK 0

Target One creature or object within short range

Take 1 damage or 1 Discord. Make a Will attack against the target's Strength. If you hit, the target takes 1d6+2 damage and must make a Will challenge roll if it's a creature. If the target fails the Will challenge roll, it becomes impaired for 1 minute. This impairment takes the form of some permanent change to the target: fur, skin like bark, an extra eye, or some other cosmetic change to the target. An object automatically suffers a similar cosmetic change.

Push The first time you push this power, you get 1 boon on your Will attack. The second time, the power deals 1d6 extra damage. The third, the duration of the target's impairment and physical change increases by 1 minute. Further pushes follow the same pattern (1 boon, 1d6 damage, 1 minute), but if you push this power 6 times, the physical change to the target becomes permanent and it

immediately gains 1d6 Discord, though the impairment still wears off after the duration elapses.

CHAOTIC SERVITOR UTILITY 1

Area A cube of space, 1 yard on a side, originating from a point within medium range and resting on a solid surface

Duration 1 minute

Take 2 damage or 1 Discord. You create a semi-living manifestation of pure Chaos in the form of a compelled **small Chaos-beast** in the area. When the monster is incapacitated, it explodes, dealing 1d6 damage to anyone within short range who fails an Agility challenge roll.

Push Each time you push this power, choose 1: increase the duration by 1 minute, grant the monster 1 boon on attacks, or increase the damage of its death explosion by 1d6.

CREATE MATTER UTILITY 1

Duration 1 hour

Take 2 damage or 1 Discord. A weapon, bundle of ammunition, tool, or hand-held object appears in your hand or hands, or at your feet if you have no hands free. The item is clearly unnatural and thus has no value, though it has its normal effects. A person who has discovered the

Chaos Essence tree can use this item without any ill effect, but anyone else takes 1 Discord for every full minute they spend in contact with it. You can't create pieces of living gear with this power.

Push Each time you push this power, choose one of the following: increase the duration by 1 hour or grant 1 boon to the attack or challenge rolls of anyone using the item for its primary function. Each time you push this power, it also increases the Discord that people take from contact with the item by 1.

DISTORT TIME

ATTACK 1

Target One creature within short range

Take 2 damage or 1 Discord. Make a Will attack roll with 1 boon against the target's Strength. On a success, the target becomes slowed for 1 minute.

Push The first time you push this power, the target is also impaired for the duration. The second time, the target is also immobilized. The third time, the target is fatigued. The fourth time, the target is frozen in time, effectively becoming unconscious. Each additional push extends the duration by 1 minute, but if you push this power a total of 10 times, the target becomes permanently frozen in time.

ERASE INJURY

UTILITY 2

Target One creature you can reach

Take 1d3 damage or 1 Discord. You touch the target, which heals damage equal to twice its healing rate. If the target has not discovered the Chaos Essence tree, it takes 2 Discord.

Push Each time you push this power, you can either affect an additional target or extend the range for a single target to short range.

BEND SPACE

UTILITY 2

Take 1d3 damage or 2 Discord. You teleport to an open space you can see within long range.

Push Each time you push this power, you can increase the distance you teleport to 1 mile or add 1 mile to the distance. If you cannot see the place you're teleporting to, you must be familiar with that place and you must make an Intellect challenge roll. If you fail the challenge roll, you appear in a location of the Keeper's choosing within 1 mile of your intended destination.

TRANSFORM CREATURE

ATTACK 3

Target One creature you can see within medium range
Duration 1 minute; see effect

Take 1d6 damage or 2 Discord. You can choose to transform the target into a helpless creature or a dangerous creature. If the target is unwilling, it must make a Strength challenge roll to avoid the effect.

If you transform the target into a helpless creature, it becomes a **small animal** for the duration. While transformed in this way, it becomes frightened and must take

a fast turn each round, using its action to rush away from you by the safest available route.

If you transform the target into a dangerous creature, it becomes a **large Chaos-beast** for the duration.

In either case, if the target is unwilling, the effect ends immediately when it takes any damage.

Push When you push this power, you can choose to either affect an additional target or extend the duration for a single target by 1 minute.

ALTER REALITY

UTILITY 3

Area A cube, 4 yards on a side, originating from a point you can see within long range
Duration 1 hour; see the effect

Take 1d6 damage or 2 Discord. An illusion of a creature, object, or force that looks, sounds, and otherwise seems real appears inside the area. If you cannot see the illusion at the end of a round, the effect ends immediately.

If you create an illusion of a dangerous force, such as fire or boiling water, a creature moving into its space must make a Perception challenge roll, taking 4d6 damage on a failure.

If you create an illusion of a creature, it moves and behaves in a lifelike manner and uses your Will score for its attributes, Defense, and Health. It ignores all afflictions and disappears when it becomes incapacitated, which ends the effect. For the duration, you can use an action to move the illusion up to 10 yards and attack one creature within 1 yard of it that can see the illusion and that believes it to be real. Make a Will attack roll against the target's Perception. On a success, the target believes that it was injured, burned, or otherwise harmed by the illusion and takes 5d6 damage.

Maintaining this power counts as using a Chaos power on each of your turns for the purpose of maintaining your euphoria.

Push Each time you push this power, you can choose to increase the duration by 1 hour or increase the damage the illusion deals by 1d6.

DENY DEATH

UTILITY 4

Target One creature you can reach
Duration 1 minute

Take 2d6 damage or 1d6 Discord. You touch the target, making it immune to all damage for the duration.

Push Each time you push this power, you extend its duration by 1 minute.

UNMAKE

ATTACK 5

Target One creature or object you can see within long range

Take 3d6 damage or 1d6 Discord. Make a Will attack roll against the target's Will. On a success, the target takes 10d6 damage. A creature incapacitated by this damage is erased from existence.

Push Each time you push this power, it deals 2d6 extra damage.

SYMBIOSIS

Because mainlanders' Essence isn't bonded to anything in the environment, using living gear is far less taxing for them than it is for people from other parts of the world. Though every nation on Asunder uses living gear, mainlanders are capable of bonding to such symbiotic organisms to a much greater degree.

Discovery Benefit: You can safely bond to 1 additional piece of living gear.

SYMBIOSIS TALENTS

Additional Bond: You can safely bond to 1 additional piece of living gear. You can add this talent up to three times.

Craft Symbiont: Choose a living gear keyword; you know how to create living gear with that keyword. In order to create a piece of living gear, your Essence must be equal to or higher than its rank. For more information on creating living gear, see **Chapter 9**. You can add this talent multiple times; each time you do, choose a new keyword.

Symbiotic Healing: As an action, you can spend 1 use of a piece of living gear in order to heal. The amount you heal depends on the rank of the living gear.

0	2
1	Half your healing rate
2	Your healing rate
3	Twice your healing rate
4	Three times your healing rate
5	Fully heal yourself

Symbiont Whisperer: As an action, you can touch a piece of living gear in order to discover exactly what it does. You can also bond with a piece of living gear as an action instead of the usual bonding time.

SYMBIOSIS POWERS

LEAST SYMBIOTIC COMMAND UTILITY 0

You can expend a use of this power instead of expending a use of a rank 0 piece of living gear.

PUSH SYMBIONT UTILITY 0

As a triggered action on your turn, you can grant yourself 1 boon on any attack or challenge rolls associated with the next piece of living gear you use, provided you use it within 1 turn.

LESSER SYMBIOTIC COMMAND UTILITY 1

You can expend a use of this power instead of expending a use of a rank 1 or lower piece of living gear.

RESIST SYMBIONT

UTILITY 1

Whenever somebody attacks you or affects you against your will with a piece of living gear, you can use a triggered action to grant yourself 2 boons on any challenge rolls made to resist the effect, and to impose 2 banes on any attack rolls made against you by the wielder.

SYMBIOTIC RESTORATION

UTILITY 1

Target One piece of living gear of at least rank 1 that you wield and are bonded to

You can draw energy from a piece of living gear, allowing you to restore your Essence. Expend 1 use from the target. You lose 1d6 Strain or gain 1d3 Seeker points. To gain the benefit of this power, you must actually expend a use from one of the living gear's powers; you cannot use powers like *symbiotic command* to substitute for this expenditure.

SYMBIOTIC COMMAND

UTILITY 2

You can expend a use of this power instead of expending a use of a rank 2 or lower piece of living gear.

ENHANCE SYMBIONT

UTILITY 2

Target One piece of living gear that you wield and are bonded to
Duration 1 minute

Any attack or challenge rolls you make with the target receive 1 boon for the duration.

If you spend a Seeker point, any attacks made with the target deal 1d6 extra damage for the duration.

GREATER SYMBIOTIC COMMAND

UTILITY 3

You can expend a use of this power instead of expending a use of a rank 3 or lower piece of living gear.

CONSUME SYMBIONT

UTILITY 3

Target One piece of living gear that you wield and are bonded to

You consume the target, destroying it. Upon doing so, you heal twice your healing rate and regain spent uses of your rank 3 and lower Symbiosis powers equal to the number of uses the target had remaining.

MASTER'S SYMBIOTIC COMMAND

UTILITY 4

You can expend a use of this power instead of expending a use of a rank 4 or lower piece of living gear.

TRUE SYMBIOSIS

UTILITY 5

You can expend a use of this power instead of expending a use of a rank 5 or lower piece of living gear.

You can spend a Seeker point to use any of the following powers as part of the same action as *true symbiosis*: *push symbiont* or *enhance symbiont*. You only need spend one Seeker point to use both powers in conjunction with *true symbiosis*, but you must spend a use of each power you use.

REFERENCE TABLES

LIFTING WEIGHTS BY STRENGTH

1	1 lb.	2 lb.
2	2 lb.	4 lb.
3	5 lb.	10 lb.
4	10 lb.	20 lb.
5	20 lb.	40 lb.
6	30 lb.	60 lb.
7	40 lb.	80 lb.
8	50 lb.	100 lb.
9	75 lb.	150 lb.
10	100 lb.	200 lb.
11	150 lb.	300 lb.
12	200 lb.	400 lb.
13	250 lb.	500 lb.
14	350 lb.	700 lb.
15	500 lb.	1,000 lb.
16	1,000 lb.	2,000 lb.
17	2,000 lb.	4,000 lb.
18	4,000 lb.	8,000 lb.
19	8,000 lb.	16,000 lb.
20	16,000 lb.	32,000 lb.

DISCORD EFFECTS

0-3	No effect.
4-6	People feel ill at ease around you, and you make attack rolls to interact with creatures in social settings with 1 bane. Reality is warped in minor ways around you, such as small objects disappearing or changing color, or strange smells drifting by without explanation.
7-8	The matter of your body is disrupted and inconsistent, imposing a -4 penalty to your Health. In addition, you manifest some outward sign of Chaos, such as hair that looks like fire, lightning crackling in your eyes, or skin that constantly changes color and texture.
9-16	You die if you become incapacitated, your body exploding in a riot of destruction. Everyone within medium range of you must succeed on an Agility challenge roll or take 6d6 damage. On a success, they still take half damage. If your death would cause you to explode for other reasons, instead add 4d6 damage to the normal damage for your explosion.
17 or more	Each time you take Discord, make a Will challenge roll. If you fail, you die and explode, as above.

ESSENCE BREAK

1	Death. The shock to your Essence proves too much, and your Essence is destroyed, killing you.
2	Coma. You become unconscious. At the end of each hour, roll a d6. A roll of 4 or higher ends your Essence break.
3	Amnesia. You lose your memory. You cannot recall who you are, where you are, or who anyone else is. While you still have access to your talents and powers, you lose access to your professions during this time. At the end of each hour, roll a d6. A roll of 4 or higher ends your Essence break.
4-5	Wracked with Pain. You fall prone and are stunned, writhing in pain. At the end of each minute, roll a d6. A roll of 5 or higher ends your Essence break.
6-7	Sickened. You become violently sick. While sickened, you are dazed. At the end of each round, roll a d6. A roll of 5 or higher ends your Essence break.
8-9	Weakened Essence. Your Essence is weak, and you have trouble using it. Whenever you make an attack or challenge roll as the result of using an Essence power or talent, you do so with 2 banes. At the end of each hour, roll a d6. A roll of 4 or higher ends your Essence break.
10-11	Fight Response. You lash out at everything around you. Until your Essence break ends, you must take a fast turn each round and use an action to attack the creature nearest you, regardless of whether it is a friend or foe. At the end of each round, roll a d6. A roll of 5 or higher ends your Essence break.
12-13	Flight Response. You're overwhelmed with panic, becoming frightened until your Essence break ends. While frightened in this way, you must use an action to rush away from any creature you see. At the end of each round, roll a d6. A roll of 5 or higher ends your Essence break.
14-15	Backlash. Your Essence explodes outward. You and any creature with Essence within medium range take 3d6 damage. Your Essence break immediately ends.
16-17	Mutation. You gain a cosmetic mutation chosen by the Keeper. It has no game effect, but you are impaired until you take a rest, after which point you grow accustomed to it. Your Essence break immediately ends.
18-19	Symbiont Shivel. Any living gear bonded to you is immediately destroyed. The number of pieces of new living gear you can safely bond with is reduced by 1 while your Essence break lasts. At the end of each day, roll a d6. A roll of 3 or higher ends your Essence break.
20	Fractured Essence. Permanently reduce your Essence score by 1 (minimum 0). If you know any Essence powers with ranks higher than your new Essence score, you cannot use them until you raise your Essence score to sufficient level. Essence talents you already have are unaffected, but you can't take new ones if your number of Essence talents is more than twice your Essence score. Your Essence break ends immediately.

CHAOS MUTATIONS

1	Your shadow moves independently of your body.
2	When you speak, multicolored smoke drifts from your mouth.
3	Mirrors break when you look at them.
4	You can only consume food tainted by Chaos. Luckily, carrying food on your person does this normally. If you consume non-tainted food, you vomit it back up immediately.
5	Sunlight causes you discomfort. Whenever you enter sunlight after being away from it for more than an hour, you're impaired for 1 minute.
6	Strange runes dance underneath your skin. Nobody can quite read them.
7	You grow great ram's horns.
8	Your hair turns into fire that produces dim light, though it doesn't produce heat.
9	Your eyes become black pits of darkness.
10	Your skin appears to be made of crystal.

MOVEMENT BY PACE

Minute	30 yards	60 yards	120 yards	240 yards
Hour	1 mile	3 miles	4 miles	8 miles
Day	8 miles	16 miles	32 miles	—

FALLING DAMAGE

4 or less	—	—
5–9	2d6	1d6
10–14	4d6	2d6
15–19	6d6	3d6
20–24	8d6	4d6
25–29	10d6	5d6
30–34	12d6	6d6
35–39	14d6	7d6
40–44	16d6	8d6
45–49	18d6	9d6
50 or more	20d6	10d6

GEMS BY VALUE

Emerald	Green	5 whites
Diamond	White	5 reds
Ruby	Red	5 blues
Sapphire	Blue	5 bobs
Pearl	Bob	5 slivers
Pearl sliver	Sliver	1 sliver

11	When you bleed, your blood is a riot of glowing colors.
12	The air constantly stirs around you, moving papers and causing flames to flicker.
13	Animals are always hostile to you and attack you when you come within 6 yards of them.
14	Your facial features melt away, leaving smooth skin behind. This doesn't affect your ability to perceive, breathe, speak, or eat.
15	You lose the ability to speak, instead communicating telepathically to everyone in your immediate area.
16	You develop unsightly growths and goiters that disgust those around you.
17	Your teeth become sharp and pointed, and you grow a second row of teeth behind the first.
18	If you spend more than a day in the same place, crops in that location wither and die.
19	When you lose your temper, it starts to rain.
20	You grow an extra finger on each hand.

LIVING EXPENSES

Destitute	—
Poor	2 slivers
Getting By	1 pearl
Comfortable	1 sapphire
Wealthy	5 sapphires
Rich	25 sapphires or more

CLOTHING AND ACCESSORIES

Clothing, basic	1 pearl	1 sliver	Common
Clothing, cold weather	8 slivers	2 slivers	Uncommon
Clothing, ornate	5 sapphires	1 sapphire	Rare
Clothing, entertainer's	7 slivers	2 slivers	Uncommon
Clothing, noble's	25 sapphires	5 sapphires	Rare
Costume, elaborate	25 sapphires+	5+ sapphires	Rare
Costume, simple	1 pearl	1 sliver	Uncommon
Jewelry	NA	1 sapphire+	Rare
Uniform	1 pearl	1 sliver	Uncommon
Work coveralls	3 slivers	1 sliver	Common

PERSONAL GEAR

Adventurer's pack	2 pearls	Common
Backpack	1 pearl	Common
Barrel	2 pearls	Common
Bedroll	1 pearl	Common
Bioluminescent fungus	1 pearl	Common
Blanket	3 slivers	Common
Box, wooden	3 slivers	Common
Box, bone	1 pearl	Uncommon
Box, ivory	1 sapphire	Rare
Candle	1 sliver	Uncommon
Chest, wooden	4 pearls	Uncommon
Climbing claws	1 pearl	Uncommon
Climbing vine	3 pearls	Rare
Cutlery set, bone	1 pearl	Uncommon
Dice or deck of cards	2 slivers	Uncommon
Flask	4 slivers	Common
Lantern, bone	1 sapphire	Uncommon
Lantern, bioluminescent	5 sapphires	Uncommon
Map	1 sapphire	Uncommon
Oil, flask	1 pearl	Common
Pipe	2 slivers	Uncommon
Pipe tobacco	1 sliver+	Common
Pole, 10-foot	1 sliver	Common
Pouch	1 sliver	Common
Pot, cooking	1 sliver	Common
Quiver or ammunition case	1 pearl	Common
Rations (1 week)	1 pearl	Common
Rope, coil (20 yards)	1 pearl	Uncommon
Sparkleaf bundle	1 sapphire	Uncommon
Sack	1 pearl	Common
Spike, large stone	1 pearl	Common
Tent, 2-person	1 pearl	Uncommon
Torch	3 slivers	Common
Waterskin	4 slivers	Common

HIRELINGS

Commoner	3 pearls
Professional	1 sapphire
Bodyguard	10 sapphires
Bodyguard, Storm Point	25 sapphires
Mercenary	5 sapphires
Mercenary, Bone Army	15 sapphires

TOOLS

Alchemist's kit (6 uses)	5 sapphires	Rare
Fishing gear	1 sapphire	Uncommon
Book, printed or tome	25 sapphires	Rare
Disguise kit (6 uses)	5 sapphires	Rare
Garrote	1 sliver	Common
Healer's kit (6 uses)	5 sapphires	Uncommon
Knuckledusters	1 pearl	Common
Musical instrument	1 sapphire+	Rare
Navigator's instruments	2 sapphires	Rare
Net	1 pearl	Common
Poison	1 ruby	Illegal
Prybar (3 uses)	2 pearls	Common
Tool kit	1 sapphire	Common
Torturer's tools	2 sapphires	Illegal
Writing kit	1 sapphire	Rare

FOOD AND ACCOMMODATIONS

Accommodations	1 pearl+/night	Common
Ale, pint	2 slivers	Common
Beer, pint	1 sliver	Common
Feed	4 slivers	Common
Wine, common	4 slivers	Common
Wine, good	2d6 pearls	Uncommon
Wine, fine	2d6 sapphires	Rare
Meal, light	3 slivers	Common
Meal, common	1 pearl	Common
Meal, fine	1 sapphire	Rare
Dreamgrass	1 pearl	Uncommon
Rotgut	2 pearls	Common
Spirits, common	3 pearls	Common
Spirits, fine	1 sapphire	Uncommon

LAND VEHICLES

Sled or cart	25 sapphires	Uncommon
Wagon or coach	50 sapphires	Uncommon
Palanquin	50 sapphires	Rare

AIR VEHICLES

Spore Pod	1 sapphire	Common
Spore Pack	5 sapphires	Common
Air Skiff	100 sapphires	Uncommon

SHIPS & SHIP WEAPONS

Small Ship	5,000 sapphires	10	Uncommon
Medium Ship	15,000 sapphires	25	Uncommon
Large Ship	25,000 sapphires	50	Rare
Small Living Ship	15,000 sapphires	8	Illegal
Medium Living Ship	25,000 sapphires	15	Illegal
Large Living Ship	50,000 sapphires	25	Illegal
Small Skyship	10,000 sapphires	10	Uncommon
Medium Skyship	20,000 sapphires	15	Rare
Large Skyship	35,000 sapphires	25	Rare
Legendary Ship	Keeper Discretion	NA	NA

Harpoon Gun	200 sapphires	Uncommon
Thorn Cannon	350 sapphires	Uncommon
Ramming Gear	500 sapphires	Rare
Fire Spitter	1000 sapphires	Illegal

ANIMALS & ANIMAL GEAR

Companion (small or tiny animal)	1 sapphire	Common
Raptor (tiny animal, flier)	1 sapphire	Rare
Beast of burden (large animal)	2 sapphires	Common
Mount (large animal)	3 sapphires	Common
War mount (large animal, +50% health)	25 sapphires	Rare
Bit and bridle	1 pearl	Common
Harness	1 pearl	Common
Saddle	3 pearls	Uncommon
Saddle bag	2 pearls	Uncommon
Saddle blanket	1 pearl	Uncommon

PERFORMANCE ENHANCERS

White Drops	5 sapphires	Rare	1
Svit Gland	5 sapphires	Rare	1
Ember Beetle	25 sapphires	Rare	NA
Sawgrass Powder	2 sapphires	Uncommon	0
Red Leech	25 sapphires	Rare	3
Black Drops	5 sapphires	Rare	2

OTHER ODDITIES

Battle Pod	250 sapphires	Illegal
Drone Flower	125 sapphires	Illegal
Gravity Egg	1 sapphire	Uncommon
Memory Dagger	10 sapphires	Illegal
Regenerative Pod	250 sapphires	Rare

KALEA VENOM

Rank 0	1 sapphire	Uncommon
Rank 1	5 sapphires	Uncommon
Rank 2	25 sapphires	Rare
Rank 3	125 sapphires	Rare
Rank 4	500 sapphires	Illegal
Rank 5	1000 sapphires	Illegal

LIVING GEAR

Artillery Thorn	3	Attack	Plant/Sea
Battle Rage	2	Utility	Sea
Breathe Water	1	Utility	Sea
Burrow	3	Utility	Plant/Insect
Camouflage	2-4	Utility	Plant
Chomper	2	Attack	Insect/Sea
Courier Beetle	3	Utility	Insect
Collapse	2	Utility	Plant
Crushing Whip	2	Attack	Plant
Dexterous Whip	1	Utility	Plant
Explode	1-5	Attack	Plant/Insect/Sea
Glide	3	Utility	Plant/Insect
Heartseeker	3	Utility	Insect
Lashing Whip	1	Utility	Plant
Needle Blast	1-3	Attack	Plant/Insect/Sea
Paralyze	4	Attack	Sea
Phosphorescence	1	Utility	Plant/Insect/Sea
Poison Filter	2-3	Utility	Plant/Sea
Poisoned	1-3	Utility	Plant/Insect/Sea
Poison Touch	3	Attack	Plant
Return	1	Utility	Insect
Screamer	1-3	Attack	Insect
Sight Enhancement	2-3	Utility	Insect/Sea
Sleep Dart	2	Attack	Plant/Insect/Sea
Spine Growth	2	Attack	Plant/Sea
Spit Rope	1	Utility	Plant
Spit Web	2	Utility	Insect
Thorn Cannon	5	Attack	Plant/Sea
Tracking Splinter	1-3	Utility	Plant
Transform	1-5	Utility	Plant/Insect/Sea
Twin Sight	3	Utility	Insect/Sea
Vital Transfer	2-3	Utility/Attack	Plant
Writhing	1-3	Utility	Plant/Insect/Sea

ACTIONS

You may use one action during a round to perform an activity. Common activities include the following.

ATTACK

You use a weapon, an attack power, or something else to harm or hinder another creature or an object. See *Making Attacks* for how to resolve this action.

USE A UTILITY POWER

You use a utility power (one that doesn't count as an attack) and resolve its effects. See **Chapter 10** for details about using powers.

CONCENTRATE

Some power effects and talents require you to concentrate to keep them going. If you concentrate on an effect, the effect continues until the end of the next round, up to the maximum amount of time allowed by the power or effect.

BREAKING CONCENTRATION

If you take damage or gain Strain while you concentrate, you must make a Will challenge roll. On a failure, you stop concentrating and the effect ends immediately.

DEFEND

When you take this action, until the end of the round, all attack rolls are made against you with 1 bane and you make all challenge rolls to resist attacks with 1 boon. These benefits end if you are prevented from using actions, such as when you become dazed, stunned, or unconscious.

END AN EFFECT

Choose one effect you created with a power or a talent you used. The effect ends.

FIND

You attempt to locate a hidden creature or object. Make a Perception challenge roll to search for a hidden object or make a Perception attack roll against the Agility of a hidden creature. On a success, the creature or object is no longer hidden from you and any other creature with whom you share your knowledge.

HELP

Choose one creature within 5 yards of you that can see you and understand what you say. Make an Intellect challenge roll. On a success, the target makes its next attack roll or challenge roll before the end of the round with 1 boon.

HIDE

You can attempt to hide when you are not being observed and when you are at least heavily obscured or have three-quarters cover or better from an object.

Make an Agility challenge roll. On a success, you become hidden. You remain hidden until the conditions that let you hide no longer apply or you do something that would reveal your position (such as shouting, making an attack, or using a visible power). For example, if you are in darkness, you would no longer be hidden if the area becomes lit. Similarly, if you are hidden behind a wall, you would no longer be hidden if someone moves to a position where the wall no longer covers you.

While hidden, other creatures cannot perceive you. Generally, this means a creature cannot choose you as a target for its attack, though you are still subject to area effects. A creature can guess at your location, making the attack roll with 3 banes. Even with a success, the attack hits you only if the guess was correct.

Also, while hidden, you make all attack rolls with 1 boon against the Defense or Agility of targets from which you are hidden.

PREPARE

You prepare to undertake an activity when a specified event occurs. Choose one activity you would normally use an action to perform, such as attack or retreat. Then, describe what event has to occur for you to undertake it. This is the trigger. If the triggering event occurs before the end of the round, you can use a triggered action to perform the activity. You make any attack roll or challenge roll required by the activity with 1 boon. Otherwise, nothing happens.

For example, Clark takes a fast turn and uses an action to prepare an attack against the first enemy that moves into his reach. When a hostile Naga moves up to attack his character, Clark uses his triggered action to attack it with his bone dagger, making the attack roll with 1 boon.

RELOAD

Choose a weapon you can reach that has the reload property. If you have the proper ammunition for the weapon, you reload successfully.

RETREAT

You move up to half your Speed. This movement does not trigger free attacks.

RUSH

You move up to twice your Speed.

STABILIZE

Choose one incapacitated creature within your reach. Make an Intellect challenge roll, with 1 bane if the creature is dying. On a success, the target heals 1 damage.

USE AN ITEM

You interact with an item you are holding or wearing, or with an object you can reach. Examples include picking a lock, retrieving an object from a pouch or backpack, or lighting a torch.

ATTACKING

ATTACK WITH A MELEE WEAPON

You attack with a melee weapon you are wielding by swinging or throwing it at your target.

1. **Choose a Target:** Choose one target creature or object. The target must be within your reach or, if you're using a weapon with the thrown property (such as a throwing shard), within range of the weapon.
2. **Make the Attack Roll:** Make an attack roll against the target's Defense. Typically, you use Strength for attack rolls with melee weapons. Weapons with the finesse property (such as light melee weapons) let you use Agility instead of Strength for the attack roll. See *Melee Attack Options* for more choices.
3. **Resolve the Attack:** On a success, the attack hits and you roll the weapon's damage die, which you can find in **Chapter 8**. The target takes damage equal to the total of the damage roll. On a failure, the attack misses.

MELEE ATTACK OPTIONS

When you make an attack with a melee weapon, you can choose one of the following options if you desire. You must announce your choice before you make the attack roll.

- ☞ **Driving Attack:** You make the attack roll with 1 bane. On a success, you and the target move a number of yards equal to your Strength modifier in the direction you specify.
- ☞ **Guarded Attack:** You make the attack roll with 1 bane, but the next creature to make an attack roll against your Defense before the end of the round does so with 1 bane.
- ☞ **Lunging Attack:** You can increase your reach by 1 yard, but you make the attack roll with 1 bane.
- ☞ **Shifting Attack:** You make the attack roll with 1 bane. On a success, your movement does not trigger free attacks from the target until the end of the round.
- ☞ **Unbalancing Attack:** You make the attack roll with 1 bane. On a success, if the target is your Size or smaller, it must make an Agility challenge roll. On a failure, the target falls prone.

SITUATIONAL BANES

Half-covered	1 bane
Three-quarters covered	2 banes
Totally covered	Automatic failure
Partially obscured	1 bane
Heavily obscured	2 banes
Totally obscured	3 banes
Weather, terrain	1 or more banes

ATTACK WITH A RANGED WEAPON

You make an attack with a ranged weapon you are wielding by firing its ammunition at your target.

1. **Choose a Target:** Choose one target creature or object no farther away than twice your weapon's range. (See *Distant Shot* for attacking outside your weapon's standard range.)
2. **Make the Attack Roll:** You make the attack roll against the target's Defense. Typically, you use Agility for attack rolls using ranged weapons. See *Ranged Attack Options* for more choices.
3. **Resolve the Attack:** On a success, the attack hits and you roll the weapon's damage die, which you can find in chapter 6. The target takes damage equal to the total of the roll. On a failure, the attack misses.

RANGED ATTACK OPTIONS

When you make an attack with a ranged weapon, you can choose one of the following options if you desire.

- ☞ **Called Shot:** You attack a specific location on the target's body. You can use this option only if the target has a physical body. Make the attack roll with 2 banes. On a success, the attack has an additional effect as determined by the Keeper. Attacking a creature's eyes might impose 1 bane on all rolls the target makes that rely on sight, for example.
- ☞ **Distant Shot:** You can attack a target that is beyond your weapon's range, but no more than twice the weapon's range. You make the attack roll with 1 bane.
- ☞ **Staggering Shot:** You make the attack roll with 2 banes. On a success, a target that is your Size or smaller must make an Agility challenge roll. On a failure, the target falls prone.

COVER

Terrain and objects on the battlefield can provide protection against attacks with ranged weapons or powers that target things at a distance.

- ☞ **Half-Covered:** If an object between you and the attacker covers at least half your body, ranged attack rolls against you are made with 1 bane.
- ☞ **Three-Quarters Covered:** If an object between you and the attacker covers at least three-quarters of your body, ranged attack rolls against you are made with 2 banes.
- ☞ **Totally Covered:** You cannot be chosen as a target for any attack or effect.

AFFLICTIONS

Afflictions describe a variety of harmful effects that alter or limit what creatures can do. The effect that imposes the affliction tells you how long it lasts and what can be done to remove it. If not specified, the affliction is permanent.

Asleep	A sleeping creature is prone and unconscious. Another creature that can reach it can use an action to wake it up. Unless otherwise noted, taking damage removes this affliction.
Blinded	A blinded creature cannot see. It treats everything else as totally obscured (see <i>Obscurement</i>). Other creatures make attack rolls with 1 boon against a blinded creature's Defense or Agility. Perception challenge rolls that rely on sight automatically result in a failure. Finally, the blinded creature's Speed becomes 2 unless its normal Speed is lower.
Charmed	A charmed creature sees the source of the affliction as a trusted friend and ally. The charmed creature cannot choose the creature that bestowed the affliction as the target of its attacks.
Compelled	A compelled creature cannot use actions or move. Instead, during each fast turn (see <i>Combat</i>), the creature that bestowed the affliction can force the compelled creature to move up to its Speed or to use an action. The creature that bestowed the affliction makes all decisions on the compelled creature's behalf.
Dazed	A dazed creature cannot use actions.
Deafened	A deafened creature cannot hear. Perception challenge rolls made to listen automatically result in failure.
Defenseless	A defenseless creature cannot defend itself. Its Defense is 5, it cannot use actions, and its challenge rolls using attributes result in failure. The creature can still perceive its surroundings, however, and can make Perception challenge rolls as normal.
Diseased	A diseased creature makes all attack rolls and challenge rolls with 1 bane.
Fatigued	A fatigued creature makes all attack rolls and challenge rolls with 1 bane.
Frightened	A frightened creature makes all attack rolls and challenge rolls with 1 bane. As well, frightened creatures cannot take fast turns (see <i>Combat</i>).
Grabbed	The effects of the affliction depend on the creature's Size. If the grabbed creature's Size is equal to or less than that of the creature grabbing it, the grabbed creature cannot move away from the creature that grabbed it until it removes the affliction. If the grabbed creature's Size is larger than that of the creature grabbing it, whenever the grabbed creature moves, the creature grabbing it can choose to move with it (by clinging to the grabbed creature's body) or end the grab. (See <i>Grab</i> for more information on how to grab, and <i>Escape</i> for how to escape a grab.)
Immobilized	An immobilized creature has Speed 0 and cannot benefit from bonuses to Speed. Other creatures make all attack rolls against the immobilized creature with 1 boon.
Impaired	An impaired creature makes all attack rolls and challenge rolls with 1 bane.
Poisoned	A poisoned creature makes all attack rolls and challenge rolls with 1 bane.
Prone	A prone creature lies on the ground. Other creatures can move through its space. While prone, the creature can move only by crawling or use its move to stand up. The prone creature makes Strength and Agility rolls with 1 bane. Creatures that can reach the prone creature make all attack rolls against it with 1 boon, while creatures that cannot reach it make attack rolls against its Defense with 1 bane.
Slowed	A slowed creature can take only a slow turn (see <i>Combat</i>), its Speed is halved, and it cannot benefit from increases to Speed.
Stunned	A stunned creature cannot move or use actions. The creature automatically gets failures on all challenge rolls it would make. Other creatures make all attack rolls against the stunned creature with 1 boon.
Surprised	A surprised creature cannot use actions, cannot move, and automatically gets a failure on all challenge rolls it would make.
Unconscious	An unconscious creature is unable to act, move, or perceive its surroundings. The creature's Defense is 5. It cannot use actions or move, and all its challenge rolls result in failure.

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LEVEL

○

NAME

AGE

BACKGROUND

ORIGIN

APPEARANCE

NOVICE

EXPERT

BUILD

INTERESTING THING

MASTER

FATAL FLAW

STRENGTH

○

DEFENSE

○

AGILITY

○

HEALTH

○

HEALING RATE

○

SPEED

○

DAMAGE

○

SIZE

○

INTELLECT

○

PERCEPTION

○

DISCORD

○

STRAIN

○

WILL

○

LANGUAGES

PROFESSIONS

ORIGIN & PATH TALENTS
NAME DESCRIPTION

SEEKER POINTS ○○○○○

GEMS
EMERALDS
DIAMONDS
RUBIES
SAPPHIRES
PEARLS
SLIVERS



ESSENCE

ESSENCE TALENTS

NAME DESCRIPTION

ESSENCE POWERS

NAME DESCRIPTION

LIVING GEAR

NAME

GEAR

KEYWORD

TARGET / AREA

POWERS	RANK	CHARGES
		○ ○ ○ ○ ○
		○ ○ ○ ○ ○
		○ ○ ○ ○ ○

20+ EFFECT

NAME

GEAR

KEYWORD

TARGET / AREA

POWERS	RANK	CHARGES
		○ ○ ○ ○ ○
		○ ○ ○ ○ ○
		○ ○ ○ ○ ○

20+ EFFECT

ANIMALS

NAME

SIZE / SPEED

DEFENSE

HEALTH / DAMAGE

TRAITS

POWERS

NAME

SIZE / SPEED

DEFENSE

HEALTH / DAMAGE

TRAITS

POWERS

WEAPONS

DESCRIPTION DAMAGE PROPERTIES

ARMOR

DESCRIPTION DEFENSE SPECIAL

OTHER GEAR

PATH SPECIFIC POINTS ○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

