

OBSIDIAN

THE AGE OF JUDGEMENT



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OBSIDIAN

THE AGE OF JUDGEMENT

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THE APOPHIS CONSORTIUM™

IN 1990 THE DESIGNERS OF OBSIDIAN DEVELOPED A GAME CALLED "BLEAK FUTURE". INTENDED ON BEING A STORY OF AN ANARCHIST'S VISION, IT WAS REFORMATTED OVER AND OVER INTO ITS PRESENT FORM. THE PROCESS HAS EXTENDED ITSELF WELL INTO EIGHT YEARS AT PRESENT, AND CONTINUES TO SETTLE INTO THE MOLD PROVIDED.

EVEN THROUGH ITS MANY VERSIONS, CONSISTENCY WAS HELD IN ITS DARK NATURE. ANARCHY WAS REPLACED WITH AN EVIL EMBODIMENT, THE LAW TRADED WITH MYSTICS BLESSED BY A GREATER DIVINITY. TECHNOLOGY REMAINED AN IMPORTANT SETTING, AS WELL AS THE HOSTILE WASTELANDS. STRANGELY, DAEMONS WERE INTRODUCED RELATIVELY LATER IN THE PROJECT, AS WERE THE CREATION OF HELL'S CIRCLES.

THROUGH THE EXPERIENCES OF INDUSTRIAL AND GOTHIC MUSIC, IN COLLABORATION WITH MOVIES OF THE HORROR GENRE, OBSIDIAN BLENDED ALL THE ELEMENTS OF A BIZARRE NIGHTMARISH WORLD SET IN AGGRESSION AND LACKING THE SUSTENANCE OF HOPE. IN ADDITION TO A MILLION OTHER REAL LIFE OCCURRENCES AND FAVORED CULTURES, DEFINITION WAS ACHIEVED.

WITH THE INTENTION OF CREATING A NEO-RELIGIOUS FERVOR, THE APOPHIS CONSORTIUM WILL CONTINUE TO PRODUCE THIS LINE OF OBSIDIAN BOOKS UPON DEMAND. HOPEFULLY, THE READERS OF THIS SERIES WILL ENJOY DISCUSSIONS PERTAINING TO THIS STRANGE SOCIETY AND SHADOWED HISTORY AS WELL AS THEORIES OF MANKIND'S CORRUPT DESCENT AND SHEOL'S TRANSFORMATION.

THERE IS MUCH MORE INFORMATION INTO THE WORLD OF OBSIDIAN THAN HAS BEEN STATED. WE WELCOME ANY INQUIRIES YOU MIGHT HAVE AS TO IN-DEPTH THEORIES OR SOCIAL STRUCTURES.

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MAZE

Written by Robert Weinberg

THE HEAVY STEEL DOOR HAD BEEN RIPPED OFF ITS HINGES. Beyond the wreckage, the corridor was pitch black. A bright beam swept across a floor littered with exploded light bulbs. The white cement was stained crimson. Blood covered the walls and ceiling as well. But there were no bodies. There never were any bodies - or remains of the victims. Daemons fed on human flesh.

"Spread out," he declared, his voice thick with anger and frustration. "You know the routine. Search the entire installation. See if anyone's alive. Twenty minutes, then rendezvous back here. I told the men outside we'd return to the tanks in a half-hour. They won't wait if we're late and walkin' back to the Zone ain't an option. Be careful. The Daemons are probably gone, but you never can tell. This place could be a trap. Stay alert."

No need to warn his men. A dozen veteran soldiers, they were survivors of the worst the wasteland had to offer. Clothed in Deathware and armed with massive Last Rights assault rifles, they understood the slightest mistake or miscalculation meant death. Or worse.

Pairing off, five teams scurried down the concrete and steel corridors that crisscrossed the subterranean research station. The remaining two men, Cleveland and Moss, stayed with Allison as bodyguards. Moving slowly, the three soldiers started down the main tunnel leading to the station's command center. The ghosts of the station's vanished personnel marched with them. This base wasn't the first one Allison had found gutted in his years in the Wasteland. But it never got any easier.

Yesterday, forty men and women had worked here, at the edge of forever, searching for answers in the unending war against the forces of

Hell itself, forty living, breathing, eating, sleeping, loving, talking, human beings, knowing the risk they were taking but refusing to surrender to the darkness. Hoping that in some small measure they would contribute to mankind's ultimate victory over the forces of night. Now, they were all dead. And the war between humanity and daemon continued as if they had never existed.

Allison had arrived with his crew at base 412 in the Wasteland in two Roll-Cage tanks a little more than an hour ago. They'd come from the Zone in response to an urgent message received at Volksag Corporation headquarters thirty hours earlier. The communication, sent by Dr. Sinclair, chief scientist of the research facility, had been short and to the point. Found sleeper. May have necessary answers. Require immediate assistance. No one at Volksag was sure exactly what the words meant, but Sinclair was not given to exaggeration. Allison and his squad, armed and ready for battle, had been dispatched immediately. And still arrived too late.

Necessary answers. The words echoed through Allison's mind as he hiked down the tunnel leading to Sinclair's laboratory. A big, powerfully built man, standing well over six feet tall, with shaven head and a dark black fringed beard, the expedition leader was as tough as he looked. Still, Allison had been sent on this mission for his brains, not brawn. He had a sharp mind and steal trap cleverness. Sinclair's message hinted at a major discovery. Whatever answers the scientist had discovered, Allison meant to find them, no matter the cost.

The research directors main laboratory was a mess. The equipment and files had been smashed flat and burnt black. Nothing remained

but jagged slabs of fused steel and molten glass. A solitary crimson handprint on one wall was the only sign that anyone had been in the office when the Daemons had arrived.

"Captain," came an unexpected voice in Allison's transcom as he watched his two assistants sort through the wreckage, hunting for anything of value. "McCay here. Down on level three. Better come quick. I think we found something."

"On my way," answered Allison, beckoning for his men to follow. The stalking Daemons had been on a search and destroy mission. Hard to believe the ravagers would miss anything important. Hell's minions were extremely thorough. Still, they weren't smart. At least, not the ones who handled massacres in the Wastelands. It wasn't much of a hope, but it was the only one Allison had.

Level Three was located a hundred feet below ground. It was where the electrical generators and air filtration plant that kept the underground center livable were located. Except for the scattered red blots that marked where a technician had perished, this quadrant appeared undisturbed. Daemons found huge machinery disturbing and stayed as far away from it as possible. Only the temptation of living flesh could lure them to this level, and not for any longer than necessary.

"There," said McCay, an unshaven mammoth of a man consumed by cybernetics. His right hand pointed at a column of massive steel storage drums wedged up against the rear wall. "Take a look at the one at the end," McCay nodded at his companion, "Creed noticed the scratches on the floor. That container is different than the rest. Similar but not the same."

"Damned if it ain't," said Allison staring at the metal tank. Twelve feet high and six feet thick, it was scarred and pitted with age. Odd markings for a storage unit kept in the basement of a research center. Unless the drum wasn't originally from inside. Possibly, it had been found in the Wasteland, and brought into the complex for study. And, when the Daemons attacked, desperately hidden in plain sight.

"Turn the thing on its side," commanded Allison, waving a hand at one of the storage cranes hunched up against the wall. "And, Cleveland, signal the Roll-Cages we might be a little late. We're not leaving until I find out what makes this drum special. Hard to imagine the Daemons would attack a station because of a storage tank."

Not so hard to imagine when they got the drum on its side and saw the thick glass insert covering the side of the storage unit that had been turned to the wall. And the sleeping man who floated within the tank on a sea of sparkling green foam.

It took Allison ten minutes to find the recessed metal clips that popped open the top of the tank. The green liquid was so cold it burned Allison's fingers even through his gloves. Strangely, the figure resting in it seemed unaffected by the temperature. The man's eyes were closed, but his breathing was deep and normal. He appeared to be sleeping, though all their shaking couldn't wake him.

"Can't waste any more time here," declared Allison after a few minutes. "We gotta get moving. I suspect we found what those daemons were hunting. Seems likely they might decide to take another look. Best we be long gone when they return."

McCay and his partner, Creed, went first, their assault rifles level and ready. Grim-faced, they searched every shadow. Behind them came Cleveland and Moss, the stranger half-carried, half-dragged between them. The limp figure was heavier than he looked. Last marched Allison, busily directing the rest of his forces out of the base. A sense of urgency gripped him by the throat. It was a feeling he suspected wouldn't be gone until they returned their prize to the Zone. Again, his mind returned to Dr. Sinclair's message. Found sleeper. May have necessary answers. Obviously, the words referred to their discovery. A sleeper. What did the words mean? And, more important, what were the questions to which this man might know the answers?

The Daemons attacked just as Allison and his men emerged from the underground tunnels. They burst out of the horizon, moving with unnatural speed, screaming with inhuman savagery. Five of them, each twenty feet high, with four arms ending in huge pincerlike claws. Obscene parodies of men, with mottled red-green-grey skin, they hurtled themselves forward at the men in the corridor mouth, totally ignoring the automatic cannon fire coming from the troops stationed by the Roll-Cage tanks.

"Aim for their legs!" Allison roared into his transcom, the massive Last Rites assault rifle jerking in his arms. "Cut them down to size!"

There was no time for orders, just survival. Of the five that attacked, three fell victim to the assault cannon before they reached the mouth of the tunnel. But two did not. A hand the size of a shovel swept past Allison's face. Monstrous claws snapped.

Cleveland screeched in agony, blood spurting like a fountain from a massive gash in his side. Allison swung his rifle upward, the gun belching explosive shells. Twenty feet above him, a daemon's face exploded in a rain of bone and gore.

"Down!" Yelled Moss from behind him. Allison dropped. Heat rippled across his back, but his body armor kept him safe from the liquid fire that slammed into the remaining abomination. The creature shrieked once as its massive frame melted into a raging napalm inferno. Whatever hell they came from, Daemons were not immune to fire. They burned with a satisfying finality.

The entire fight had taken less than twenty seconds. Cleveland and Creed were dead, as were the two daemons. A fair trade, all considered, in this harsh world. Yet not one that Allison liked making. Good fighting men were precious. They were not easily replaced.

"Daemons," said a voice from Allison's right. It was the stranger from the tank. He stood unsupported, bright blue eyes wide open. His voice betrayed neither surprise nor fear. "Dr. Sinclair spoke of them.

Creatures from the circles of Hell. I had no idea they were so large."

"These punks are nothing compared to their big brothers," said Allison, grabbing the stranger by an arm. The man didn't resist. "Those mothers can block out the sky. They'll stomp us like bugs."

"That sounds unpleasant," said the stranger. He turned, looked over his shoulder at the tunnel leading underground. "Dr. Sinclair? The others in the station?"

"They didn't make it," said Allison. "You're the only one left."

"I suspected no less," said the stranger, "when the attack began and Sinclair insisted I return to the capsule. He was a brave man."

"Yeah," said Allison. "Same's true for anyone who works in the Wasteland. Ain't a job for somebody looking to live forever. Now, enough chattering and let's move. Or we're bugs."

Thirty minutes later, inside one of the Roll-Cage tanks heading straight for the Zone, Allison felt slightly more secure. Nothing less than a full Daemonic incursion could stop them now. And, whatever danger the stranger represented, Allison doubted that any imaginable threat could forge the eternally feuding realms of Sheol into some sort of alliance. They were safe. At least from the evils without.

"Who are you?" Allison asked the stranger. The man, well formed and slender, looked quite ordinary. He appeared perhaps thirty years old. His only garment was a silvery metallic membrane that covered him from neck to toes like a second skin. "And what makes you so important?"

"My name is Maze," said the man. "As to my importance, I'm not sure what you mean. You and your men come from the fortress called the Zone? Earth's last refuge?"

Allison nodded. "It's been called that. I'm Allison. Work for Volksag Corporation, just like everyone at base 412. Sinclair sent my boss a message, requesting help. Said he found a sleeper. That you?"

"A sleeper?" replied Maze, smiling. There was something odd about the man, though Allison couldn't say what. Maze seemed too relaxed, too calm. Unconcerned about the Daemons or the carnage they

had caused. Almost as if he was playing some sort of game. The stranger definitely did not believe in talking much about himself. "An interesting expression, even if not quite accurate. This Zone? Dr. Sinclair said it's nearly three miles high, and over forty miles in diameter. Built of reinforced steel and concrete, with hundreds of sectors and levels. Except for a small sprinkling of scientists and Wasteland Mercenaries like himself, all of humanity resides within its walls. Correct?"

"Yeah. Pretty much so," said Allison. He just wasn't sure he should be answering Maze's questions, but could think of no reason not to. "Home sweet home."

"Sixty million people?" asked Maze. "All jammed into one monolithic structure?"

"Give or take a few hundred thousand," replied Allison. "What makes you so curious?"

"Nothing like it in my time," said Maze. "It sounds fascinating. A place with opportunity for someone like me."

"Your time?" repeated Allison, picking up on the phrase.

"Before the Daemons," said Maze, with a flicker of a smile.

"Before the gates of Sheol opened and Hell's legions poured out across the world. I entered the cryogenic shell in 2025. As best as Dr. Sinclair could determine, approximately two hundred and seventy-five years ago."

"I don't understand," said Allison. "It doesn't make any sense."

"I know," said Maze. He laughed, as if amused by Allison's suspicions. "But you will. Once we reach the Zone you'll know my whole story. I promise you that."

Staring at Maze, bright blue eyes shining, Allison shivered with sudden worry. He was merely following orders, being a good soldier. Working for the Corporation, doing his part for the Zone. Sinclair's message had said Maze might have the necessary answers. But at what price?

It was a question Allison suspected was going to be asked many times during the next few days. Many, many times...

Obsidian Epoch

chapter



CHAPTER 1

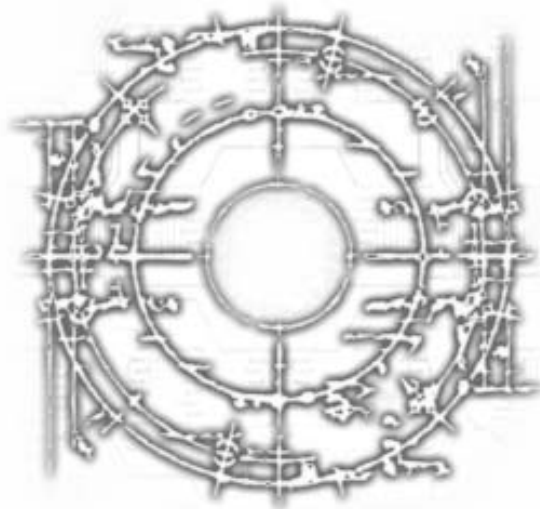
The reputable nature of Humanity has never been fundamentally important, until the truth was discovered. Corruption and sin has led this race of parasites into abomination and destruction. Once naive, this awakened Humanity must make amends for their mistakes, or suffer an afterlife of agony and damnation.

Fueled by efforts sent from Daemonic hordes and the back-stabbing Kults, the Apocalypse is said to be in its remaining years. Humanity stands against seemingly insurmountable odds, desperately fighting for every inch of territory it can possibly grasp. Mystics watch as their allies die, or become corrupted by Hell's influence. Most will die long before they ever suspect that there is more to this battle than they could ever realize.

This chapter details with the history and setting within the world of Obsidian. It is vitally important that any who wish to understand the feelings

that Humanity must struggle with daily read this chapter carefully. This history is rife with corruption and secret societies that have plotted the downfall of mankind since its earliest days. It may help to reread the history after reading the rest of this book, or even have other historic references at hand for further studies. Many terms may be referenced in the Glossary at the end of the book.

Lastly, most of you will likely realize that many different languages are used throughout the book, most notably Latin. While it is not important to actually know Latin, those of you who do will likely see some discrepancies in the translations. Any errors are intentional, and are meant to display the loss of knowledge that Humanity sustained through Hell's opening on Earth. The Latin that is now known is pieced together from long forgotten books and pages of a destroyed civilization, and the languages of Daemons, whose translations are often suspect or vague.



"Twenty-five Credits," the voice was a whisper, not harsh, but soft and defined, a man of few words and much purpose.

The cab driver's eyes lit at the prospect of such a large tip, and expressed his pleasure with a slight rotation of his body as he called back to his client, "Hope you enjoyed the ride, sir."

The client was already out the door, and the cabbie's words fell upon deaf ears as the door shut with a resounding thud that clearly ended the conversation. The cabbie's eyes shifted to look at the building sprawled outside the passenger-side window—a network of carved marble with a raised title relieved from the stonework and painted black: "Outerzone Acquisitions". The client, his back to the cab driver, was already climbing the few steps to the glass doors of the corporation.

As the man approached the doors, two well-dressed women opened the doors and bowed slightly as the man passed. The glimpse of polished gunmetal under their low-cut business suits told the guest that they were much more than merely door tenants.

Upon entering the building, the lobby quickly flared into an oblong cavern within the gigantic marble structure. Expansive lighting caused the shadow of the man to blossom outward in every direction. The man took a few moments to admire the tile patterns of the floor and stonework of the walls, noting at least four cameras and three places where audio equipment would be best served, before he was approached by a man dressed in a voluminous cloak,

the black folds gathering about the newcomer's body as he greeted the man, "Good to see you again, Cameron, it has been too long."

Cameron gazed steadily at the approaching figure, his cybernetic eyes registering no Dimensional and only slight Mystical emanations coming from the cloak or person, "Thank you for the opportunity."

The clasping of hands was brief, but firm, as the suit quickly continued his survey, absently whispering to the Mystic, "Audio bays in the upper right and left would grant a full auditory capture of the lobby, and that camera should be lowered a few degrees to give full view of the entrance outside the door."

The Mystic looked to the indicated space and appraised the suggestions with expert eyes, nodding in agreement and even adding, "The pressure plates in the floors are spaced to prevent a casual person from avoiding them."

Even as he said this, however, he noted that Cameron had been wandering in a seemingly random pattern that had managed to avoid the plates hidden within the floor tiles. The Mystic's eyes hooded slightly as he made a mental note to bring forward a few of the plates to solidify the position. Cameron was already looking at the button console for the elevator. The Mystic quickly caught up to his friend and watched silently, knowing that Cameron was examining the locale for imperfections in the security. Without looking up, Cameron whispered, "A Kultist approaches."

The Mystic's eyes snapped to attention, scanning the area for his sworn enemy, relaxing only when he saw a member of the Outerzone Acquisition corporation, which employed a large number of Spiritual Essence Kultists, the only Kult not corrupted by the darker Circles of Hell. A small curse escaped his lips as he spied the man hurrying toward them; his suit ruffled and obviously exerting himself in attempt to make some appointment on time. The individual stopped before the pair and managed to utter, "Mr. Rosche?" before bending at the waist and releasing a flurry of coughs and gasps.

Mr. Rosche raised a single eyebrow as he subtly pulled the corners of his cloak gently away from the man, waiting until the spasm had passed. The man finally subsided, with both Mr. Rosche and Cameron staring at him in anticipation as the man began to speak quickly, "My name is Jonathan Lanier, I was assigned to you from the circuit. I would normally have transfer orders for you, but the circuit, my usual boss, is out of the building on a special mission, sir."

He added the last statement almost as an afterthought as the man glanced at Cameron, his distaste for the cybernetic eyes of the suit evident to everyone present. The Mystic motioned for Jonathan to follow them—his skepticism well masked behind a grin and gesture for Cameron to continue. The suit pressed the Up button on the console and entered the lift, waiting patiently for Mr. Rosche to select a floor, between the available one and four. The Mystic obliged by pressing four, watching as Jonathan deftly slid past the closing elevator doors to stand at the back of the lift.

Mr. Rosche and Cameron stood in silence, which seemed to bother Jonathan, who began to speak as if to cover the quiet, "I am a Spiritual Essence Kultist, Mr. Rosche, and am fully prepared to perform any order you have for me."

Mr. Rosche did not bother turning around as he said, "I order you to be quiet."

Cameron smiled, looking at the doors to the elevator as they slowly drew back to reveal bright, sterile white walls leading down a seemingly endless hallway with no visible doors or exits. Cameron's face lost its grin as he stood, staring down the vast corridor, and hearing the audible hum of energy from the countless security devices lining the passage.

"We took this from ancient texts in our archives, it was commonly referred to as a 'feeding hall'," said Mr. Rosche as he opened his vidphone and hit a few buttons. When the other end answered, he said, "Give us a test of hallway four; just activation, hold fire."

Suddenly, the hallway blazed to life as three huge guns dropped from rotating ceiling mounts and walls of crackling energy cutoff escape back to the lift. Down the hallway, over eighty feet in length, another wall of energy separated the "feeding hall" from four soldiers in mechanical armor. The distant soldiers stood silently, their metallic second skin giving power and strength to even the slightest movement. The guns turned and pointed at the three men in the hallway, and the soldiers shouldered their huge weaponry, easily as large as the average person and definitely heavier. The movements were slow and ponderous, though the armor kept a fluid steadiness to the action as the four soldiers stood at attention.

"Normally, the guns would fire at a rate of five bullets per second, with a carrying capacity of thirty-five. Each gun is loaded with high velocity ammunition and has three spare clips of the same ammo-type, with a one second reload time," Mr. Rosche smiled as he explained, obviously delighted with his creation, "The whole system is triggered by pneumatic sensors set to

five feet beyond the elevator entrance. The energy walls can be maintained for up to fifteen minutes before running out of energy."

Cameron nodded, and Jonathan, forgetting the previous order to hold his tongue, decided to add, "This was added after we found a Seal from the Box of Under in the second floor maintenance closet."

Mr. Rosche looked sharply at Jonathan, who quieted immediately as the Mystic continued with the story, "That was one of my reasons for bringing you into this, Cameron. I was unsure what you were currently involved in, but I think that Outerzone Acquisitions could benefit from your experience as well as my own. As you can see, the corporation is quite serious about protecting whatever is at the end of this hallway."

Cameron nodded quietly, coming to a halt before the energy wall, which deactivated as Mr. Rosche spoke into his vidphone again. The four Shocktroopers stood at ready as the three passed by the group, coming abruptly to a T-intersection and turning left. Mr. Rosche pointed to the door, the only room on the floor and said, "The two men outside the door are stationed there night and day, I have never seen them leave this post in the three weeks that I have been here."

Mr. Rosche stood before the two men, who did not even look at the Mystic, "They will not allow anyone through who is not accompanied by the Archbishop, who is currently in Sector 18."

Cameron nodded again, feeling a faint chill of power radiating from whatever was behind the door. He closed his eyes briefly, concentrating on the room behind the two men. When he opened his eyes again, a flash of blue energy, visible only to his own cybernetic eyes—which were sensitive to the Mystic spectrum—lanced at the doorway. His mind's eye witnessed a room lit by candles and warded against Convocations from the infernal power of the Kults. In the center of the room, an object rested on a raised dais. His mind attempted to uncover the identity, but he felt his power fading, being drained away by an unseen source. He looked at Mr. Rosche, who seemed to smile absently as he said, "I tried it myself. I have no idea what power could do this."

HISTORY

"My pen stains this paper with thoughts far too valuable to be hoarded by any one person. It is my hope that the knowledge I now impart might one day help to overcome the darkness that has inundated the world. I implore you, read and take as truth what I say. This tome, these pages, these are the last of a fading history. May your fight not be in vain, my friend."

-Callarius, Historian and Mystic

THE SUNDERING OF HELL

In the beginning, there was Sheol. (It is my understanding that at this point, the exact year is neither important or known. To guess would likely be incorrect in any event, but my posit would be that this is nearly 10,000 years before the manifestation of Christ. It is also important at this time to point out that the notation BC refers to the age "Before Christ", which means before the Azure Hyaline sent forth their only physically manifested entity. AD refers to the period after the Christ's death, but while many would think AD

refers to “After Death”, it refers to “Anno Deum”—which to my knowledge translates into “The Year of the Shepherd”). Sheol was a Plane of existence inhabited by Daemons. Their survival was sustained by a reservoir of energy. This reservoir was Earth, a separate Plane of being. On this reservoir were parasites. Creatures that fed upon the energy of Earth and eventually evolved. Their evolution transformed these parasites into intelligent, thinking beings known, collectively, as Humanity.

The beings of Sheol gave little thought toward the humans, finding them lesser and below their concern. However, the Divinity, the ruler and creator of Sheol, knew the truth. Humanity was corrupted by its desires. Mankind endorsed greed, perversion, hate, and corruption. These four elements transformed and warped the energies sustaining Sheol. This, in turn, corrupted the beings there, turning them into dark reflections of the four elements they embodied. *(I am uncertain when these four elements became separated into the eight corrupted forms known today, but all histories only speak of four, so that is all I will speak of here)*

The Divinity, seeing the corruption, separated Sheol into nine Circles, placing a Shepherd—the most powerful of Daemons—as the ruler of the other lesser eight Circles. The Divinity hoped that by separating Sheol, only a few of the Circles would become corrupt and destroy themselves, rather than infecting all the beings of a unified Sheol.

THE DESCENT INTO MADNESS

However, the Divinity did not understand the depth of mankind’s evils. Seven of the nine Circles gave themselves to the corruption, becoming the embodiment of the particular evil that sustained that Circle. The Circle of Avarice, feeding upon the energies of Lust, fell first. The Circle of Stimulus, feeding upon Addiction, came next—followed quickly by The Circle of Torment, gaining sustenance through Envy. Enraged over the fall of three Circles, the Divinity lashed out at Humanity, destroying mankind’s two largest cities: Sodom and Gomorra. The two cities, utterly annihilated by the wrath of the Divinity, were buried beneath the sands of the Earth. The souls of those killed screamed their way to the Circle of Requiem, the Circle of Under, and the Circle of Carnivoria; the Circles controlling Murder, Sacrifice, and Depravity, respectively. The massive amounts of tainted energy caused by the destruction overcame the next three Circles, causing the Divinity to stop in the destruction and allow Humanity to survive.

Such devastation, however, also caused unrest and anger, and many humans turned from religion and faith in revilement. This energy threatened to overwhelm the Circle of the Azure Hyaline, gaining its sustenance through the energies of Hate, but the Shepherds in residence fought to enact a barrier to keep the tainted energies away. This barrier, while weak, would stop the energies temporarily.

The tainted energies of Earth blossomed into a new type of existence, that of Stagnation. With the lack of progression or change came disease and plague, and ultimately, the corruption of the Circle of Pestilence, which grew in power with each victim these infestations claimed.

The Fall of the Circles, or the actual events that took place to cause the overthrowing of the Shepherds ruling each Circles, is unknown as fact.

Accounts of Daemons who were present, however, have allowed for at least a partially reliable basis for what is penned next.

The Circle of Avarice was the first to fall. Dark cities made of obsidian rose from the newly created landscape of fire and brimstone to challenge the greatest extents of the skies. The Shepherd Sariel would perch upon the highest spire, surveying all within his realm. It was during the final days of the uncorrupted Circle, now called Avarice, that a group of eleven powerful Daemons conspired to kill Sariel. In this group included the weakest and least powerful—a young Daemon named Ighalli. Accounts of the battle vary, but most reliable sources tell of an epic battle that lasted three days, wherein Sariel fought bravely, killing all but Ighalli and a huge imposing Daemon named Gehazi. During the last moments, however, Ighalli turned upon Gehazi, tearing at the greater Daemon’s throat and drinking its foul essence. With his newfound strength, Ighalli destroyed the already-wounded Sariel, taking his place as ruler of Avarice. The foul lord has ruled as Divinity of Avarice ever since, and was the first to claim the title of Divinity as an affront to the Divinity of Sheol, the creator of all.

Deep within the swirling cesspools of Stimulus, a band of four Daemons rose upon their Shepherd, Herriton, who was weakened greatly by the foul, acrid air of the realm in which he ruled. The Shepherd lay in a pool of his own bile, raggedly breathing fumes from his surroundings, when four conspirators—Dermant, Ledgant, Signant, and Xerxant—attacked. The Shepherd never even raised a hand in his defense, seeming resigned and relieved to accept this fate. The four Daemons fed upon the body, growing stronger with the infused essence of the Shepherd, and have ruled four separate cities of Stimulus ever since. As a council, the Chemical Lords hold immense power over their denizens, though infighting is not unexpected.

The third Circle to be corrupted, that of Torment, did not destroy its Shepherd. The Shepherd, Laithen, became absorbed by his own Envy. In his loneliness upon entering the Circle of Torment, Laithen created machines and devices to entertain him in the barren world. His anger at them for not feeling or having emotion only drove him to create more intricate and complex machines. He attempted finally, after creating thousands upon thousands of constructs, to place a portion of his essence into a machine to make it feel. The experiment, however, went awry and a machinelike being that identified itself as Silesia DeuMachinus was born. The machine took control of every other construct and infused them with a portion of its sentence. Thus linked, Silesia had complete control over every construct in its realm. The creations turned upon their creator, Laithen. However, upon assimilation they became infused with the Shepherd’s own burning desires to understand and reproduce emotions. To this end, Laithen was tormented and tortured endlessly, until finally, the Shepherd sacrificed himself so that he might find peace.

The Circle of Requiem never lost its Shepherd. Indeed, Hazlia, the original ruler, still rules. However, with the immensity of the corruption his realm sustained, he quickly fell along with his subjects, becoming obsessed with death and decay. Soon, Hazlia ruled over all who could and could not rise from the fetid and damp dirt covering the Circle. Mists covered the ground, and the stench of decay pervaded everything. Hazlia became corrupted, and turned his back upon the Divinity of Sheol. He now sits upon his throne of decayed bodies and bones, ruling over a realm of the dead. None challenge the fallen Shepherd, and none ever will.

The Circle of Sacrifice may well have always been corrupt. No record of its corruption, or even the name of the original Shepherd sent to rule there is known. Only the Circle of Under and its Kultist brood know the truth, if even they know.

Depravity drew the edges of the verdant jungles of Carnivoria to a frayed and chaotic bloodfest. The Shepherd of the Circle, Zachary, was almost overcome immediately by the harsh and brutal existence of the lands he would rule. The Daemons were more bestial than thinking creatures, and their only existence was for the hunt. When the Circle became corrupt, millions of Daemons were slaughtered, not by hunting, but by savagery. The most powerful became the dominant. Soon, a great Daemon known as Gorgos had devoured and consumed enough mass to destroy all in its path including the Circle's Shepherd, Zachary. The Circle of Carnivoria is the only Circle to have changed Divinities, and it has done so approximately six times throughout history, if the stories are to be believed. Abaddon, however, to all accounts, has ruled for nearly two thousand years and seems likely to remain unchallenged for a great long while.

Last to fall, the Circle of Pestilence is a mystery to most. The Circle was once ruled by the Shepherd, Benevicta, but to all accounts she was overcome by a horrible, wasting disease that not even her august powers could cure. Extremely rare upon the Earth, the denizens of this realm were usually seen as minuscule creatures and viruses that infested the bodies of animal and person alike. The ruler of this Circle, Pyemius, disappeared long ago and has not been seen or heard from since some years after my birth. All recorded sightings of the Circle of Pestilence, and its Kult, ceased in the year 2103 AD.

The Circle of the Azure Hyaline did not become fully corrupt, but some of its denizens did, and may still be. Those who fell initially were destroyed and their fallen essences used to create a temporary barrier to block the energies of Hatred from infusing the realm. The original Shepherd, Ohmanne, sacrificed himself so that the barrier might hold until such time as the minions of the Circle might send forth one of their champions to the Earth realm. This attempt would be to teach Humanity the errors of their ways, and bring about a new age of peace and harmony between the humans and Daemons. While the barrier to keep out the energies of Hatred has held, it has been put through massive strain at certain points throughout history. Those of this Circle can no longer physically manifest upon the Earth, due to the Circle of Avarice, who destroyed the Christ Daemon and used its power to prevent the Azure Hyaline from physically crossing the barrier. This remains fact up to the present date.

The Ninth Circle is something of a mystery, even to the most learned of scholars and Mystics. Nothing is concrete, except that whispers of *them* is frequent from those who would use their powers of Mystical Ability for selfish or evil ends. There is no Kult for this Circle, but it is widely believed by the most devout and wise Mystics, that the power of Mystical Rituals stems from this Circle. The truth for now remains unknown.

THE AGE OF THE KULTS

With the influx of tainted energies, the Circles of Hell began to see that only by driving Humanity to indulge in each Circle's particular sin would the Circles be granted any more power. Ighalli of the Circle of Avarice—after gaining enough sustenance from such historical people as Menes, who united both the upper and lower Egypt and the Shang Empire of the Yangtze Valley—

could finally open a Portal to the Earth realm and send forth his minions. However, he knew that to do so would require immense energy from both sides of the portal—weakening him significantly. Instead, he slaughtered his own minions by the thousands, using their diluted energy to open the barrier. He then sent forth his smallest and weakest minions, as he could send more of them than of the larger and more powerful minions. He also knew that any Daemon physically manifested on Earth could never return, and therefore, Ighalli only sent the expendable.

These minions began to corrupt society personally. Soon, with human worshipers, the first Kult began—the Kult of the Internal. *(It is my understanding that you may or may not know about the Kults. I would normally pause to restate some basic understanding, but my time is short. All I can say is that a Kultist steals a person's soul, stores it in a receptacle called a Kult Blade (or Spirit Blade), which is unique to each Kult, then barter it to their Daemon masters in return for brief amounts of power. The greater the soul's power, the greater the reward for the Kultist. Each Circle, except the Ninth Circle and the forgotten Circle of Pestilence, has a Kult that pays homage to it)* No one is certain of the exact date the Circle of Avarice opened its portal, though most posit that it would have been near 1900 BC. This would mean that early civilizations would have been ruled most likely by a Kultist or even a Daemon who could take human form.

In fact, near 900 BC, Ighalli cast out an Escheleon named Ashur. Ashur had attempted to overthrow the Divinity, but had been betrayed by one of his cohorts. Instead of killing the Daemon, Ighalli sent him to the Earth Plane, where he would stay forever. The Escheleon emerged upon a kingdom known as Assyria. It was here that he revealed himself to a select few humans, ordering them to attack their neighbors and expand their empire. Those humans under influence of Ashur quickly became priests and leaders under the Daemon's control, conquering lands from the Persian Gulf to the Nile River by 600 BC.

This empire fed Avarice more completely than any other source, and so Ighalli sent forth a Liege to reinstate Ashur as his general on the Earth realm. In Babylon, 692 BC, the Liege emerged in service of Ighalli, though his intentions were that of destroying Ashur and himself becoming the general of Avarice upon this plane. The revolt was crushed by King Sennacherib, a powerful Kultist of the Internal under control of Ashur. In the end, Sennacherib bound the Daemonic Liege and had him take the place of his son, who had fallen in battle. The Daemon agreed and became known as Esarhaddon, who rebuilt the city of Babylon eleven years after his father destroyed it. Esarhaddon remained a ruler in Babylon, through many different guises and names, always plotting to destroy Ashur. Though in the mid-600's BC, Cyaxares—an unknown and mysterious king—beat him to it.

The Median Empire, under the rule of Cyaxares, invaded Assyria, forcing Ashur into a hard-pressed battle. The Daemon, realizing he might lose, began to use his Daemonic powers. Near the end of the battle, Ashur confronted the king of the Median Empire, who stood alone on the battlefield. The outcast Escheleon revealed his true form and attacked, but Cyaxares stood his ground and gestured at the bodies heaped around him. At his command, they all rose from the ground, pulling the Daemon from his charge, rending and biting. Ashur fell to the shambling dead, introducing the second Circle to the Earth realm: Requiem.

The Circle of Requiem had emerged nearly one hundred years prior to this point in spirit form. These Daemons whispered hints of power to the Median

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kings and priests, until they finally agreed to take the bone-carved Kult Blade of the Undead into their hands. Stemming from the power of animating the dead, the Kult of the Undead continued to be a terrible foe in battle. Throughout the early years of Requiem's saturation, empires trembled at the mention of fallen comrades rising from the dead to attack their own armies.

With Ashur out of the way, Esarhaddon, now known as Nebuchadnezzar, continued in his quest for total domination and struck Assyria from within the southern regions of the Empire. In conjunction, the Median Empire, under command of Cyaxares, attacked Assyria from the East. The great Assyrian Empire, with the fall of their Daemonic patron, Ashur, was turned to rubble in 612 BC. As a reward to Cyaxares for killing Ashur, Nebuchadnezzar allowed the servant of Requiem providence over the fallen Assyrian Empire, and left to the West. *(After researching all I possibly could, it has come to my understanding that Nebuchadnezzar changed names once again, and disappeared from mortal eyes—though I believe he was betrayed by the malicious Cyaxares, and killed in fear of Nebuchadnezzar coming one day to reclaim favor)*

The Median Empire expanded under the rule of Cyaxares' son, Astyages. By 570 BC, the empire had included Turkey, parts of Saudi Arabia, and the lands east to the Indus River. However, while fighting in the Arabian Desert, Astyages was approached one evening by a man in black robes. The cowl had been drawn over the eyes, so that no features of the person could be seen, save for scarred and blackened hands. The person approached, announcing that he served a god known as Moloch, and that visions had been granted of Astyages' grandchild enslaving the king and overthrowing the Median Empire.

Eleven years later, in 574 BC, Astyages' daughter fathered a child named Cyrus. Astyages acted upon the prophecy the mysterious visitor had proclaimed and attempted to kill the child. His daughter, however, stole away a commoner's child and murdered it in her son's place, then sent Cyrus to exile in Persia, where he was raised by a wizened sheep-herder. The shepherd taught Cyrus of the Circles of Hell and how his grandfather served a Daemon, not a god. Upon reaching adulthood, Cyrus challenged and won the throne of Persia. It was at this time the shepherd that raised him entrusted Cyrus with a strange blade made of clear crystal. In 557 BC, Cyrus was able to imprison his corrupted grandfather within a Persian cell. With the ruler of the Medians enslaved, Cyrus took over Ecbatana, the Median capital. It was soon after his victory that Cyrus discovered the origin of the blade to have come from the Azure Hyaline, the untainted Circle of Hell.

Cyrus continued to conquer lands for Persia, eventually eliminating the Babylonian Empire. At this time, he freed the Jewish slaves, sending them back to their homeland of Palestine in 539 BC. Later that year, Cyrus had fathered his own son, Cambyses. He taught his son as he had been taught by the shepherd, and entrusted the blade to him when he reached the age of ten. In 529 BC, one year after giving the blade to his son, Cyrus was killed by an assassin named Gellidus, who came from a budding civilization far to the west called Rome.

Cambyses, overcome with grief of his father's death, ordered the armies of Persia to find Rome and destroy it. The armies mobilized and conquered Egypt and northward to Thrace, but did not proceed further due to a fierce struggle with the Greeks. In Egypt, Cambyses was visited by a figure in black robes with a cowl pulled down so that none could see any features with exception to scarred and blackened hands. The figure said that it worshipped a god named Moloch, and that if the armies of Persia did not leave Egypt, then

Cambyses would perish. Cambyses, laughing at the preposterous prophecy, had the person detained. But the figure vanished from the prisons mysteriously that same night, a strange symbol painted in blood stained the floor of the cell where the figure had been held. No amount of washing would purge the bloody symbol from the floor. Cambyses knew then that another Kult had emerged. It would not be until many years later that they would become known as the Box of Under.

Cambyses sent his fastest courier to Persia giving the proclamation that Darius, Cambyses' cousin, was to become heir to the empire. He also entrusted the crystalline blade to Darius along with testaments of the Circles of Hell. The armies stayed in Egypt and the day after the courier was sent, Cambyses died of a sudden fever.

Darius, during his rule, set forth standards of taxation and a feudal system of rulership far ahead of his time. He expanded the Persian Empire into India on the east and deeper into Greece on the west. His rule was largely successful, until he ordered his armies into Greece. After a crushing defeat by the Spartans and Athenians in 490 BC, Darius pulled back to rethink his strategies. However, the Internalists and Undead had erected a united front, with Avarice controlling the governments and the Undead reaping the benefits of the war. Without the help from powers of matching magnitude, Darius could not hope to win. He sent couriers into Egypt to seek out the worshipers of Moloch, as well as back to Persia to send for his son, Xerxes. In 487 BC, a representative of the Moloch-worshipers came to Darius and his son. The contents of the discussion hinted towards Darius' death and Xerxes' inevitable failure. Darius entrusted the crystalline blade to the Moloch worshipers, who in return said that he represented the Kult known as the Box of Under. Darius died one year later from heart failure.

Xerxes took up the banner and invaded Greece once more, but was defeated by Internalists, led by Laconicus, a brilliant general and tactician. Xerxes knew then that no amount of warfare would defeat the Greeks. Instead, he sent his agents into the land. These people subverted rulership of the Greeks, and attempted to show the rest of the city-states of Greece how cruel the rulership of Sparta was. By 479 BC, the Persian army was driven back to their homeland, but the spies and saboteurs continued their work undermining the Internalist's rulership.

Xerxes died in 463 BC, leaving no legitimate heir. The country fell to internal civil war, each faction attempting to overthrow the other. In 376 BC, the Greek city-states erupted in civil war as well. Everyone fought for superiority, granting Avarice and Sacrifice more and more power. But then, in 371 BC, a huge battle began at Leuctra. The people of both sides now fought merely because they had done it for so long. The generals fought for rulership of Greece, but the common man merely fought. This energy fed Carnivoria, and soon, the lords of depravity emerged.

Carnivoria opened its portal in Greece, where a general known for his success at war was pulled under the sway of this new Circle. Philip of Macedon, a great general already approaching old age became the first Kultist of the Lost. Using warlike and hunting efficiency granted by the Kult of the Lost, Philip of Macedon began to invade and conquer other lands, spreading the influence of the new Kult to those who proved strong or brave in battle.

His son Alexander saw the brutal efficiency with which his father conquered lands and wished that he, too, could be as great as his father, but he feared that the general would conquer the entire world, leaving none of the glory for his son. He was approached one night by a man who later became his

tutor and mentor in all matters infernal and educational. This man, Aristotle, told him that there were other ways to conquer, and that war was only one avenue. He fed the jealousy and rage that Alexander felt for his father, and finally, when Aristotle offered to allow Alexander to join the Kult of the Internal, he accepted readily.

When Philip died preparing an invasion into the remnants of the Persian Empire, Alexander was quick to take the reins of power for his own. Alexander's forces became the greatest army up to this point in history, conquering huge tracts of land. His hatred for his father's Kult drove him to abolish his father's legacy in Greece, sending some 4,000 Kultists of the Lost, Under, and Undead into slavery or death.

His attacks led him into Egypt, where he was hailed as a hero due to the efforts of the Box of Under, who merely followed their prophecies given to them by their own Divinity. This even after the enslavement and deaths of their Grecian brothers. Alexander was touched by the near bloodless coup of the country and appointed it the cultural Mecca of the world. The Box of Under, unknown by Alexander, came to acquire positions as tutors and herbalists, having power over children and the sick, those who were most impressionable.

Alexander continued to conquer Persia, finally burning the capital city of Persepolis to the ground for the destruction the Persians had caused to Athens during the battles of 480 and 479 BC. He returned to Babylon, where he was taken ill with a mysterious malady.

The Box of Under came to attend his health, but even their greatest efforts were unable to remedy the illness. After many nights of meditation and pleading to their Divinity for aid, the Box of Under were granted visions of

another secretive Kult: The Kult of Pestilence. (*My studies suggest the Plague of 430 BC in Athens, granted the Circle enough power to open a Portal*) The Kultists spread disease and stagnation in their wake, and had afflicted their maladies upon Alexander for invading their quiet lands of the Hindu Kush and Sogdiana. On June 13, 323 BC, Alexander the Great died by the hands of the Kult of Pestilence, creating a lasting and permanent animosity from the Circle of Avarice, who had enjoyed an immense influx of energy during Alexander's reign.

The body was sealed in a golden sarcophagus and sent to Memphis, Egypt, where it would be buried. (*Continuous rumors persist in my studies that tell of the Kult of the Undead bartering with the Box of Under, the true power of Egypt, for the dead body of Alexander the Great. What nefarious plans for the body or payment given is unknown, but frightening to consider*)

THE BASTION OF HOPE

In another part of the world, the civilization of Rome grew. Rome was first founded by Internalists who had been cast-out of Greece and Macedonia for crimes against mankind. These Internalists founded a city that rose to the greatest heights in history.

By 500 BC, the Romans had driven the Etruscans into Macedonia and gathered their lands into a single republic. Cities emerged and people came to the new Rome to live away from old enemies or merely to begin afresh in a new setting. Many Jewish people settled in Rome, awaiting a foretold savior that would emerge from the Roman Empire. Most of the Internalist rulers were content to allow the Jews to settle there, thinking that they preached of some forthcoming Internalist ruler.



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The Box of Under also came to Rome, completing what they prophesied would be a Circle of three and thirteen. *(I can come to no understanding of this prophecy. Perhaps this refers to the twelve disciples and Christ? I am at a loss)* When Gaul, led by a renegade Internalist and some Kultists of the Lost, burned Rome and occupied many of its cities, the Box of Under suggested the rulers of Rome pay the ransom the Gauls had demanded and kill them in revenge later.

When the Gauls left after a seven month occupation in 390 BC, Rome was attacked by the Kult of the Undead from Latium, who feared the growing power of the Internalist/Box of Under alliance. Kultists of the mysterious Box of Under, however, were not seen at any of the battles.

The Internalists mounted a counterstrike that decimated the Latin fleet and the Roman Empire added Latium to its conquests. After conquering Hannibal and the Kult of the Lost in Carthage during the Punic Wars, the Romans turned their sights to Hannibal's allies. Philip V of Macedon, a Kultist of the Lost, along with the Kult of Pestilence were all executed for their aid to Hannibal in the Punic War.

In 191 BC, five years after the defeat of Philip V of Macedon, the Internalists were shocked and frightened to discover that Antiochus III of Syria had helped Hannibal as well. The shock stemmed from the fact that Antiochus III was a Box of Under loyal to the Roman court. After defeating the traitor at the Battle of Magnesia in 190 BC, the great Internalist general, Scipio, returned to Rome to find that the Box of Under had vanished.

The conquests continued until the Social War of 90 BC. Sulla, an Internalist, crushed rebellion in the empire, then turned on his ally, Marius, another Internalist. At the same time Sulla waged this private war, he sent armies to Asia, under command of Lucullus and Pompeii. The two generals were successful in Asia, crushing the Kult of the Lost led by Mithridates. After the battles, Pompey paid the Kult of Pestilence to unleash a plague upon Lucullus. Pompey then returned to find that Sulla had defeated Marius. After turning his preying eyes upon Sulla, Pompey set out to replace Sulla as the superior general.

However, in 78 BC Sulla died prematurely, leaving the position open. With three generals vying for the command of the entire Roman army, the Senate decided the only way to preserve the empire was to form a Triumvirate. Pompey was forced to enter this triumvirate with Julius Caesar, an indulgent yet brilliant general, and Crassus, an upstart who scorned the Kult of the Internal for creating strife where there should be none.

Whispering dissent to the Senate while Caesar was fighting the Celtic tribes, led by the Kults of the Lost and Undead, Pompey attempted to oust Caesar from rulership of the empire. Caesar's spies in the empire warned him, however, and he marched his army to the Senate where Pompey stationed his forces. During the ensuing battle, Caesar's army defeated Pompeii's, but Caesar was left on the battlefield, facing Pompey and two of his bodyguards alone.

It was then that the Circle of Stimulus decided to strike. Defending a patron of indulgence and addiction, the Circle of Stimulus opened a portal, sending two Daemons forth to kill Pompey and his bodyguards. Caught by surprise, the guards perished, but Pompey fled in the confusion of the Daemons' arrival.

Caesar became the emperor of Rome, but was summarily executed by his advisory council due to his overindulgent nature, which, to the minds of many, left him unable to govern properly.

After a power struggle through the triumvirate of Octavius, Mark Antony, and Lepidus, the great-nephew of the first Kultist of Chemical, was granted the title of emperor: Octavius Caesar. In 27 BC, Octavius took the name Augustus, to indicate his turning from the Kult of the Chemical to the Kult of the Internal and instituted the Pax Romana while he reformed the empire. The reformations took many forms, but most consisted of mentally enslaving many high-ranking officials, or even murdering them and replacing them with other, more cooperative persons.

However, it was during this time that the Circle of the Azure Hyaline decided to open its barrier. Deep in the heart of a small farming community, the Circle opened a small barrier, sacrificing the lives and energies of their own minions to release a single Daemon. This Daemon had the responsibility of reforming humanity, and to help strengthen the barrier that held the bombardment of hate in check.

THE JEWISH COMMUNITY

The Jewish faith is often heralded as the birthplace of the Spiritual Essence. It is important to note that their ranks, mainly the Qabbalists, were also infested with the Box of Under. The connection, while frightening, is strange. During a majority of the wars that plagued the world from 500 BC to just after the death of Christ, the Jewish community was often caught in the middle of the struggle for Jerusalem.

Due to Internalist machinations the Jewish people were never able to give a united front of resistance, except during the reign of Antiochus IV Epiphanies during the years of 170-160 BC. Antiochus forced the Jewish people to abandon their faith and adopt Greek culture (which many did without complaint). However, a young Jew named Mattathias refused to make sacrifice to the alter of Ighalli, which Antiochus forced all converts to do, and fled to the hills outside Jerusalem, where he died shortly after. Out of revenge, his son, Judah, took stand in his place and incited a rebellion that overran Antiochus and his infernal armies. In 165 BC, Judah reentered Jerusalem and recaptured their temple, ousting Antiochus—who swore that one day he would have his revenge upon the Jewish people. Judah continued his struggle, until the Box of Under Qabbalists turned upon him and killed him as he rode into battle.

This type of internal treachery was likely the cause of Jewish deaths and reason for lost battles. During World War II, the Jewish people were kept imprisoned with the Box of Under Qabbalists, who aided the Internalists by weeding out the Spiritual Essence among them. The reasons for these treacheries are unknown. It must be noted, however, that their stoic refusal to carry a grudge (for the most part) has kept the Azure Hyaline strongly backing their faith, even in times of dire need. Their fate is a testimony that mankind can overcome the sin that infects us at our very soul.

A SHEPHERD & HIS FLOCK

The portal was based within a living woman, and a child was born. This child she raised as her own, though the Daemon used its powers to ensure that she knew that this child was something far greater.

The night of the child's birth, she was visited by three robed men with scarred hands. These men claimed to be wise men from the east, come to pay homage to the child who would change the world. They gave gifts of incense

and jewelry, and entrusted to Mary, the mother of the child, a blade of crystal, which had been given to them centuries ago in understanding that it would be returned to its rightful owner. Thus the Box of Under did truly give the Kult Blade of the Spiritual Essence to Jesus the Christ.

When Jesus grew into manhood, he walked the lands, granting peace and respite to the sick or dying, and feeding the hungry. His following grew to enormous proportions, enough that the Emperor of Rome, Tiberius, sent forth his agent, Barabbas, to stop the growing power. Barabbas, an Internalist, entered Judea to speak to the governor there.

Pontius Pilate, the governor of Judea, had seen the acts of Jesus, however, and wished not to act against the Son of God (*In my studies, this was a title given to Jesus the Christ, Daemon of the Azure Hyaline.*), but he also could not defy a royal ambassador, so he made a deal with Barabbas: if the agent could convince one of the apostles to betray Jesus, then the Son of God would be arrested and crucified.

Barabbas agreed, and that evening he mentally enslaved Judas Iscariot, one of the twelve loyal to Jesus. He paid Judas thirty silver pieces to kiss Jesus on the cheek the next day, an indication for Barabbas' legion of centurions to arrest the Savior.

The next day, as Jesus prayed at Gethsemane, Judas approached and kissed him on the cheek. The centurions moved to arrest him, but Simon Peter, one of the twelve, drew his blade and cut the ear from the captain's head. The blood on his crystalline blade stained the clear substance of the blade forever, turning clear crystal to ruby. Jesus blessed the blade, saying that no Kultist will ever survive even the slightest scratch from that blade, which was drawn in defense of Jesus the Christ.

But the centurions overwhelmed Simon Peter and arrested Jesus. The guards, however, also saw and arrested Barabbas who was caught sneaking into the palace of Pontius Pilate late that night. The next day, both prisoners were brought before the governor, as tradition, one would be set free. The governor was about to release Jesus, when Pilate's wife begged suddenly for Barabbas to be released.

The governor had given his word that she could demand anything of him when it was for leniency of a condemned man, and so he released Barabbas and crucified Jesus.

The Internalists, however, were watching the death of Christ, and harnessed the power of Jesus to forever close the portals to the Azure Hyaline, so that the Circle might only send forth Daemons in spirit form, even unto this day. The harnessing took place by all the assembled Internalists drawing forth spiritual energy from the Savior and focusing this power upon the spear of a young centurion named Loginus, who thrust the weapon into Jesus' heart. This released his spirit in foul sacrifice, which drew a curtain of power—closing the barrier between Earth and the Azure Hyaline. However, Jesus used some of his own power as well to ensure that the barrier, keeping the energies of Hate from corrupting the Circle, would remain forever intact. Thus, the Savior had died with his mission unfulfilled, but remained successful in protecting his Circle from further bombardments.

The next day, an angel appeared to the eleven faithful and blessed them, bidding them to spread Christianity and the Kult of the Spiritual Essence. The angel also told the eleven they could only be killed by beheading. Then the angel appeared to Judas and freed him from his mental enslavement, but when he realized what he had done, he hanged himself from a tree in shame.

WAR AND TIMES OF DEPRAVITY

Following the establishment of the Christian faith, the Roman Empire was sundered into two halves due to feuding between the old and the new cultures, but as the Roman Internalists prepared to destroy the Spiritual Essence for being the cause of their strife, barbarian tribes from both the East and West attacked the empire.

From 180 AD until the fall of the Roman capital in 476, tribes of cannibalistic, savage warriors—led by the Kults of the Lost and Undead—repeatedly attacked Rome. The empire was weakened even more by a biological attack from the Kult of the Pestilence in 262 that reportedly killed 5000 people a day. The divided empires split further as the eastern half decided to pull back its support of the besieged western half. In 476, a German chieftain named Odoacer conquered the city of Rome, toppling the Roman Empire, claiming Rome as the capital of his own empire and deposing the Roman Emperors.

The tribes continued to raid nearby settlements, even traveling as far as China, where they established a province called Mongolia. The barbarians continued to attack and be attacked by the neighboring Byzantines and the Holy Roman Empire until nearly 1100.

AGES BOTH DARK AND LIGHT

By 1090, the Christian faith had spread to become the largest of European religions. The Internalists were displaced as the ruling class and a period of darkness and secrecy pervaded the Kults during this time. When the Catholic church began the Inquisition to flush out and destroy Kultists, the "Time of Silence" began.

During this time, largely from 1200 until the early 21st century, Kultists were driven from public view. The church had created a superstition that called for the deaths of people, other than priests, that exhibited otherworldly powers. Kultists were forced to be quiet, lest they be found and reported to the Inquisition.

Little did the Kult of the Spiritual Essence know what they had done, however. Their actions of torture and agony to find other Kultists, drove the last and final Circle to open its portals: The Circle of Torment.

Silesia had long since disposed of its Shepherd, and the Circle needed more subjects to test upon, so the Circle of Torment sent forth Daemons to embrace a new Kult: The Kult of the Machine. Until nearly the 1500's, the Inquisition was riddled with this Kult, whose efforts at torture were legendary, as was their lack of emotion or compassion for the subjects they tested upon. This Kult drove Humanity to create some of the most destructive and painful devices of war ever built, but also expanded areas of communication and efficiency, as well as philosophical and analytical thought.

The Christians looked to their god for help as disease and famine spread across the lands, killing one in three people. The greatest attack by any of the Kults previous to World War II took place as people succumbed to the power of the "Black Death". The Kult of Pestilence had acted in concert, releasing the Plague throughout hundreds of cities on the same day. The Spiritual Essence was nearly helpless to grant respite to the dying as so many were infected at once. Angered by the deaths of so many, the Spiritual Essence sought revenge against the offending Kult, mounting armies to invade wher-

ever the Kult of Pestilence might be found. Their spies returned to report the powerbase of the Kult of Pestilence was deep within the Muslim Empire. As a cover, the church declared its right to control the lands that Jesus had walked and attacked the Turks.

From 1096 until the late 1490's, the Muslims and Christians fought for control of the Holy Land. While the humans battled vainly, the Spiritual Essence and the Kult of Pestilence clashed repeatedly, attempting to utterly destroy each other. Disease followed and lingered about the battlefields and alleyways, and nearly eighty percent of Humanity was destroyed by plague or war during these years. The determined Christians, despite the church's urgings to cease the wars it had inadvertently sparked, continued their battle to reclaim their Holy Land.

The Kult of Pestilence during this time found a secret ally, one that to this day they were unaware of: the Hashashiyin. This cult of assassins were formed by the Kult of the Chemical early in the 900's under the name of the Thuggee cult. The group would smoke hashish in order to induce hallucinations and inner calm before strangling or cutting the victim's throat. This group was formally a secret group of radical Muslims, being hired or sent to assassinate high-ranking officials who were often Spiritual Essence Kultists or the uncorrupted Kult's pawns. However, even this alliance did not turn the tides of the Crusades to their benefit.

This tenuous balance of warring between the two empires provided a perfect opportunity for the depraved Mongols—long since initiated into the Kult of the Lost by Odoacer's army—to invade. Leading the greatest army of Kultists and Daemons to have ever been assembled until the 21st century, the Mongolian Empire stretched from the far eastern edges of China to the Mediterranean Sea. It was only a temporary truce between the Muslim and Christian Empires and the death of Genghis Kahn that broke the armies of the Mongols. As soon as the Mongolian threat was extinguished, the Spiritual Essence resparked its crusade for the Holy Land. This, coupled with a greed for new lands, turned into a need for the expansion of the Christian Empire.

The Crusades ended only when Columbus returned, speaking of a new people and new land which he, under subtle direction from the Box of Under, had found. The Box of Under, however, had long since established a society called the Mayans based upon ritual sacrifice in these new lands. The discovery of this new land allowed the Box of Under to travel back and forth across the oceans instantly through the power of their bloody symbols. This unnatural ability established the Box of Under as a Kult of some influence for the first time since the death of Christ. The Kults of the Lost and Undead also controlled small tribes that wandered the plains and forests of this new continent.

It was when members of the Kult of Pestilence approached the Box of Under in Maya that the first of many purgings of the native peoples of this continent began. Following in the wake of Cortez, who enslaved and captured the Mayans, the Kult of Pestilence helped the explorer force them to work in the gold mines of the area. After finding the Box of Under within the ranks of the Mayans, however, the Kult of Pestilence approached them and asked of the future. The Mayan priests (the Box of Under Kultists) spoke of the Circles of Hell opening at the end of their millennium. (*My studies indicate that the end of the Mayan millennium was in 2026.*)

The Kult of Pestilence was pleased to hear that the Circles would prevail against Humanity, but the Box of Under continued, saying that the Kult of Pestilence would not survive.

In anger, the Kult brought forth disease, rot, and famine—destroying the culture nearly overnight. (*Persistent hints, in my studies, allude to a mysterious power coming to claim its own. My own conclusion would be perhaps the Mayans knew a way to summon something from the Circle of Sacrifice, perhaps even the Box itself. Whatever happened, no bodies were found and no traces of anyone leaving were noted.*)

AN ISSUE OF RELEVANCE AND IGNORANCE

It is important to note that during the period that the Kultists call the "Time of Silence", relations between the Kults were virtually non-existent. The Spiritual Essence and the Internalists have always known of each other, and brief periods of interaction between small groups occurred, but mostly all knowledge of the other Kults, and sometimes even knowledge of other Kultists of their own Kult, remained unknown.

Though I cannot posit as to what happened to the Box of Under during their periods of inactivity, it is apparent that every time the enigmatic Kultists emerged, it was just preceding a major event in history. The gaps of inactivity are strange, though, as every other Kult still acted in its own best interest, even in ignorance of other Kults. The Box of Under, however, being ruled by their visions from the Box itself, often acted in ways that seemed self-destructive at times.

Most of my tales of each Kult's activities are taken from accounts of Internalists, who seemed to hoard information as much as they hoard power. I have, however, omitted a great number of notable Kultists throughout history, as they did not have enough relevant impact upon civilization to be made mention of. Some of these people include: Machiavelli of the Internal, De Sade of the Chemical, Richard the Lionhearted of the Spiritual Essence, Charlemagne of the Spiritual Essence, Solomon of the Box of Under, Pol Pot of the Lost, The Medici Family of the Internal, Nostradamus of the Box of Under, Oppenheimer of the Chemical, the Voodoo Houngans of the Undead, Aleister Crowley of the Internal/Chemical/Machine, Heinrich Himmler of the Machine, Vannevar Bush of the Machine, John Atanasoff of the Machine, and Thomas Jefferson of the Internal.

While many pioneered great discoveries or breakthroughs, or even committed terrible atrocities, their mention would be superfluous to the subject of this essay. It is my hope that some day I might chronicle the events of many of the most (in)famous Kultists in history, but for now, this must suffice.

THE NEW AMERICA

The civilization of North America began almost immediately with the warring between the Kult of the Undead and the Kult of the Lost, who controlled the natives of the land. Sheer numbers—as well as mercenary and guerrilla warfare—were ultimately necessary for the eradication of the Kult of the Lost and Undead's influence.

The Revolutionary War, followed quickly by the War of 1812, established the United States of America as a world power. The country quickly grew, adopting all forms of European culture and marking the beginning of the downfall of the English Empire.

Enmity between the American Kultists of the Internal, and their European counterparts reached epic proportions during these wars, and a schism



between the two factions developed that existed until the great openings of 2026.

The Civil War, sparked by the oppression of the Kult of the Undead and their cohorts as slaves, and fanned by the greed of the Southern States, brought about a new era in America. The government, with quiet goading by the Internalists, solidified its control over individual states, establishing once and for all, the indisputable power of the Federal Government of the United States. A central powerbase allowed the Kult of the Internal to divest itself from controlling each state, to merely controlling one basic source of power.

While America was busy attempting to prove its status as a World Power through their occupation of Puerto Rico and Cuba, the final remnants of the corrupted native tribes were being imprisoned and executed. As America attended to internal strife and industrialization, Europe was breeding a discord of a different kind.

THE AGE OF THE ANTICHRISTS

Reputedly born to the world on August 15, 1769, Napoleon Bonaparte entered a life of privilege and elegance. Only through his military conquests did he eventually gain control of one of the greatest empires in history.

His actions brought about the downfall of Christian rule in Europe, and began a new era. His separation of church and state, the formation of an educational system regulated by the government, and theories of banking and politics caused the Catholic Church and its Spiritual Essence supporters to panic. In haste, they declared him excommunicated, a title that Napoleon carried with pride. When he was crowned Emperor of France, he flaunted his power, and after an unsuccessful invasion of Moscow, the former general and emperor was visited by a Daemon of Avarice, who promised him power beyond all possible reckoning. Napoleon accepted, and was rewarded with the Daemonic powers of the Kult of the Internal.

The few European countries not yet fully under his dominance allied and jointly rebelled. Even with his newfound powers and military prowess, Napoleon could not defeat the overwhelming odds. He abdicated his throne on April 11, 1814, divesting his power to a Bourbon King, and was remanded to a small island called Elba, where he would rule in solitude.

His anger and humiliation drove him to escape Elba with a small band of followers, attacking France with less than two hundred men. When his old soldiers saw him at the head of the army, however, they gleefully rejoined their old master, exiling the Bourbon King, Louis XVIII. *(I suspect some amount of mental enslavement was used on the generals and captains here, but I cannot be certain)* It was not until one hundred days later that he was defeated by the British, who had gained reinforcements at the last possible moment, and was remanded to another island off the west coast of Africa until his death in 1821.

The next Antichrist, or rather, the first by birth, was Adolf Hitler. According to history, he was born on April 20, 1889, but research shows differently. Antiochus IV Epiphanes, ancient enemy of the Jews, had lived to see his revenge upon them finally come about. *(Research suggests liberal usage of the Convocations: Athanasia, and Physical Rebirthing (both described later) to be the reason for the longevity.)* In brief, Hitler joined the German Army in the year 1914 and fought in World War I. After the war, he returned to Germany

after suffering temporary blindness from an attack by a Chemicalist.

In 1920, the National Social German Workers' party (or the Nazi party), called for the union into one nation of all Germans, even those in other countries. Seeing his opportunity for revenge after nearly two thousand years, Hitler joined the party, quickly rising to leadership of the political group. Hitler attacked the government with his speeches, saying that only the Nazi party could assure jobs for the workers and greatness for Germany.

He organized a private army called storm troopers, and by October 1923, the storm troopers numbered 15,000. Armed with machine guns and rifles, and wearing brown-shirted uniforms with a swastika emblem, the army attacked the Bavarian government in an attempt to overthrow both the country along with the German government. The plot failed, and Hitler was imprisoned for five years. *(The punishment of five years imprisonment for leading a revolt of 15,000 against two different governments seems rather light. I have researched this fact for many years and can devise no logical reasoning for the ridiculously light sentencing.)*

In prison he wrote *Mein Kampf*, which detailed his plans and hopes for Germany, including the purging of his hated enemy: the Jews. He also included passages detailing the need to cleanse any "impure" blood, meaning those of any blood but German.

After his release, he regained control of the Nazi party and used it to muscle his way into being named chancellor of Germany in 1930. Shortly after his appointment, he used his power to overthrow the German government and establish himself as dictator.

By 1938, Germany had occupied the Rhinelands and Austria without the intervention of other countries. In March of that year, Hitler occupied areas of Czechoslovakia with consent of France and England. Germany promised that after this occupation Hitler would annex no more lands. However, when the dictator saw the large population of Jews in Poland, he invaded the country of his hated enemy.

In 1939, when Hitler attacked Poland, the countries of France and England declared war on Germany. He quickly overran Poland, then in 1940 attacked and conquered Denmark, Norway, Belgium, Luxembourg and the Netherlands. Italy, impressed with Germany's military strength, allied with Hitler and declared war on France and England. Soon, France fell to German control, as did Greece and Yugoslavia.

During this time, Hitler called for a purging of the Jews and, to a lesser degree, the "impure". The Jews were forced into labor or killed as the Third Reich (the German government of the time) saw fit. By the end of the war in 1945, approximately six million Jews and a multitude of others had been killed.

The war itself turned against Hitler in 1944, when he lost nearly 300,000 soldiers in Russia attempting to invade Stalingrad. By early 1945, the allies had invaded Berlin. When the allies found Hitler, however, he had swallowed poison and shot himself. His aides had burned the body. *(The fear that perhaps Hitler used Physical Rebirthing to absolve his culpability for this war is frightening indeed; especially to think that Antiochus IV Epiphanes is still alive and plotting yet another act of vengeance.)*

The war and butchering had served another purpose. The Third Reich had been infested with members of every Kult save the Spiritual Essence. The massive amounts of souls and death had been harnessed and gathered in elaborate collection devices to be used early in the next century.

PRELUDE TO THE APOCALYPSE

It was late in the twentieth century that the Kults began to harness even more power, becoming increasingly blatant with each new action. The new millennium served as a turning point, sending the Kults into a murderous frenzy as their Daemonic masters pushed for ever more sacrifices and power. While the year 2000 marked an increase in crime and the dissolution of many religions and cults, it was merely setting the stage for what was to come.

The Circle of Avarice initiated the acts of collection and violence by pushing countries to leave the United Nations to join the United States-controlled NATO, an organization that was fully permeated with Kultists of the Internal. In October 2020, an undisclosed investment corporation placed an estimated bid of fifty-two billion dollars for the lands inside and surrounding the Vatican Republic. The Catholic Church openly disparaged the corporation and held their ancestral lands, even though many of the lands immediately surrounding the Vatican were sold to this nefarious organization. When two Cardinals inside the Vatican were found murdered (*and if my studies are correct, with their souls damned*), the Spiritual Essence shut the borders of their historical base of power and urged the Pope to declare the Vatican a country instead of a republic. Issuing the decree one week before Christmas 2020, the Vatican announced that as of January 1, 2021, the Vatican would be a country unto itself. While the world was stunned at these events, none were prepared for the next proclamation from the Vatican: the creation of the Vatican Standard Army. (*It is unclear to me whether or not the Spiritual Essence formed these armies directly to combat the Legions of Avarice amassing strategically about the Earth, but it seems likely*.)

About the same time, deep in the heart of Dachau (*which, horrifically enough, had been converted into a museum*) rumors of haunting voices whispering of deaths and murders plagued the workers and tourists visiting the site. From 2020 onward, occurrences of entire graveyards being excavated during the night were common. Many of the reports detailed markings along the graves that suggest they were dug with bare hands, most from within. Ritualistic cults infested the sites of most major historic battles as the Circle of Requiem prepared for the coming of Hazlia's minions. The Spiritual Essence watched helplessly from their segregated powerbase in the Vatican, knowing full well the truth of the occurrences. The only action the servants of the Azure Hyaline could take was to issue the shocking institution of mandatory cremation for all Catholics.

In the halls of long forgotten Mayan temples, ritual sacrifices took place once again. The world was outraged as over one thousand people were kidnapped and slaughtered upon bloodstained altars, crying out for justice from the Mexican government. The joint strike forces from NATO and the Mexican army found only slaughtered corpses, most with their throats cut and hearts removed. No tracks to indicate the comings or goings of the worshippers were evident. The sigils of blood that adorn the walls were left as a testament to the horrors that Humanity is capable of. (*This is the public excuse for leaving the symbols. Word in the Vatican at the time was that the symbols themselves would not wash off no matter what steps were taken.*)

Aside from the Kultists of the Lost, whose murderous rampages had been increasing steadily since the early 1900's, violent crimes from within the populous had increased over 2000% throughout the world from 2020 to 2025. Serial killers were reported in every major country, all with the same modus operandi: a large sharp object, and preliminary forensics pointed toward a sword. However, the murderers were never found. Also, deep in the heart of the Brazilian rainforests illegal and legal logging operators, replanting and preservationist groups were found butchered, slain seemingly by animals. The animals or beings responsible for the attacks were never found, and the world was beginning to grant some amount of weight to the ancient tribal superstitions of the area that tell of horrible creatures defending the forests with their lives. The Catholic Church began to set up missionaries in the heart of the rainforest, far from any civilized lands. Many were destroyed, though some sent back reports of Daemons from Hell that wandered about in the night. (*The liberal use of what are now known as Candles of Transcending Light were likely used to survive in these harsh wilds, giving more weight to the old adage of lighting a vigil.*)

A survey of America in 2022 suggested that 70% of all teenagers either used or had previously tried hard drugs during their lives. The marketing of newer drugs kept even those in the know confused as to what was available. The DEA of the United States requested an increase of funding to a yearly total of 25 billion dollars. The increase was granted, with some trepidation, but necessary to break even in the war on drugs. In 2023, an undisclosed source released a document hinting that the DEA seized four times what was publicly announced, and also relayed that a private and anonymous poll proved that half of all DEA agents were addicts themselves. As a prank in December 2023, a cult of nearly five hundred teenagers released hallucinogenic agents into water supplies across California, Oregon, and Washington. As a result, the Catholic Church from this point on faithfully donated ten percent of their tithes to rehabilitation facilities and drug awareness programs.

With the death of nearly eighty percent of Southern and Central Africa by Ebola, AIDS and a rash of Plague, the CDC funding was doubled, as was aid from nearly every country on the globe. Plague spread across Northern Africa, sparking the largest quarantine in history. This quarantine began in March 2020, and ended May 2024, after the death of almost eighty million. The AIDS Virus began to mutate rapidly, shortening the longevity for infected people to approximately one to two years with treatment. Fishing communities throughout the Earth were nearly deserted as the ocean tides sowed a wave of dead fish and larger creatures, eaten away by parasitical infestation of unknown origins. Various churches and missionaries throughout the world claimed to have the ability to heal the sick through the grace of God. Most fell short, however, as thousands fell upon their altars and churches, overwhelming these few priests with their numbers.

Beginning in 2020, the servants of Torment, most notably a huge software corporation whose name has been lost to history, bought Silicon Valley and all the buildings and companies contained within. After the new building plans were put into action and the demolition crews had finished, the immensity of the undertaking was evident—the largest broadcasting antenna and satellite communications buildings were constructed, along with other strange circuitry-laden arches and constructs that made little or no architectural sense. For reasons no one at the time could fathom, the Catholic Church, and many other minor religions throughout the world, deemed this corporation and its new endeavors in Silicon Valley evil and corrupt. The International Space Sta-

tion (ISS), which was completed around 2004, was expanded and refitted with new technology and larger facilities in 2019, along with restoration and maintenance to the original compartments and laboratories—which had been repeatedly expanded upon and redesigned since its inception. Upon the completion in 2025, all communications were lost with the ISS crew and all aboard. Rescue missions sent to the location of the space station showed that it was no longer following its projected orbital path.

In late December 2025, two thousand clay soldiers from the tomb of a long dead Chinese Emperor vanished overnight. Townspeople claimed to have seen an army of thousands of soldiers in ancient battle garb marching in formation down long forgotten dirt paths. *(My best guess is that these soldiers were actually Daemons of Torment, activated once again after thousands of years of rest.)*

Despite their best efforts, the Spiritual Essence was sorely pressed on all sides. On almost every front, Humanity's corruption was becoming increasingly evident, and the numbers of faithful that attended churches on a regular basis dropped rapidly from 2020 onward. It was in 2026 that events finally came to their culmination.

THE REVENGE OF HELL

(My account of the openings deal only with North America, and even then primarily with the United States. Since communications were almost immediately shut down, and few lived to tell even this portion of the tale, I have no way of positing what has happened to the rest of the world. The lasting members of the Darchomen have told me that they believe that the Zone itself is the final outpost of Humanity, with small pockets of humans peppered throughout other lands, but nothing significant.)

At two minutes to midnight on December 31, 2026, the first of the portals opened. Transoceanic communication was almost instantly severed as Silesia took control of satellites and power lines. In the United States, the entire West Coast was blanketed by a shroud of infinite darkness that quickly separated into distinct Portals.

Hell had arrived.

Waves of disease and radiation coated the landscape as the Circles of Pestilence and Stimulus poured their foul energies into the Earth. Indescribable horrors, capable of killing and consuming the soul of a victim with a glance, were unleashed upon the world, leaving only destruction and obliteration in their wake.

World leaders reputedly met in New York City, at the United Nations' Capital Building. Multiple raids by Daemons and Kultist infiltrators ensured that none of the leaders ever left the building.

Armies were mobilized, only to find that machinery malfunctioned on a regular basis, often firing on their own people rather than the enemy as Silesia exerted its will. As Humanity began to change tactics to more remedial weaponry, their enemies grew in power and boldness. Soon, Humanity could no longer stand against the forces of Hell and hope to win, so the remaining military leaders of the Armed Forces developed a new tactic.

Humanity desperately fought for survival, fleeing as close to the East Coast as possible. The Armed Forces attempted to fight back, but were repeatedly defeated. Small groups of no more than 250 people, 50 soldiers and

200 civilians, were ordered to disperse in every direction, as guerrilla resistance was determined to be Humanity's final chance for survival.

Most of these groups were butchered quickly, as people sought to band together out of natural habit. Daemons herded these forces like cattle, cornering thousands into one specific area before moving in for the final kill. In order to have any chance at survival, women and children were taught to fight as well as men, firing round after round into writhing masses of Daemons.

In 2056, forces outside NORAD won the first of only two victories against the forces of Hell. Two of the guerrilla forces had been forced to take shelter one night inside the compound when Daemons of Avarice breached the outer perimeter. Huge blades of obsidian and hellish flame cast horrifying shadows of the encroaching army in the dying sunlight. The soldiers expended every round of ammunition in less than two hours, and continued to fight in close quarters after that. By the end of the evening, eighteen out of roughly five hundred remained, and over half of those survivors died before the day was over, but Humanity had won its first battle against overwhelming odds.

By 2070, it is estimated that approximately 95% of Humanity had been destroyed, and the last five percent was heavily pressed all along the East Coast. The second victory came midway through the year, when Daemons of Carnivoria attacked a stronghold made of ruined metal and stone. Huge pits had been dug and covered, and when the first half of the Daemon army fell into the spike-laden pits, the second half continued, crawling over the bodies of their fallen brethren. The soldiers fought bravely, and managed to stave-off the first wave, with only twenty soldiers surviving. A woman known to history only as Shiver called for a retreat, sending the other nineteen soldiers to flee to the north. She watched them disappear over the horizon—on the southern edge of the compound, the Daemons of Carnivoria could be seen regrouping. It was later that evening, when the sun was low in the sky that a huge shadow eclipsed the skyline—a Carnivorian Roamer had appeared and was trampling the army of smaller Daemons. Shiver worked quickly while resolutely not looking into the unfathomable form of the Roamer, and armed an archaic weapon of mass-destruction—a nuclear weapon.

When the Roamer broke over the walls of the compound, she detonated the weapon, destroying the Roamer and herself. The nineteen soldiers told her story to the northern compound in which they took refuge, and the story has been told repeatedly over the generations as a symbol of hope and human pride.

In the winter of 2071, the Circles of Avarice and Torment had harnessed enough power to open another Portal. This time, Ighalli sent forth his general—Bhaalzak, Lord of Avarice. The Daemon raged across the countryside, killing over twenty thousand people in less than three nights, though after a week the Daemon could not sustain itself—needing too much energy to survive for any sustained length of time—and it was obliterated to the dark abyss. Silesia, however, took control of the remaining launch silos for nuclear and thermal weaponry, and launched a portion of the arsenal in a calculated strike designed to herd Humanity into one concentrated area. The result was all but approximately 2000 humans were killed instantly or through radiation sickness. *(It is my belief that Silesia never meant to destroy Humanity, but rather to herd us into one area so that new test subjects could be acquired with ease.)*

The landscape was forever torn, leaving only blackened ash and sand to cover the Earth, as the final remnant of Humanity prepared itself for the final moments of existence. Radiation and nuclear winter wiped out all strag-



glers outside of the last compound of Humanity, historically named The Bastion.

Those within the walls of the Bastion were numbered at 513. From that number, only 125 were armed or trained in combat. It was one evening during the year 2072 that radio frequencies picked up a distress call from a group being attacked about a mile to the North. Most of the soldiers refused to go to their aid, saying that the Kult of the Machine and their Daemons had been known to infiltrate such frequencies with false messages. Eighty, however, went and were never heard from again.

The next evening, motion and radiation sensors went suddenly off-line. The 45 remaining soldiers sent the unarmed people deeper into the compound as they waited, their weapons trained upon the entrance gate of the front hall. A humming noise—machinelike, yet unearthly in nature—poured its way down the hall as the soldiers opened fire, emptying their guns of ammunition as fast as possible. Finally, when the smoke cleared, and the echo of gunfire receded, the hum could still be heard, growing louder with each moment as blue energy coalesced into the form of a man. When the figure spoke, the words echoed both in their ears and within their minds. It spoke of forgiveness for Humanity for its corrupted ways and the ability to change into enlightened beings. It continued to speak of the power to fight back against the atrocities of Hell. It also issued a warning, saying that it and its minions would be watching and gauging the progress of mankind. When the figure raised its arms, the soldiers felt themselves infused with powers they would later only be able to describe as holy.

In that final flash of light and power, the figure was gone, and the Mystics were born.

In the following years, these 45 Mystics trained others, teaching them the powers they had been granted. It was about five years later they were visited by the Box of Under.

The enigmatic Kultists entered the compound one evening under a banner of truce. With them, they brought 200 malnourished, cowering people. The enigmatic group gave these people into the hands of the Mystics, bidding them to repopulate and construct a compound capable of housing Humanity before the reclamation of Earth could take place. The Mystics continually asked what their fate would be, knowing that the Box of Under were granted visions. The Kultists refused to answer, saying only that they would attempt to divert the attentions of Hell while the Mystics worked.

Likely, the reader will have noticed that the Box of Under offered aid to Humanity during the time of the construction of the Zone and repopulation. And during this time, the Kultists did indeed fight against their brethren and likely helped to save Humanity from utter annihilation. While this by no means grants me sympathy, I feel a need to mention their activities as noteworthy and somewhat noble.

During this time, the Circle of Pestilence fell to Avarice. The Box of Under was seen supporting the Circle of Pestilence during these times, and most still think that the Box of Under and the Circle of Avarice have some amount of antipathy for each other due to this battle. The Circle of Avarice had finally fulfilled its revenge upon the Circle of Pestilence for killing Alexander the Great. The Box of Under, however, had already told the Circle of Pestilence that it would not survive long after the end of the millennium in Maya ages ago. So, the enigmatic Kult's anger over the death of Pestilence

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is odd to say the least. During the fall of Pestilence, its Kultists each fell to the ground, victims of a disease incurable and different for each Kultist. Whether this indicates that Pyemius escaped destruction by disseminating among his Kultists, or if this is the consequence of a Circle's annihilation remains unknown.

Sidenote: Personal Information and Time

Astute readers will have noticed that I give very concise descriptions of these times for Humanity, and many of you may wonder why this is. I will tell you now—when the Entity visited the Bastion that night in 2072, I was one of the unarmed people sent deep into the compound while the 45 met the being. I am a Mystic, one of the first created by the beings that would one day be known as the Darchomen. But I digress—it was during these five years that we, the survivors, found that the passage of seasons had drastically been altered—most likely by the extravagant use of nuclear weaponry. During the summer months, radiation storms were so great that we had to shelter everyone who could not Mystically defend against such attacks, and during the winter months, the evenings grew so cold that one's breath could be seen to freeze as it left the mouth. The seasons of Spring and Autumn had also lengthened, causing us to add three new months to the calendar from earlier years. These months are: Prosperity (between July and August, ironically the worst month for radiation storms), Promise (between October and November, almost no radiation during this time, though evenings can drop far below freezing), and Drourant (named for Droua, highest ranking Mystic of the time, and between January and February, temperatures are coldest during this month). Each new month is thirty days long, though the premise in which this was determined is not resolute.

AGE OF THE CITADEL

During the Spring of 2082 construction began on the largest defensive fortification ever built. After one year of construction the Protectorate was founded. This group of Mystics were designated to oversee the construction of the Zone and controlled by the mandate of the Darchomen (*For those unaware, the Darchomen is the name of the group comprised of the forty-five original Mystics.*). During this time, groups were sent to harvest material from ruined cities and compounds.

The reconstruction of a technological base was instituted as well as the urging of the Protectorate to have as many children as possible. Energy was granted by Mystical power, mimicking electricity in all ways, and materials were initially shaped and molded by these same powers. After using their powers to create a base of tools, however, the Mystics stepped back and allowed others to manually continue the work.

It was not until the year 2099 when one of the original forty-five members of the Darchomen was found killing people casually with his powers that the Protectorate came under fire. The Mystic, Jericho Fayne, was remanded into custody while the Protectorate attempted to keep the peace throughout the nearly completed Zone. The people cried out for justice, while Jericho maintained that the Mystics had every right to use those without Mystical ability as they saw fit, because Mystics more powerful and blessed by a higher power.

The Protectorate, backed by the public, decided that to kill one of the original forty-five Mystics would be atrocious, but so would allowing him to go unpunished. In compromise, it was decided to cast Jericho to the Wasteland (*The Wasteland has come to be the term to describe all lands not within the Zone.*), forever exiling him from the public in 2100.

Jericho vowed revenge but accepted the punishment, saying that Humanity would regret the day that they exiled the greatest Mystic alive. To this day, none can attest to the fate of Jericho Fayne, though many rumors of his passing or activities still surface.

The Darchomen, seeing that Humanity had come to resent their rulership of the Zone and fearing another incident similar to Jericho Fayne, established the Law from members of the Protectorate and capable upstanding citizens. While the newly founded Law drafted documents securing rights and regulations, the Darchomen faded into the background, erasing itself forever from the public eye and quietly controlling the Zone through puppets and shadows.

The Zone, or Citadel as it was named, itself was finished in 2144, each of its 80 Sectors stretching to challenge the heavens themselves. The Age of the Corporation had begun in full during this year, with the establishment of the Unity as the governing body of the Zone at large. Corporations sprang-up nearly overnight, filling the vacant buildings with their own brands of technology and power. The Law patrolled the streets, and children could finally walk about without fear of death around every corner. This also was the year that credbases and Credits were instituted instead of the bartering system that had been in effect up to this time.

The Zone itself served well enough, and in 2154, the Unity and the Law jointly agreed that with the aid of various corporations, they would attempt to establish a Zone 2 one hundred miles to the north. Zone 2 began construction in 2155 and continued to 2161, when the Zone was destroyed by a Roamer and an army of Carnivorian Daemons. The survivors of the attack were found to be overrun with a rotting disease as well, and this horrid disease continues to infest the hollowed corridors of the finished three Sectors.

The disaster of Zone 2 caused many to doubt the power of the Law and Unity, and bred a new wave of Kultist threat, as many turned to Hell as a source of power to match the Mystics, whom many still regarded as elitists. As an attempt to quell a possible rebellion, the Law sanctioned (*I know you are likely all familiar with the Law, the Unity, and the Zone, but if not, please refer to relevant texts for information.*) five thousand people over the course of three days to work on Zone 3, one hundred miles south of the Zone. Breaking ground for the base of Zone 3 in 2176, the gargantuan monolithic complex had seven Sectors completed when all contact was severed. Rescue operations were sent, but no bodies or signs of struggle were ever noted. The first group to return reported nothing unexpected other than the complete and sudden disappearance of all inhabitants, though one soldier did report that one night he experienced horrible nightmares—in his report to the Law, he notes a looming figure in his dreams which fit the descriptions of Jericho Fayne perfectly. In a panic, the Darchomen dispatched two more groups, but these groups never returned. Further groups have been sent since this time to the site of Zone 3, and only about half return. The half that do, however, report that nothing is there, the empty Zone is barren of all life or clues as to previous visitors' whereabouts or fates.

This cycle continued until the year 2200, when a Wasteland Trader returned from an expedition remarking that he had seen a man at the head of a virtual army of Daemons and Kultists, and the man described was an exact match for Jericho Fayne. The trader had barely escaped, losing a contingent of over thirty armed guards and three heavily-armed vehicles. Strangely, he died of undetermined causes three nights later.

The years since this period have been quiet for the most part, or as quiet as any time can be. In 2272, the Law lifted the regulation that all capable women birth at least four children, and the power of corporations has steadily risen, along with the crime rate of the Zone. The Darchomen has vanished, even to my ancient eyes, and I can find few people left who are interested in a history such as this.

I am resigned that soon, my time will come to rest finally, but I endeavor to travel to the West to follow rumors of a ruined library that still holds some books and tomes of our times long past. If this book is found, I beg you return it to the Zone, where the Law or Unity will know what to do with it. I will grant what knowledge I find in later writings, though I know not if they will ever reach mortal eyes.

I have been in the Wasteland now for three years, searching for any amount of lost knowledge I can find and sending it back to the Law, hoping that someone there will read these relics of forgotten lore and learn from the mistakes of the past. All I can do now is pray as I continue my journey. I hope to return to the Zone in 2300, maybe then I will find a place to retire to my studies in peace.

Postscript: Final Notes

I am just leaving the Velvet Corridor, a camp of exiles many miles to the West of the Outer Limits of the Zone. The people there have spoken of a city many days to the North and West, where a man named Jericho rules a city of Kultists and Daemons. I will leave this tome with the camp, who tell me a trader comes by every few months from the Zone. I must go investigate, even I cannot believe that Jericho would surround himself with Daemons or soul-thirsty Kultists. I must try to help him if he is there.

- Callarius, March 12, 2299

SETTING

The world at present is infested with the gathering of Hell's minions. Having destroyed, or corrupted, more than ninety-nine percent of the Earth's inhabitants and landmasses, the Daemons use that which remains to fuel Daemonic desires and unholy pleasures. Humanity's last stand is being held within a defensive fortification known as the Zone. All else is gone—the Earth as it was in the twentieth century is no more. The Circles of Hell have begun to pervade the very soil of this Earth Plane, tainting it with an evil so strong as to obliterate every remaining human soul.

This Section is an overview of Society in the year 2299. It is comprised of the story's setting and places of interest. To fully understand and appreciate the game of Obsidian it is necessary to read the following. It is

essential for the Narrator to have a comprehensive outlook on the Zone's makeup inside and out. Used correctly, the Zone becomes a living entity which demands survival.

THE ZONE

Rising high into the stratosphere, the Zone is the last of the civilized structures. It is the equivalent of 1280 stories high—roughly 15,000 feet—its diameter is 22 miles, and it burrows 48 stories underground. For the last century, this monolithic structure has remained the residency for all that exists of Humanity. On a frequent basis, attacks are made to breach its fortifications—these onslaughts are derived from manifested Daemonic entities and exiled Wastelanders. Fortunately, it is built entirely of reinforced steel and dense concrete. It is also equipped with hundreds of Class 5 cannons, capable of disintegrating any Daemon that wanders too close to the outer perimeter 15 miles away. It is also said that a powerful Mystical barrier has been constructed around the confines of the Zone, protecting it from any sort of Hell-inspired attack.

On the inside, the construction is very much the same. Appearing to be militarily influenced, the Zone is defensive in nature. Constructed of distinct levels with the ability to sustain themselves, each Sector becomes completely localized if disease or Daemonic infestation arises. A dissection of the Zone would reveal 80 Sectors layered upon each other—each Sector is comprised of four sublevels, and each Sublevel is four stories high. The sublevels are labeled one through four, with Sublevel one being the top of the four layers. Each Sublevel has its own roadways, called conduits, as well as their own oxygen recycling factories and electrical compounds.

The social makeup of each Sublevel is very different. Sublevel 1 is corporate controlled, Law dominated, and very clean. Sublevel 2 is an upper-class residential district, containing upper-class markets. Sublevel 3 is the Entertainment district, crawling with shady corporations and crime, and is usually the most crowded—accumulating a great degree of trash and garbage from time to time. Sublevel 4 is mostly sanitation, warehousing, and processing plants. The Law frequents this Sublevel only to patrol and to answer to distress calls, but they refuse to station themselves for fear of terrorist activity. Crime is incredibly high and the death rates are not even reported to the Central Database. Daemons roam and Kultists gather in the depths of Sublevel four. Corporations tend not to base facilities in this Sublevel, unless they are illegal or corrupt. If that is the case, then it is a perfect locale.

There are also 3 Sectors which lay under the Zone, and are referred to as the Nocturnal Banks. They mine underground repositories which reside at the end of a spiderwebbing of tunnels and a network of electric pulleys and carts, and the gyro stabilization of the Zone is also within the Nocturnal Banks. Those working down there have a life expectancy of six years, but gather enough income to support their family for a lifetime. More often than not, only hardened criminals are sent from Slavelabor facilities to work there.

Populous segregation is necessary for the Law to keep tabs on each citizen. From the day they are born, each inhabitant is confined to a particular Sector. This is usually the same as one's parents, though with adoption processes the newborn may be translocated to a Sector with a smaller population. Travel to other Sectors is prohibited, unless deemed necessary by the Law Central Core. Such travel would be done using large elevators called Sector-Lifts. These Lifts cascade from the top of the Zone to the depths of the Nocturnal Banks.

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Running a service similar to radio broadcasts, the Zone updates the citizens on disease, crime, and Daemonic outbreaks. In truth, however, most broadcasts are filled with propaganda and misinformation, stemming from the Darchomen's attempt to keep morale up and corruption down. Those accused of breaking the Law are sentenced during a program called "Crimes against Humanity". For four hours each day, those who have been condemned are given their sentence over the airwaves. These range from Exiling into the Wasteland, to enlistment into the Zone-run Slavelabor Corporation. Few have ever been excused from the proceedings. Those who watch the programs over a Vidscreen witness the guilty testament in the faces of evil men. They also have the opportunity to read the scrolling numbers of those who have died within the past day, or those who remain missing. The Law also uses this service to put out bounties, otherwise known as Contracts, on known Kultist-sympathizers.

The only other programs aired on the Vidscreen are Arena and Coliseum matches, and public schooling channels. Combat matches are the only form of entertainment other than the news broadcasts that are aired freely to citizens owning a vidscreen. The schooling channels are on a pay per use basis—the parents sign their child up for one trimester with Central Core, and after the child is approved for their grade level, programs are broadcast to the residents, repeating itself four times daily. The child is expected to attend the vidscreen schooling for six days out of the week. Utilizing six hour school days, students are required to interact vocally or through the touchscreen—failure to do so requires the child to attend the next broadcast that day, and repeated offenses can incur an additional fine of twenty-five Credits. The school year is a full fifteen months long with a week-long trimester break every five months. Hard work is rewarded by allowing the child to raise to the next grade, which can be skipped by those who deserve it. Schooling is required up to the 11th grade, and children begin school at age four and usually complete the process by age fifteen. The yearly cost for attendance is only 100 CR, because the Unity attempts to keep this mandatory requirement affordable. On the day a citizen graduates the 11th grade, he or she goes to Central Core and has a diploma scanned into their Credbase.

CITIZENS

Inhabiting every crevice of the Zone, Humanity lives like rats. Nearly crawling over each other to navigate the Conduits and buildings of the Zone, each citizen must employ restraint to keep sanity. With nearly 60 million inhabitants, the 24 hour society is essential to maintenance efficiency within the Zone.

From birth, each citizen is issued a "Citizen Identification Number" also referred to as their CIN ("sin"). Upon reaching their thirteenth birthday, each child is considered a lawful Citizen, and is given their first Credbase. It is also at this time that the new citizen becomes included into the Zone census. A person's CIN is compiled from a multitude of sources. The number is generally constructed in this order: Sector, Sublevel, year and month of birth, and lastly the citizen's personal identification number (Generally a CIN would resemble something like this; 24-03-73-10-12200). This information is used as a quick reference to a citizen's age, and the Sector and Sublevel in which they must reside. If a citizen is ever caught without this identification, they are detained by the Law until their true identity is clarified. Many times, children that exhibit Mystical abilities are given a special number within their Personal Identification to keep a tab on them by higher authorities.

Aside from their CIN, each citizen stores a lot of other information within their Credbase—an itemized account of all the text-based information is shown below. Though collecting Credits from a citizen's Credbase requires a matching vocal command, the basic information does not. A deeper understanding into the Credbase is described in Chapter Five: Tools of Common.

Further information is accessible only by Officers of the Law; this includes aliases and criminal associations, as well as Kultist sympathies. If a citizen is ever uncovered to practice the arts of Spiritual obliteration, they are usually apprehended. If failure by the Officers occurs, undercover detectives are dispatched to hunt the criminal Kultist.

Passersby consist of a plethora of characters ranging from the upper-class suits to homeless scraggs. Littered in-between are a menagerie of Daemons, cybernetically enhanced humans, Mystics coursing with energy, and those of the blasphemous Kults. Use caution when displaying rites of power, for the eyes that fall upon the masses have proclaimed themselves judge, jury, and executioner. Also, be wary to judge for thyself upon insubstantial evidence and inconclusive proofs.

The rise of conflict is sparked by less than generous natures and hidden demeanors. Through violence, arguments are resolved and dislikes are dealt with. Temperaments differ for those within the Zone—getting on someone's bad side could result in vengeance and an untimely demise. It is not uncommon to see firearms being discharged on the Conduits and inside clubs and bars. This is the primary reason for an Ordnance Check at most places of commerce. By the time a child receives their Credbase, they probably have a firm understanding of the nature of death. This forces the younger citizens of the Zone to become emotionally mature at an earlier age.

One feature common to many of the Zone's inhabitants is the use of robes and cloaks. Found mostly within the Kultist, Mystic, and religious communities, this piece of apparel is worn to keep a shroud of mystery as to their actual appearance. In a world of hate and bigotry, enemies are made purely on their beliefs. Known sympathists are sometimes killed just for having specific point of views. Helmets and other face obscuring devices are also used in the same manner.

TYPES OF COMMERCE

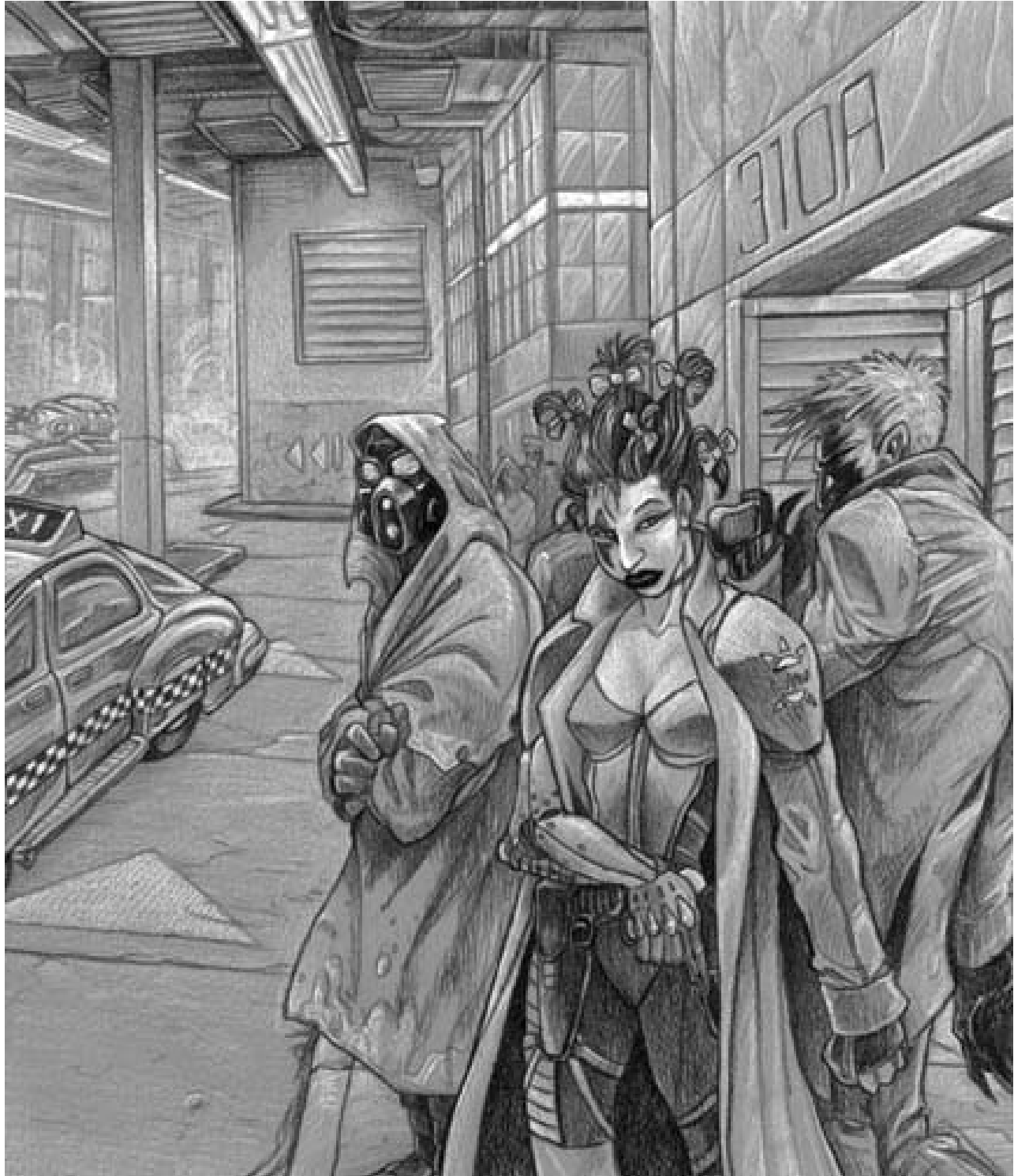
Similar in function to the stores of the twentieth century, the places of commerce within the Zone rely on profitability and strategic marketing. Utilizing the limited resources available for advertisement, companies saturate datastands and Memory outlets with discount memberships. Once downloaded into a Credbase, a discount membership gives the citizen a specified discount each time they shop at a particular establishment.

Information tends to be a commodity worth selling on the street. Though larger corporations cash in on a deviant form of this trade, street peddlers sell magazines and periodicals in the form of a memdisk. Any sort of information from music to a woman's sensual touch can be recorded onto one of these disks using a Neural Rack. On the street, an Industrialist or Borg could scan the files of a memdisk to find out the latest in cyberware or jack into another disk to review the hottest locations within the club scene. Every memdisk has the equivalent of one hour's worth of sensory input, or 12 gigabytes of informational data which may take the form of charts, text, and schematics.

OBSIDIAN EPOCH

Business continues to be conducted within corporate confines or elegant ballrooms, but more times than not meetings and disclosures are held in places of entertainment. Most street professionals use a club or lounge to discuss business, preferring to remain relaxed and within public places. Stemming from this concept of the informational environment, information dens have begun sprouting up within the Zone. Casting little or no light, these places of business tend to attract those well versed in the etiquette of the street. Trading information for Credits or other information of equal or greater value, those who operate within these shady establishments are referred to as “Street Contacts”.

Though a good portion of bars and clubs cater to the information trade, many continue to remain a place to dance and drink. Located mostly in the grisly quadrants of Sublevel 3, these places of interest are infested with Kultists in search of victims and a quick rush of Spiritual power. Though many clubs welcome diversity, some cater only to a specific Ethos. Large cybernetic-laden bouncers keep unwanted patrons out and trouble away, but even with such precautions, many avenues of entertainment continue to gain notoriety in their death rates and lack of concern.



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Using the clubs and bars as a breeding ground, prostitution rings continue to pervade all neighborhoods. Most of the legal prostitutes use brothels, allowing the customers to come to them—the added benefit being a security check of the clients weapons and other unrelated items. Though not illegal, this sort of business tends to be criticized by higher society; the Zone, however, has created a system of law to keep the transmission of disease insignificant. The system requires each prostitute to register with Central Core once each day. During this visit they are scanned for diseases and treated if necessary. They are also given the note: “Prostitution Registration” on their Credbase, which deletes itself after a 24 hour period. Registration costs 50 Credits each day—this cost is directed to the Law enforcement needed in curbing violent customers. Failure to register each day is grounds for prosecution, but many prostitutes continue to work without registration at the risk of being incarcerated. Clients could also be arrested if found to be having sex with unregistered prostitutes—this encourages clients to ask to see registration before engaging in the act.

Far less perverse is the function of a marketplace. Similar to past designs, the marketplace is the Mecca of each Sublevel. Selling mostly dehydrated food items, shoppers could also find merchant goods ranging from clothes to Daemon meat. Thick smoke from cooking foods and the wafting of tempting smells from cuisine permeate the aisles of these cramped confines. Children scatter unattended as mothers shop for a better deal. Barter is not uncommon, as is negotiation over price. These areas of commerce are usually well patrolled by the Law to curb extortion and criminal threat, although firefights are not unheard of, and usually result in many innocents’ deaths. On the lower sublevels, the marketplace has mutated into a front for black markets and illegal street activities. This is where illegal Contractors or Kultist organizations meet to conduct business or pass information.

Such illegality stems almost directly from the darker recesses of Sublevel four. After the necessary overhaul of the refuse and factory systems, many legitimate businesses moved to one of the cleaner, patrolled sublevels, which left space and housing open to those of lesser means. Kultists, Daemons and other nefarious entities moved in to hunt easy prey. Factories turned into Kultist retreats, and warehousing projects were converted into Portal chambers. With the absence of the Law, evil flourishes. Though Kultists permeate almost every corner, Corporations take full opportunity of the lawless riches within Sublevel four—conducting covert experiments and malicious activities. Though there are a few Corporations that continue to thrive off of cheaper office space and abide by the Law, and it is these Corporations that tend to wage a war with the criminalistic nature of Sublevel four.

SYSTEMS OF LAW

Founded in the year 2099, the Law is one of the last institutions of order and Humanity. The Law has long since expanded from its near-mercenary beginning to develop a strict set of laws and procedures to follow. Unlike twentieth century law, the current system of government is near dictatorial, with only a few unalienable rights being granted to every citizen. The following is a direct quote from the Zone Citizen-Rights Documents:

“We, the final representatives of Humanity, have found cause to establish laws and rules. These rules shall govern us as they have governed our

forefathers. Nobody shall be found to be above the law, or below the law. These rules will be enforced and upheld by members of the citizenry, who will be known henceforth as Law.

The citizens so designated shall ensure that we, the people of the Zone, are protected and secured from any threat, both internal and external. In this process, Law shall also protect and never—without consent of the citizen—violate the rights of the citizen to live within the Zone, conduct a private and lawful life-style, and engage in the pursuit of happiness. Likewise, no citizen may violate any other citizen’s rights.”

The documents state, without room for debate, that citizens are to be treated with respect and fairness. It was not long, however, until criminal elements were uncovered. The Law quickly stated that anyone caught in the act of violating the rules and laws of the Zone would lose their citizenship until such time as the officers have detained and eliminated any possible threat. The case is then investigated, and a punishment or vindication is passed on to the person in question. During the period of the investigation, the Law usually holds suspects at Central Core. The Central Core building is a gigantic complex that is the base headquarters for Law on each Sector. Central Core is an imposing feature, coordinating all of Law’s efforts and containing holding cells for prisoners. Also, during various times of the day, prostitutes and scraggs can be seen lining the steps of Central Core, awaiting an officer’s attention for a renewal of licenses or the bartering of information. All Sectors have a Central Core located on Sublevel One—the alternative to detainment is for Law to delete all Zone Access passes and Sector Permits, confining the person to the Sector for the duration.

The earliest form of punishment as an alternative to summary execution was devised during the construction of the Zone. This method has been initiated into Law database as the term “exiling”. Anyone exiled is stripped of all possessions and Credbase and sent into the Wasteland, never to return to the Zone. However, they are given enough food water for one week and a knife with which to protect themselves.

Early in Zone history, the Unity and other powerful groups pushed for a more enlightened and reformed stance from the officers. The Law responded with the Sanctioning Rules.

The Sanctioning Rules state that certain offenses are not serious enough to warrant death or exiling, but still too serious to be punished by a simple fine. Such offenders would be “Sanctioned”—this process means that a person is placed in a holding cell twelve hours each day, fed and watered, then set to work as the Law directs. Most Sanctioned Citizens work for Slavefactories or other slave labor corporations. Others work in the Nocturnal Banks, or even sanitation and Wasteland exploration/reclamation. In general, the Law uses these citizens to perform tasks that are either too laborious or those that may have a high fatality rate. Those who survive the Sanctioning are released back into the general public to survive as best they can. The spouse or family of those Sanctioned are paid 30 Credits each day during incarceration to help alleviate income loss. It is also important to note that anyone Sanctioned is not considered a citizen until their period of imprisonment has concluded, and therefore they have no applicable rights.

The lightest form of punishment is that of a fine, which can be incurred jointly with a period of Sanctioning. A fine usually ranges anywhere from 50 to 5000 Credits, though the Unity holds the right to Censure corporations up to the highest amount of fifty-six million Credits. A fine, however, is

imposed upon an individual, rather than an organization; but just as a Censure, a fine must be paid within a week or further costs may be applied.

The Law, however, is not just present to hand out punishments. A system of commendations and rewards has been established for acts of kindness or decency. Rewards tend to be Credit-based, and commendations are marked on the Credbase. Many restaurants and some clubs grant discounts for a commendation, allowing those who have earned them to reap a reward from the citizenry. The Law is currently working on sponsoring tax-breaks for any corporation or small business that gives a discount based upon commendations. The idea has some merit, and the Unity is expected to approve the proposal within the next few months.

With their strict set of laws, rules, and regulations, the Law is extremely well organized and efficient. Currently, each Sector has approximately 1500 officers at any given time, though many retired agents can be called back to temporary duty during an emergency.

Backed not only by the Unity and influential corporations, the Law also has the highest degree of technology available in the Zone. Their cybernetics and mechanical armors are by far the most durable and lasting models. Their weaponry is lightweight and has enormous firepower, and last of all, each officer is at least rudimentarily versed in Mystic Rituals.

Each officer is taken from birth, usually from orphanages, and trained from that day forth. The child is trained to be in perfect condition, mentally and physically. When the child reaches the age of seventeen, they are fitted with Law cybernetics—these cybernetics have been reverse engineered from the Circle of Torment, and boast incredible performance capabilities. In addition, Mystics who created the cybernetics are also rumored to have found a way to circumvent the loss of Humanity incurred through installation.

In their armor, each Law officer stands an imposing eight-and-a-half feet tall in their armor. The gigantic metal constructs can move faster than the average unburdened citizen, and has a voice that can be amplified through their helmet to be heard clearly across three blocks.

THE ASSASSIN'S LAW

In 2286, the Unity issued a memorandum to Law stating that violent crimes had increased in frequency over 400% over the past five years. As a result, Law suggested that if violent actions had to be accepted, perhaps bending that violence toward a more productive means would be more acceptable.

As a result, the Assassin's Law was instituted. The law was passed in early 2287 and the professional Contractor was established. According to the law, a corporation—after investigation by a Unity member and a yearly fee of 20000 CR—may gain what is called Abraham's Right, which allows the corporation to hire those with an Assassin's License to kill enemies of the corporation. The corporation employs a Contractor, who makes a living hunting people who have been contracted for death. The Contractor then accepts the contract by transmitting their occupational name (the Law allows the use of registered aliases for a Contractor on the job) and Assassin's License number onto the bottom of the contract. The contract is then taken by the Contractor to Law, who reviews the CIN of the victim—the Law checks to see if the CIN of the victim ends in a 7, meaning the victim was born with Mystical Abilities, and if so, the contract is immediately refused. If the last number of the victim does not indicate Mystical potential or citizens otherwise uncontractable, then the

contract is accepted or denied as the Law sees fit. Many times, the Law will negate a contract purely based upon the reason for death.

If the contract is accepted, the Contractor may now take any necessary steps to fulfill the contract. However, no one other than those directly specified by the contract are allowed to be killed. Too many extraneous deaths by a Contractor will revoke their Assassin's License, and possibly lead to Sanctioning or exiling. The Law, however, will attempt to contact the victim, and tell them a contract has been signed concerning their welfare, with more information that may be accessed with a visit to Central Core. If the victim arrives, the Law will give them a copy of the contract—omitting the identity of the Contractor hired, however. The price for this copy is 10 CR.

If the contract is refused at any given time, it becomes invalid. The option to cancel a contract is held by the Law, the hiring party, and the Contractor.

A Contractor must pay 1000 CR per year to maintain their Assassin's License and show appropriate skills in firing a weapon (meaning better than average with a gun or weapon). If a Contractor is charged with murdering two or more people not specified within the contract while attempting to fulfill it, then their Assassin's License is immediately revoked, and they are punished as anyone else would be. Killing others during a firefight that ensues during a contract being fulfilled is acceptable as long as only those fighting the Contractor are killed.

As a further note concerning commendations: anyone having two or more major commendations may not be contracted legally. The Law has also started to deny contracts on people with even one major commendation, but that may be coincidence rather than precedent.

A large business of illegal contracting has blossomed since the advent of the Assassin's Law was passed. Illegal Contractors do not report their contracts to Law and accept the jobs based solely upon information supplied by the employer and the promise of payment.

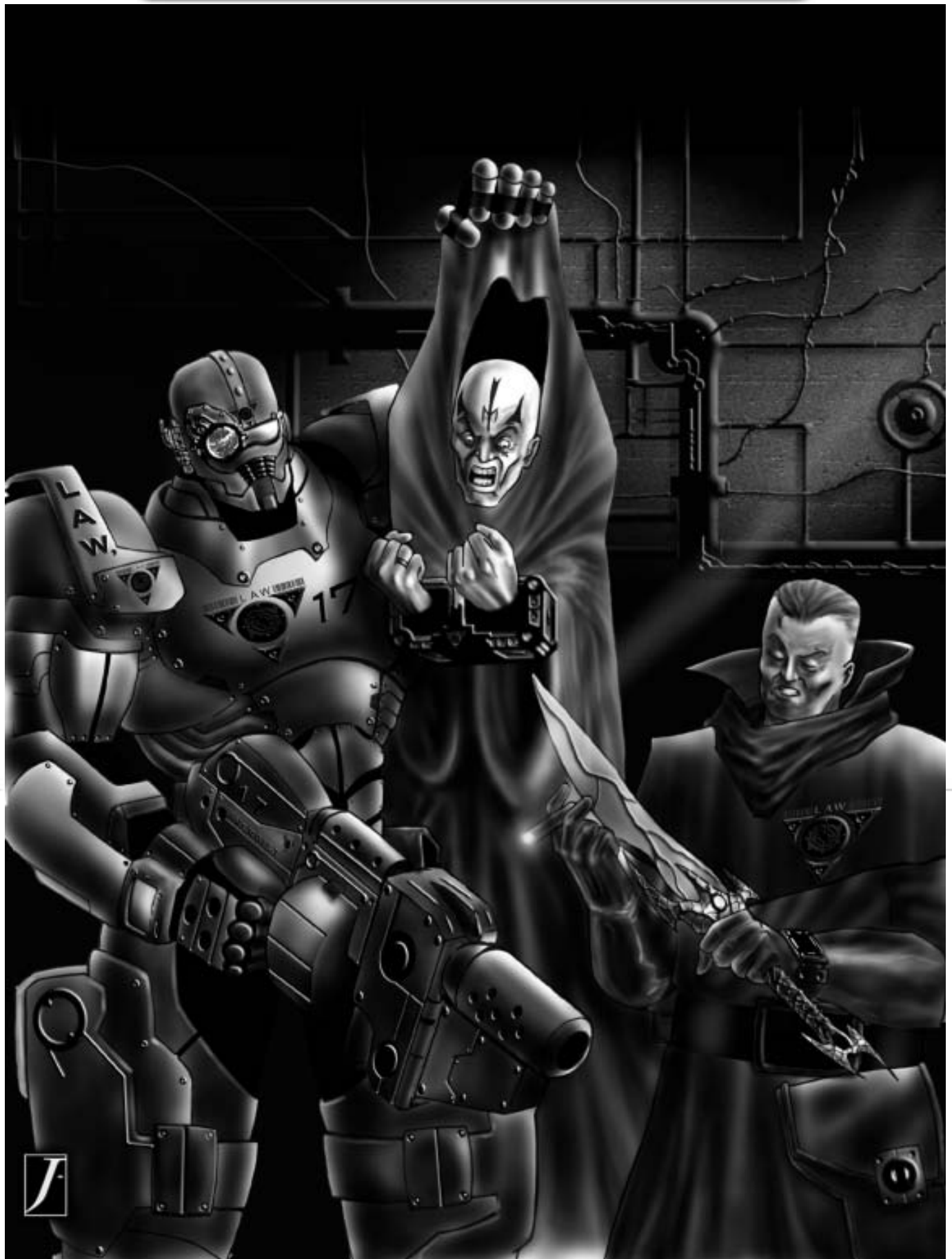
PROGRESSIVE TECHNOLOGY

When the first forty-five Mystics began to institute a period of reconstruction and repopulation, they began by using their newfound ability of Rituals to create the first tools. Small welding units, batteries, and even things as mundane as hammers and screwdrivers were the first tools created. Even more unique in this period of civilization, was the fact that most of these tools were copied or modified from existing weaponry or archaic tools from the late 20th or early 21st centuries.

As the Zone began construction, enterprising groups bartered handsomely to send small units into ruined cities and bring back records from libraries or examples of tools or machinery. This technology was copied or modified as best as possible, giving ideas or possibilities to these corporations or groups. At present, the Unity has the final say upon any new technology that has the potential for impacting the Zone society's way of life, such as replacing gasoline with another energy source, or any new appliances for a home.

The Unity itself was in for a shock in 2234, when the first schematics for Constrictors were conceived. This miraculous device was a cyber-

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netic implantation intended to help those with paralyzed limbs to be able to walk or move about on their own, or even allow Zone workers to be able to lift heavy objects more efficiently and with less effort. The Unity approved the new technology with trepidation, watching carefully as the cybernetic went through many test phases before it—and three other cybernetics—hit the market and began the Industrialist fashion that continues even today. When the Unity began to get complaints and suggestions from these cybernetics sceners, they finally relented, creating the Cybernetic Credit Exchange (CCE). The CCE, comprised jointly of Mystics and Industrialists, must fully approve a cybernetic into one of three classes: Registered, Legal, or Illegal. Legal and Illegal labels mean that the cybernetic may begin production or must be destroyed, respectively. Registered cybernetics can only be legally owned by those with an Assassin's License. Some examples of Illegal cybernetics include: gun or weapon implants for limbs (too deadly), cortex bomb (too nonspecific), or the Law-band scanner (used Law frequencies in its scanning).

The first real breakthrough in cybernetic reverse engineering came in the form of oculi. These cybernetics are installed by removing the eyes and replacing them with a glass-and-metal combination that filters different spectrums through the artificial pupils. Infrared and night-vision spectrums were the first to be utilized in the late 2270's, and in 2281 the CCE was approached with plans to filter two undefined spectrums through a pupil made of silvered glass. These spectrums were later referred to as Mystical and Dimensional, and allowed a person to see a trailing of aftereffects from Rituals or Convocations as well as seeing the halo of energy for any Dimensionally or Mystically active beings or objects. After much debate, it was decided to release these oculi to the general public, allowing the average citizen to see for the first time, just how much corruption and Dimensional taint surrounded their everyday lives.

Other breakthroughs of advanced technologies stemmed from Reverse Engineering Technology. With the Circle of Torment manifesting complex or advanced technology on its Daemons, Humanity benefits greatly by hunting these Daemons and studying their remains and technological implants. This technology has allowed for breakthroughs in areas of disease research, cybernetics, and mechanical armor. Medicine has learned new extremes of pushing the human body from the Circle of Torment, as well as precision surgery or augmentation that stems from the unfathomable mind of Silesia as it creates its Daemons. Even the Kult of the Machine must be credited with some breakthroughs—including the vidscreen and the wall-sized vidphone (short for video-phone), which doubles as directory, on-line computer, and personal banking system existing in nearly every apartment and home. These Vidscreens have become so essential to everyday society that the Unity and the Law have diverted Slavefactory Industries from their normal weaponry production to outfit some factories to build small Vidscreens inside a booth. These Vidscreens have been placed throughout sublevels one through three, and can be used the same way as a home vidscreen for a fee of five credits for ten minutes worth of access.

Security systems were also quick to be installed. Credbase technologies were adapted to create card access locks midway through the 23rd century. Retinal scanning through laser readout, as well as palm-print recognition have developed only recently. Another recent development is the augmentation of Dimensional and Mystical scanning devices to be outfitted on door-size units or

vehicular mounts. Automated steel doors slide open upon approach or with successful security checks, and can be locked down remotely from security stations within a building.

With the addition of retinal scanning, palm printing, voice recognition locks, numbered or lettered keypads, and card access locks; security has become a state-of-the-art technology that has bred a wave of professional criminals boasting equipment sometimes more expensive than the security devices themselves. Cybernetic scans take the pulse rating of an individual, measuring energy coursing through the body of the person passing through security checks; while Ordnance scans sense the metal alloys of gunmetal and the taint of gunpowder. Thermal sweeping recognizes the specific heat patterns of an individual, as well as sensing impurities and the cold metal of cybernetics within the body. Dimensional and Mystical scanning allows a person to understand the nature of the individual in question. Security systems of this age allow for a nearly invasive scan of a person with the mere act of stepping through a doorframe. Costs can range up to 50,000 Credits for a corporate installation, requiring a control room and the personnel to station and operate the security devices.

While the Zone seems to be constantly adapting old world technologies and is clearly more advanced than the 20th and 21st centuries, it is important to note that such technologies such as nuclear capability, space travel, and even air travel are all extinct and not likely to be reproduced any time soon. This extinction stems from the fact that the Zone is still very much a society that is fighting for survival, and nonessential technology, such as space exploration, is not needed for reproduction nor even has generated any interest of note. Air travel has been attempted, but lightweight alloys, such as aluminum, are rare as Corporations of the Zone tend to favor heavy metals for their protective and enduring qualities. So far, air travel is impossible and beyond the scope of Humanity, but advances in hover-technology, such as that used on the hover crate, has seen new adaptations in the recent past and the possibility of hover crafts is increasing. The splitting of the atom as a source of energy has not even entered the minds of anybody within the Zone. The Theory of Relativity is extinct here, and has no place to be reproduced. Perhaps historical records will be discovered one day, but it is likely that this is one technology lost to Humanity forever.

ADVANCED SCIENCE

Due to massive breakthroughs in nearly every area of technology, the inhabitants of the Zone enjoy a style of luxury unheard of throughout history. The intricate machines, however, constantly require more and more advanced methods of repair and upkeep. The natural decay and erosion of such machines causes all manners of parts and destroyed circuitry to be deposited in the dumpsters and alleyways of the Zone. These castaway parts give enterprising scavengers ample opportunity to make quick credits through the sale of old, disused technology to street-hack technophiles and shady black market engineers.

One of the first, and most important, sciences created during the early days of resistance and the beginning of reverse engineering was the field of Agricultural Derivation. This technology siphons minerals and vitamins from refuse, the dead, and even saturated air molecules in humid areas of the Zone and infuses these life giving essentials into a paste or hard tack to be consumed.

CHAPTER 1

Late in the 21st century, and midway through the 22nd century, most synthetic food was tasteless at best. Methods of preparation were by necessity a form of rehydration, as most food was dehydrated before packaging to allow for greater shelf-life. Today, almost every apartment has a small rehydrator that can prepare a meal in about five minutes. This is the primary method of food preparation outside of a restaurant. Later, when corporations and enterprising individuals saw an urge for any amount of luxury or diversion from the horrors of the world, companies began to create food that not only was exquisitely flavored, but shaped and molded into palatable forms. Some enterprising companies even shipped directly to restaurants, allowing high-class or high-priced establishments to serve food that had not been dehydrated, allowing for the full flavor to remain.

In 2176, the Unity approved a proposal to allow the serving of Daemonic flesh as food. The studies into this source of sustenance was extensive, lasting nearly fifteen years, before the Unity declared a list of species of Daemons approved for consumption. Thus corporations began a frenzy of Daemon-hunting expeditions, paying handsomely for corpses killed in sanitary manners. The thought of real meat intrigued many, even if the squeamish were wary of the consumption of hell-spawned flesh. Non-synthetic food has become a delicacy enjoyed by the rich or the financially secure.

However, just previous to the disappearance of the Circle of Pestilence in 2198, the rise of incurable or potentially devastating diseases came to infest the Zone. The Unity, after the deaths of 475,000 people on Sector 36, was desperate to maintain a semblance of order to a panicked populace. The Sector was sealed-off from the rest of the Zone, condemning the remaining people to a horrible death by the flesh-eating virus that resisted all attempts at eradication. It is estimated that upon the sealing of the Sector, nearly 97,000 people were still alive. It is this act that caused the Unity to establish the Corporation for Scientific Activities (CSA). The CSA immediately set to work, requesting permission from the Unity and Law to erect gigantic barriers at the lift entrances to every Sector and Sublevel. In addition, airtight valves were placed on the ventilation shafts for the Zone and its Sectors, allowing the CSA to shut-down sublevels or even entire Sectors in the case of extreme epidemic. Unity mandates require that the CSA have a headquarters based inside each Law Central Core. Every Sublevel has a branch office, with the most deadly of diseases being studied in the bowels of Sublevel four, where even the citizens are mercifully unaware of the horrible strains of viruses and diseases that are studied in-depth right next to them.

The CSA had little activity until the year 2222, when the Vallex Corporation, a pharmaceutical company, was found to have created and released a disease they labeled Virus III. This virus was minor, intended only to cause chronic headaches and dizziness, but the strain mutated in 2223 and has since been labeled Cerebrolepsy. The disease could now cause seizures of the brain, shutting down entire portions, including sensory input, memory, or even the nervous system in general. The CSA requested, and was granted with the joint partnership of Law, the right to investigate any disease and fully monitor every pharmaceutical company—CSA employees are always issued Class I Law weaponry to be carried during investigations. Further laws have since been passed, forcing all private (re: non-CSA) disease research facilities to be Wasteland based, beyond the point of the Outer Limits and have a staff of at least five CSA-approved and trained members on-call at any given time.

Virus Wars, as they are termed, still occur, but very infrequently. This is when a corporation creates a disease solely for the purpose of creating a

cure as well, that can be marketed a year later, forcing the public to purchase their product. This was the aim of the Vallex Corporation, but a Law informant within the company leaked information proving their culpability. Current law gives the CSA the right to determine punishment for each and every individual working for any corporation found guilty of inciting Virus Wars. Their judgments are usually harsh and final, preferring exile to reform of anyone who would unleash such a potentially fatal disease on the unsuspecting populace.

The CSA has also expanded their sphere of influence by taking control of Bioengineering. The science of creating artificial limbs—whether from synthetic bone and flesh, or reproduced and tank-grown through DNA samples—are strictly regulated by the CSA, which holds sole rights to such reproduction. The basis of this law occurred in 2262, when a group of Kultists of the Lost were found genetically reproducing Daemonic limbs and altering DNA to be accepted by the human body. With this technology, the Kultists could create Daemonic and human hybrids to rampage through the Zone. Other specialties of Bioengineering not solely controlled by the CSA are the genetic researches of disease and radiation effects, as well as studies into the gene responsible for Mystical ability upon birth. The CSA watches all corporations who work in these fields, but realize that to regulate this field would narrow the chances of finding a cure to many diseases currently without mundane solutions.

To date, the CSA has a registry of over 56,000 different diseases (all curable) and a stock of about 10,000 other diseases (not including mutant strains) still without cures. Most of the incurable diseases are Dimensional in nature, or were conceived deep within the heart of the Circle of Pestilence before mutating into even worse and more deadly strains. The likelihood of finding cures for such diseases are extremely small, but the CSA must cling to whatever hope they can find. As an added incentive to other corporations to continue their research, the CSA rewards companies which find a cure for an existing, incurable disease the amount of expenses incurred during the research of the disease, and a one million credit bonus, as well as partial profit from the sale of the cure.

The latest ruling passed by the CSA, and approved by the Unity, is the illegality of full-body cloning. The technology has only recently resurfaced, though historical records show reference to such sciences existing as early as the late 20th century. The reason for such a stance on a seemingly useful science is the fact that the Law would have a nearly impossible time of keeping an accurate registry of the inhabitants of the Zone. Also, certain influential Mystics have argued that an artificially produced body could not possibly have a human spirit. Studies have proven that some amount of residual energy is contained in the frame of the clone after death. Some studies argue that this is a fragment of the human donor's Spirit.

The only clones now walking the streets are those created by the Kult of the Chemical. Rumors persist that the CSA has gained a concession from the Law so that when a person has their blood drawn for genetic records when they are first issued their credbase, they are injected with a serum that subtly alters the genetic code of that person, causing the heart, brain, and liver to be inserted with a genetic self-destruct code that only reveals itself upon a second generation body, or clone. Upon cloning, the brain, heart, and liver decay and rot prematurely within two years, making a clone's life short indeed. Though this is only rumor, it has caused most to think twice about creating a cloning center, even illegally.

THE WASTELAND

Blanketed under a crimson sky, the Wasteland has been conquered by the Circles of Hell. Barren of heavy landscape, the Wasteland mostly consists of patches of weeds and lone dead trees. In some areas, however, the crests of ancient buildings jut out of the dry ground, buried by the dust of time and the rampage of Daemons.

Citizens may leave the Zone for only two reasons. The first being permanent, as they are exiled to live their remaining years attempting to survive the manifestations of Hell and other exiles. This only happens if ordered by the Law or The Unity, and for absolutely no reason are those exiled allowed back into the Zone, unless smuggled back in with some Wasteland scavenging outfit. Any other reason to leave the Zone must be sanctioned by the Law, or the Unity. Those who desire to venture into the Wasteland are required to purchase a "Zone Access" number which is encoded into the user's Credbase. This coded pass may only be bought at Central Core, and only after an extensive investigation of the purchaser. Swiping the Credbase once at the last outpost activates the code. The second swipe upon entrance into the Zone deletes the file, and alerts the Law to the return of the traveler. Only one person within the vehicle needs to have this access number encoded, although more often it is encoded into the Credbases of the entire group. This allows the rest of the group to reenter the Zone if that person with the Zone Access dies. The Law keeps a group registry for each vehicle and all of its inhabitants, but the Zone Access number must be present for readmittance. Nobody entering from the Wasteland will be readmitted without their Credbase, even if they were in an expedition group and in the registry. This is to prevent exiles from returning to the Zone.

There really isn't much reason for the Zone's occupants to venture out into this living Hell, though many Corporations continue to send expeditions out to excavate ancient cities and to capture Daemonic specimens for study. Some Corporations wish to reclaim lost items that may have been scavenged, while others attempt to close nearby Portals. As of late, it seems many newer corporations are being funded to capture and kill Wasteland Daemons to use as meat in expensive markets.

ZONE-RUN OUTPOSTS

There are four sets of outposts that lead out into the Wasteland. They are spaced evenly around the Zone in each of the four cardinal directions. They are placed in five mile intervals, starting from the Zone doors, and until the third outpost is reached, the Zone manages to secure a Daemon-free environment. After the third and last outpost is passed, fifteen miles out, the territories become ever more hostile. The only safe path in or out of the Zone is following the outposts like beacons. Divergence from this chosen path results in being fired upon by the Zone's Class Five cannons.

The third outpost, or "The Outer Limits" as it has been titled, is manned by powerful Mystics and well armored Law Officers specifically trained in Daemon combat. Failure to present a "Zone Access" code at this point is cause for incarceration back into the Zone, or denial for readmittance

directed at those coming from the Wasteland. This outpost is also responsible for a thorough investigation of the vehicle that wishes to pass this point. All Artifacts, Ordnance, and personnel must be checked and recorded. Failure to submit, or discovery of contraband, is grounds for incarceration.

All Zone run outposts supply many Wasteland necessities—such as food, water, and energy—at rates double that of those within the Zone. Each outpost has access to a Zone-connected energy basin, in which vehicles and other electric items may be recharged. Wastelanders may use these outposts to recharge vehicles and purchase food and water, though only two may approach the outpost before orders are issued to back off.

Each outpost is also fully equipped with a complete garrison and three wasteland-modified Patrol vehicles. These Law vehicles are completely remote controlled by personnel within the Zone, though their range is only twenty miles from the Zone before the connection is lost.

SHALLOW HOPE

Out of sight from the towering Zone, small towns of Humanity band together attempting survival. Creating makeshift walls out of car parts and other large steel objects, these small cities have constructed a decent defense against Hell's Earthbound denizens. Though most of these outcast citizens use hand and melee weapons, a few have been able to scavenge or trade for ordnance. Often strangers in possession of weapons are denied access to these towns, for fear of pillaging and Daemons in disguise.

The laws of each town vary, but are similar in concept. Each town is ruled by a group of the best armed, and due to their ruling status they feel entitled to whatever desires they wish. These criminals usually demand unholy acts and exact horrific penalties upon their "citizens". In return, they provide protection and gather small amounts of food from traveling expeditions.

These organized groups of scavengers are called "Beggars" or "Derelicts". Using pieced together vehicles and weapons, they attack slow treaded vehicles and lightly armored expedition groups—with force in numbers, they are usually able to pillage a vehicle or convoy with few casualties. Their primary interest includes food and weapons, though an assortment of other "goodies" are usually discovered within the bellies of the transport vehicles.

Even with Humanity residing in the barrens of the Wasteland, evil permeates and corrupts. Most of the towns are run by Kultists or by Kultist sympathizers. Those that are not are destroyed and devoured within days of construction—though detailed evidence is scant, it is rumored that groups of Daemons scour such cities for Spirit and Damns. Working with Peregrinators, these groups of Daemonic entities capture and enslave weak humans to sacrifice later to sustain their Wasteland-based Portals. Nicknamed "The Collectors," these Daemons often attempt subtle persuasion before invasions. Using the Daemon ability "Guile" or the Ritual "Projection," they attempt to lure Humanity towards fictitious scavenging sites or other lucrative events. Daemons of the Circle Lost tend to use more obvious tactics rather than their brethren's more subtle methods.

CIRCLE MANIFESTATIONS

With time, Hell's perverse nature has warped most of expected reality. The lands of the Earth Plane are transformed into that of the Circles in which they are settled by, in consequence, generating landscapes of Hell. Spawned from the same concepts as the corresponding Circles, each territory of land carries different characteristics. Humanity has vaguely documented a few of these strange locations, as well as giving them names befitting their appearance.

TERRAMORTIS- As this territory is entered the ground grows soft and pulpy with the introduction of mud and wet grasses. Mists begin to accumulate above the warm earth, and whispered groans begin to invade the aural senses. Deeper within these boundaries, the dead walk in search of fresh meat. Rumors persist of a towering Necropolis, a City of the Dead, far to the south.

TERRAVOLATICUS- Encompassing the grounds of Stimulus, one would witness bubbling pools of acid and radioactive wastes. The putrescence which lingers in the air cause most to wretch, if not run, for fresh air. Pink and orange vapor seeps from cracks and open crevices. These areas are usually accompanied with Level Two Radiation. Recovered memories from a dismembered caravan revealed a large populous of Chemical concentrations to the North.

TERRAMACHINA- Even before sight is established with these lands, satellites twirp and buzz around the encroaching guests. By time visualization is confirmed, the landscape has warped into that of chrome and steel. Illuminated by towers of pulsating energy, the lands of Silesia constantly change into increasingly hostile environments. Creating barriers and satellites, Silesia protects its land upon the Earth Plane. Some Kultists of the Machine have demanded that when they visited these digital grounds, Silesia's sentience was awakened within them.

TERRASEVERUS- Deep within mountainous terrain and chaotic skies, Terraseverus exploits the corrupt nature of Humanity. Rivers of boiling blood and pits of undying fires spot the rocky crags and pointed peaks. Only one path leads in and out of these lands, though the final terminus of this path has never been reached. Investigations continue into the number and title of Ranking officers on the Earth Plane, though Terraseverus is believed to be controlled by a Lord of Avarice known as Phaleg.

TERRAFERUS- Overgrown with dense jungles, these regions are difficult to navigate. Added to the strain of travel are the hordes of Daemonic breeders and carnivorous flora, as well as a heat so severe that the skin blisters. All forms of life within Terraferus thrive only to kill, and kill only to survive. Witnesses tell of Daemons the size of mountains that roll through impenetrable valleys and conquer all in their path.

TERRAGURGES- Little is known of the appearance of these territories, thus all recorded information is based purely on rumor. Known as "The Land of the Four Corners," it is said that it is an ever expanding void which is slowly consuming the energies of the Earth Plane. Religions have been devoted to searching the Wastelands for this wall of obsidian, though no successes have been made to this date.



These territories are hours from even the most remote human installations. To witness these lands would mean traversing hostile regions and the onslaught of fanatical Daemons. Though travel to those lands is possible, it is highly not recommended. Fates worse than death await in the manifested Circles of Hell.

Only a few maps have been confirmed to hold details into these lands. Those that exist are rare, and used mainly by large corporations to navigate the deepest extents of Wasteland travel. Those knowledgeable in cartography have made fortunes riding along with expeditions in the Wasteland mapping routes, towns, and special attractions.

WASTELAND INSTALLATIONS

Miles after the last Outpost, Zone-run corporations conduct research and experiments in underground laboratories. With heavy security and the benefit of being underground, these facilities remain nearly unscathed by Daemon attacks. Supplied by corporate caravans, these installations are sustained by their parent companies within the Zone.

One of the greatest obstacles facing most Wasteland installations is the problem of supplies, food, and energy. A few outposts have been constructed with the sole intention of supplying other facilities with ordnance, ammunition, and equipment. This small society of Wasteland entrepreneurs are referred to as "The Peripherum".

The Unity provides half the funding necessary for any corporation who wishes to develop installations in the Wasteland. This incentive is part of a proposal designed by the Unity to reestablish Humanity in places other than the Zone. The Unity will even provide limited amounts of security for caravans and construction crews.

Besides helping to expand Humanity's radius of influence, the Unity also demands monthly tours of the facilities to ensure that their funding is not going towards nefarious research. The entourage of armed personnel which accompanies the Unity member during inspections is intense to say the least. Comprised of ten hand-picked soldiers in Deathware and class two assault weaponry, this group travels in a nearly impenetrable treaded vehicle. There have been many times in which inspection groups have come upon an installation that has been ripped open and infested with Daemons. They can only return and report the tragedy to the higher ranks of The Unity.

Sixty miles to the west, lies the most distant installation supplied legally by the Zone. This installation is almost constantly under attack by Daemons or Wasteland scavengers. The compound has been recently constructed, and whatever its purpose the Law and Unity both have a profound interest in keeping it intact and secret. Huge vehicles excavate the ground, day and night, under constant protection from a battery of over one hundred troops stationed at the walls of the rapidly expanding complex. The Law has started to send both supplies and additional guards from their own ranks. These soldiers with aid from the Intercept Auxiliaries Corps are slowly being replaced by Law officers in battle gear, raising suspicion and rumor about this mysterious endeavor.



Commended and partially funded by the Zone, the Intercept Auxiliaries Corps maintains four installations, each twenty miles from the "Outer Limits". The Corps monitors other installations, responding to distress calls with twenty seasoned soldiers and two heavily-armed treaded vehicles. Though their prices are exorbitant, the Intercept Auxiliaries Corps is the only group to offer nearly immediate and reliable assistance to Wasteland attacks. Recent speculation has arisen, as various groups claim to have seen exiles among the ranks of the Corps, but thus far, all accusations are unsubstantiated.

THE SKELETAL ZONES

Resting dormant under years of dirt and stagnation, skeletal Zones Two and Three give testament to Humanity's failure. Both rest far from the Zone, out of sight, but never far from the mind of the Mystics and Law who have traversed the Wasteland to see the destruction and horrible emptiness that are the Skeletal Zones.

Residing one hundred miles to the north, Zone Two was overrun by disease and a Carnivorian Roamer. Most reports are incoherent, but state that the Daemon was larger than the three finished Sectors of Zone Two, looming over the metal-and-concrete shell before crashing its enormous body upon the structure, shattering the top Sector, and caving-in the upper two sublevels of the second Sector. The disease that swept over the survivors is still thought to linger in the upper areas of the fragmented levels.

Deep below the Earth, in the Nocturnal Banks of Zone Two, an expanding network of tunnels and caves are being dug by unknown creatures. The Unity has sent investigators into these tunnels, though none have returned. Recently, a disease research installation near Zone Two headed by Mydrine Laboratories was destroyed. Though diseases and tainted atmosphere prevent thorough investigations, it seems that the installation was invaded through a large tunnel that burrowed into their underground levels. Those searching in Spirit form claim the tunnel has collapsed behind the intruders, but physical observation has yet to be established.

Approximately one hundred and fifty miles to the south and west, Zone Three's seven completed Sectors rest abandoned without bodies or signs of struggle to give testament to those who vanished one evening. Many reports have been issued about the remains of Zone Three, the most disturbing of which tells of people having dreams of Jericho Fayne, the first exile, and abomination to Humanity. Though disappearances are thought to still occur in the empty Zone, no reports of any attackers have ever been reported. The Unity has officially declared the enigmatic Zone and the area immediately surrounding Zone Three to be off limits. The Law has set a checkpoint halfway between the Zone and Zone Three, but it is proving difficult to maintain. The Intercept Auxiliaries Corps has offered, for a price, to send regular patrols to sweep the area near Zone Three, but thus far, the Unity has declined this offer.

The Unity has recently met with Law and certain construction corporations to discuss the possibility of establishing an enormous supply and reinforcement complex that thus far has been called Frontier or The Bastion. Though the Unity and Law both deny it, information has been leaked from the construction companies that the Frontier is actually plans for the fortification of an area that will eventually be Zone Four. While the plans seem ambitious, and more than slightly dangerous, the Unity claims that it will be placed in a closer proximity to the Zone than previous deep Wasteland exploration sites.



Elements of the Story

chapter



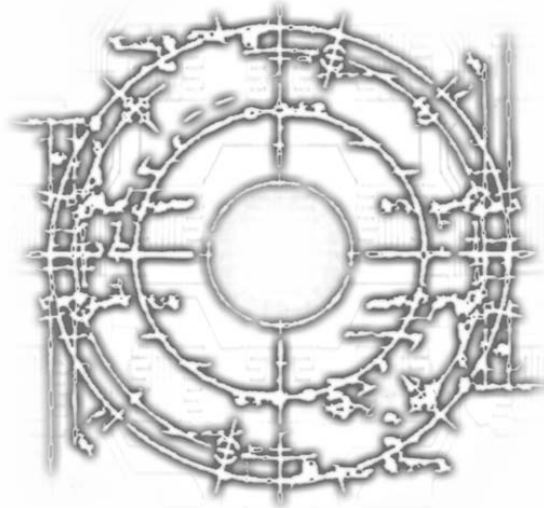
CHAPTER 2

Roleplaying; what is it? Most people have a misunderstanding of what it actually is. Many seem to think it is an evil detachment from reality, or a guide to devil-worshipping, but it is, in fact, pure entertainment. Roleplaying is meant to be an exercise of the mind, a tool for creativity, and a means to gather among friends—which is very much the opposite of wasting away in front of a TV playing video games.

For those of you not familiar with roleplaying games, you have a lot of reading to do. Actually, even if you have played or hosted a game in the past, it is advised that you read these sections, as the following pages provide ideas on Character types, setting and story, and help with giving your Story Direction. This book is to be used as a reference tool to a Story that is told by the Narrator.

Because of the amount of intrigue and mystery involved, Obsidian is intended to be played by smaller groups of three to five people. It sets a better atmosphere when there aren't six people all trying to grab the Narrator's attention. One of the players will act as the Narrator, and the other players will create Characters with which to act within the improvised Story. All of this is explained below.

The elements within this Chapter are to be used by both the Players and the Narrator. It is important to note that the Players are playing Characters of extraordinary talents; whether they are high ranking Corporate soldiers, enlightened Mystics, or evil-drenched Kultists. Most encountered within the world of Obsidian are of equal and greater power, while some are of lesser value.



The luxury vehicle settled just off the curb of the renovated apartment building near the center of Sublevel one. The streets were littered with suits and upper class citizenry hurrying about on various business. To the man who sat in the back of the stretched sedan, the people looked very similar to well-tailored ants, scurrying to and fro but ultimately accomplishing little. The door of the vehicle opened, an obsequious driver in an immaculate suit held the door for the man as he finished his survey of the surrounding area.

Nice suit, the man thought, his eyes searching for some sign of the designer, and becoming frustrated when the logo could not be identified. The driver stood patiently, a benign smile and slightly bowed head showing deference to the man in the vehicle, who had still not moved from his seat, but glanced significantly down at a small pool of water from the recent hydration spray that flushed the trash and other debris to easily manageable areas. The driver quickly stammered an apology and removed his suit coat, spreading it over the offending puddle. The man in the luxury vehicle finally moved, stepping directly onto the jacket and grinding his heel pointedly upon the suit that was likely worth about one month's salary. The smile frozen upon the chauffeur's face never faltered however, as the man stepped onto the curb and absently patted the driver's cheek, much as one would a dog.

"I will not be long, Kevyn," the man explained briefly, as if speaking to a child, "When I return, you will be wearing appropriate attire once more, or I will punish you."

The driver's head bobbed in agreement as he gently closed the door to the vehicle and hurried to get ahead of his master. The man paused briefly to wipe unseen dust from his suit and straighten his tie. The driver managed to hurry forward, opening the door to the building in a flourish of movement and attempted to bow as the door opened. The man took no notice and stepped inside, his gaze sweeping over the interior of the building that was clearly still under construction. Shavings of metal filtered down from an unseen worker in the rafters. The man deftly stepped around them as he made his way gingerly across the various tools, pipes, and discarded food from the workers' recent meals.

The lift door was already open and awaiting his approach as he crossed the threshold into the metallic cage. The doors closed with an audible click, and two telescoping lenses extended from opposite corners of the lift, casting forth the sounds of gears turning and the hum of electrical energy. As the cameras retracted back into their hiding places, a small screen above the button console flared to life, displaying a green wireframe body with outstretched arms and legs. Two red wireframes of knives appeared on top of each breast of the wireframe body, with a readout flashing briefly: "Dimensional Taint Detected". The red knives disappeared and were quickly replaced with a red flashing shape of a gun coming from the rear waistline of the figure, the readout now flashed: "Ordnance Detected". A panel slid open on the opposite side of the lift doors and the man placed the indicated items into the small compartment. The cameras extended once more, and the wireframe

body remained green this time, with no red icons flashing across the screen. A green flashing readout appeared now reading: "Access Granted". The lift began to move.

The man stood calmly in the lift as it ascended slowly, taking deep breaths and steadying himself for what lay ahead. When the doors opened, he waited a few moments for his eyes to adjust to the sudden lack of illumination. As he waited, the second floor quickly came into focus. The ceiling easily was tall enough that this floor actually occupied two of the four levels for the building. Torches lined the walls, held in sconces made of carved wrought iron. Intricate workings detailed people fornicating with various corruptions of the human flesh, or other forms that were not even vaguely human. On the ceiling, a large chandelier held hundreds of candles, their wax dripping almost thirty feet to the floor below, where a naked woman lay chained to posts over a carving of an ornate symbol in the stonework of the floor. The woman was gagged but moans of fear and pain echoed clearly in the otherwise silent room. The flickering light of the flames caused shadows to dance upon dark walls that seemed black at times. Others almost seemed covered with a viscous liquid that reflected a wet sheen in the torchlight. Heightened tension raced through the man, whose face was a determined mask of concentration. Dark forms danced in and out of the flickering light, making it impossible to tell shadow from hidden guardian.

At the end of the chamber, a horned creature rested comfortably upon a throne made of bodies melded together in an obscene network of flesh and bone. The figure sat quietly, watching the man approach. Behind him, another figure stood off to one side, the figure's features hidden behind the cowl of black robes that seemed to draw the darkness around it. As the man approached the throne, the faces of those imprisoned in that horrid form worked soundlessly, with hands reaching from the chair to stroke at the crimson flesh of the creature resting upon it. As he came to a stop before the throne, another figure in a ragged suit stepped from the shadows. The skull-like gleam from the figure shone brightly in the torchlight, though the eyes of the figure looked haunted and pale, with a milky covering that reminded the man of a corpse.

The Daemon on the throne smiled, his horned face becoming a leer that the man understood could be either anticipation or amusement. When the creature spoke, however, the voice was soothing, almost mad-deningly calm.

"Thank you for responding so quickly, Barrabas," the Daemon said softly, its arm gesturing for the man to come closer, "I know that you are busy and am glad you and the House of Gilead could spare some time to help our organization."

The tone of the words made it clear that the Daemon considered the House of Gilead to be beneath his notice and to have no real option. Though Barrabas stiffened at the insult to his House, he wisely kept silent, respecting the power and cunning of such a creature.

"These two," the Daemon's arm waved negligently to the figures behind it, "are my servants. They will help you in this task."

The two figures inclined their heads slightly in greeting, but did not utter any remarks as they stepped forward to join Barrabas. The Daemon looked over at the woman strapped to the floor and, for a moment, an expression of hunger and lust crossed its face before it turned

back to the three Kultists and spoke in a dismissive tone, "You will be destroying or extinguishing a Candle of Transcending Light for me, through whatever means you deem fit. The other two will fill you in on the details and the time frame. Get this done. Now, leave me."

The three turned back to the lift and pressed the button for the first floor as the skeletal figure rasped, "We should go somewhere to discuss this, Jared and I have the floor plans and security measures of the corporation involved."

"Good, I have some contacts in a contracting corporation that will be useful, tell me the details as we head th-" His words were broken-off as he turned and the lift doors began to close and horrors from the shadows emerged to reveal their unimaginable forms, pouring forth over the floor toward the woman chained to the floor who began to scream hideously as the first of the creatures entered the light of the room. A spreading blackness engulfed the torchlight, plunging the room into darkness.

The woman's screams and the horrible visions were mercifully cut off as the lift doors clicked shut once again.

THE NARRATOR

The Narrator is probably the most important of all the players. Creating the Story, Setting, Direction and Theme, the **NARRATOR** leads the game through Character choices. It is this person's responsibility to create a Story for the Characters to react to. They must present a conflict to which the Characters must alleviate.

The Narrator has the responsibility to lead the Characters through a Story that he creates. The only necessary tools are: this book for reference and definition, and a few dice which can be bought at any gaming or comic store. Other than that, it is completely up to the Narrator's imagination and that of the Characters.

Many times disagreements may arise as to vagueness in script or controversy over ideas. In the event of misconstrued ideas or lack of evidence, the Narrator has the final word over any debate that may arise. This is a game of fun—what fun is there in arguing over something we forgot or did not clarify?

THE STORY

To better understand roleplaying, it is best to compare Obsidian to a story. One with all the basic elements of mood, intrigue, suspense, action, and atmosphere. The story is set in the year 2299, a time when Hell has corrupted Earth and mankind. Within this time period, epic battles have been fought, and Humanity teeters on the brink of extinction. The players take on the role of Characters either defending Humanity, or using it to satiate lust and greed. Either way, they must attempt to do this within the Story provided by the Narrator.

The Story generally follows a specific path—one in which the Characters must follow in order to succeed and complete their goals. As any

Story, it should be separated into parts, which are Chapters and Segments. **CHAPTERS** consist of a session in which the game is played. Certain conflicts are presented at the beginning of the Chapter that must be acted upon by the end. Whether this leads to additional problems or whether the conflicts are ever taken care of is completely up to the Narrator. **SEGMENTS** are small events within the Chapters of a Story in which the Characters must accomplish one thing or another. They tend to last anywhere from 5 minutes to half of an hour at times. As tiny plot elements that may not make sense alone, Segments are strung together to construct an elaborate plot in which the Characters interact with, and it is within these Segments that the game takes shape. Examples of Segments include:

- ◆ Visiting a Street Contact to ask the whereabouts of an antagonist.
- ◆ Attempting to gain entrance to a private club, or a secret society.
- ◆ Piecing together fragments of the Story while being driven to the next Segment point.
- ◆ Searching the full spread of a four bedroom living space for clues in an ongoing murder investigation.

SETTING

The Setting in which the game takes place is very important. The time period and basic atmosphere have been established, but where the Characters are located when the story begins must be decided. Is the Story set on the shadowed streets of Sublevel four? Or are the Characters going to be traveling outside the Zone into the Wasteland? Maybe the Characters are reacting to an upper-class crime as investigators on Sublevel one?

As soon as the basic setting is determined, the Narrator should create an event to complement the setting. Whether it is pertinent to the Story or not, it is a good idea to add a sense of the Zone. A few examples of events would be: a religious holiday, mysterious Kultist slayings, a sublevel blackout, or maybe even contracting companies warring with each other. Whatever event is chosen, it should give character to the Zone, or at least the section of the Zone where the Story takes place.

Stories within Obsidian are intended to be dark and moody, and carry plenty of atmosphere. Everything is touched by evil, and darkness consumes every corner. Obsidian melds Corporate entities, supernatural beings, advanced science, and the loss of hope. The Narrator should emphasize the dark nature of the Zone, and incorporate such apophotic nature into the Story. Whether it is a mysterious religion, the birth of an Antichrist, or a Daemon-controlled Corporation searching for a doomsday artifact, it takes dynamics to present the story to the players. Create a feeling of tension or suspense by giving the Characters either a time-limit or antagonist's threats. Conjure a feel of mystery and confusion by adding new elements to the Story not found within this book. Try describe to describe the setting by using conditions of temperature, color, and texture such as: *The bedroom you just entered lies abandoned, with the exception of a dresser and an unmade bed. Chips of deep gray paint are scattered upon the barren walls and floor. This room also seems to be significantly cooler than the room attached, and carries a wafting stench, originating from under the bed.* Through the use of adjectives and mood, a simple description results in curiosity and direction.

DIRECTION

DIRECTION is a key element in attempting to lure the Characters further into the Story. The players must want their Character to progress through the story. The Narrator should attempt to keep things on track and moving toward the eventual goal that is planned. By using Character's Motivations and personalities, each Character may be attracted in a different way. Direction is used in different ways—first, an overall Direction within the Story is necessary; how does the Character benefit from participating in the campaign? The Narrator needs to think of the main reason for each Character. Next, the Narrator needs to push the Characters through the Segments. Give them a small goal that needs to be accomplished by the end of the Chapter. Note: this should be something relative to the eventual outcome of the Story. Finally, the Characters must get through each of the Segments. These are a bit easier to manipulate, because they tend to be very “player driven”.

THEMES AND CONCEPTS

This section should provide a closer look at the actual plot of a Story. The guts, if you will, of a good story is based around the Concept and Theme. This is the first of many elements for the Narrator when setting up a Story. Obsidian Stories should be filled with intrigue and a certain amount of horror. It is not necessary to detail every point within the Story, just have a basic outline or a list of the main Antagonists, Protagonists, and other supporting Characters and major events.

Most of the time, the Narrator may wish to tell the players before they choose their Characters that the Storyline is slanted towards a good or evil **THEME**. If the Narrator is planning on telling a story from the point of view of the Mystics, Kultists may be difficult to work in without Character conflict, and the same goes for a Kultist story. Mystics may tend not to participate unless the Narrator can give good reason for a Mystic to deal with a Kultist. A good idea to remember is that many Characters' Ethos and Socials lends itself to either side. A Story based around Mystics and Kultists working together may be difficult for the Narrator, but usually make for an interesting tale. Always make the players aware of the Theme before they develop their Characters, but do not give away too much of the Story—just an idea of restrictions or Character concepts that would fit well into the Story. A few Ethos are easily adapted into either type of Theme—the Machine and Corporate Ethos.

The Narrator has the option to make it easy on himself by asking the Players to develop Characters with either similar Ethos' or one of the same Socials. This stipulation allows the Narrator to plan a Story based around all the Characters. Of course, this is obviously optional, but it helps the Narrator greatly.

Once the decision is made on the point of view, the Narrator needs to come up with a plot that the Characters need to resolve. This should be easy, considering nearly every sentence within this book contains an idea that could be exploited. Take for instance the concept of a secret society

based entirely around the Kult of the Internal. Now this secret society will need a name and characteristics, but more importantly: what are they hiding? Well, it could be a great many things, but how about the discovery of a new Daemon type? This society could be attempting to gain enough Spirit to summon the Daemon by killing scrag and unwanted vagrants.

Next the Narrator must come up with a link between the plot and the Characters. It is always a good idea to make the path to the end of the Story long and danger filled. So, start the Characters with only half-truths and rumors; they must eventually sort out the truth amongst the lies and navigate treachery. Continuing the example, you could start with the Characters just hanging out in a local club when a homeless scrag comes stumbling in holding the remainder of his intestines. It would be too easy to have him just give everything away, so make it vague. You could have him say three men in red-stained hoods started slaughtering a small gathering of his friends and himself. From here, the Characters can investigate further.

Sometimes the Characters may not continue on a lead, or may just not get a clue. This is when the Narrator must use every bit of ingenuity, or have a backup plan. More Direction may be needed. For example, after the man dies the Characters notice he is clutching an old iron key. What is the key for? Spark some interest. Maybe now they want to find out what happened to the scrag or what the key is for. If not, there are an endless number of possibilities.

Once the Narrator has described the Setting and explained the Theme, the Story begins. Link the Segments with new twists and subplots. A couple of Chapters should be played through before the Characters actually realize what sort of web that they are thrown into. While the Characters are figuring out what the key is in this example, this secret society has almost gathered enough Spirit to summon a powerful Internalist Daemon. Rumors may begin to surface, and the Characters hear that the society is looking for them. Maybe the key is needed to unlock the ancient tome in which the Daemon's name is scrawled. Maybe the key has nothing to do with the society, but the Characters keep stumbling among the massacres of bums, and find the remains of one of the robed assailants who got unlucky. Now the society wants to find and eliminate the Characters. This turns the tables on a group of curious Characters.

Eventually the Characters will catch up with destiny, and should attempt to extricate themselves from trouble. The Narrator should give the Characters enough incentive to continue through peril. In the example, the Characters are forced to confront the society or else they may be killed in their sleep. But once again, many more options are available.

Steps one and two can be repeated as necessary, to generate as much interest as possible. Also, never reveal too much too early, remember: intrigue. Whether the group needs to retrieve an artifact or investigate a murder, the Narrator should never just lead the Characters directly to their goal. Though we state not to give away the plot too soon, some Narrators may wish to expedite matters for a shorter Story.

OTHER CONCEPTS AND IDEAS

- ◆ Finding or retrieving an object or person of importance.
 - This can include any number of things:
 - Antidotes or cures
 - Artifacts (Major or minor)
 - High ranking corporate officials
 - Untested or unreleased cyberware
 - Experimental weaponry
 - Occultic tomes, Spirit blades, or a Dimensional Portal
 - A rampaging Daemon
 - Memdisks, information, or even rumors
 - Any product, or by-product, of scientific experimentation
- ◆ Investigating any sort of mysterious occurrence, religion, society, or Kult
- ◆ Corporate related assignments or sabotage
- ◆ Assassinations or Murder plots
- ◆ Espionage (Information Hijacking)
- ◆ Inquisition or the purging of traitors (This is especially entertaining when there are three Mystics and one Heathen Kultist within a group of Characters).
- ◆ Incorporate Ethos/ Social/ Character based motives
- ◆ Providing security or support to a commanding figure
- ◆ Deploying a cover-up or distraction
- ◆ Kultist Spirit Gathering
- ◆ Murder Investigation
- ◆ Conflict between Rivals. Whether it is a House, a Corporation, Broods, Packs, Religions, or powerful Mystics
- ◆ Research. There are many things that need a logical explanation or identification. These include:
 - A particular Daemon's weakness and/or existence
 - The means of destroying an Artifact
 - Mystic history
 - Mysterious technology
 - The theory of Hell and Sheol
 - An uncommon Antidote
 - The components of an Arcane Convokation, or a Mystic Mentor with knowledge of a Arcane Ritual.
- ◆ Accidental encounter- The Characters could be thrown together by necessity and fate. They now must exonerate false charges, or are intrigued to discover/ escape something or someone.
- ◆ Wasteland Expeditions
 - Find technology for reverse engineering
 - Wasteland mapping/exploration
 - Hunting Daemons for their meat
 - Resupplying an outpost or reinforcing an area under attack

Better yet, be creative, couple a few ideas together. What if the Characters had to find an artifact from a Wasteland camp, and return it to their corporation, or one employing them, just to find out that the corporation wants it for nefarious reasons? Do they attempt to thwart the plot? Maybe they will attempt to destroy the artifact just to release a bigger problem?

THE PLAYERS

While it is necessary for the Narrator to construct a Story and present a Conflict, it is the players that really cause the action. The Narrator cannot be expected to tell the whole Story—the players must contribute a good part of their Character to give it life.

The creation and development of Character is an essential aspect of roleplaying. Designing a Character and gaining an insight into their physical and mental makeup will help in playing them. Roleplaying is very much like acting, where the player must react the way the Character would react, even if this does not generally relate to the player's own will and desire. This can be difficult if the player doesn't think about their Character during the Creation Process. A few ideas, suggestions, and rules for fleshing out a well-rounded Character are explained in the following section.

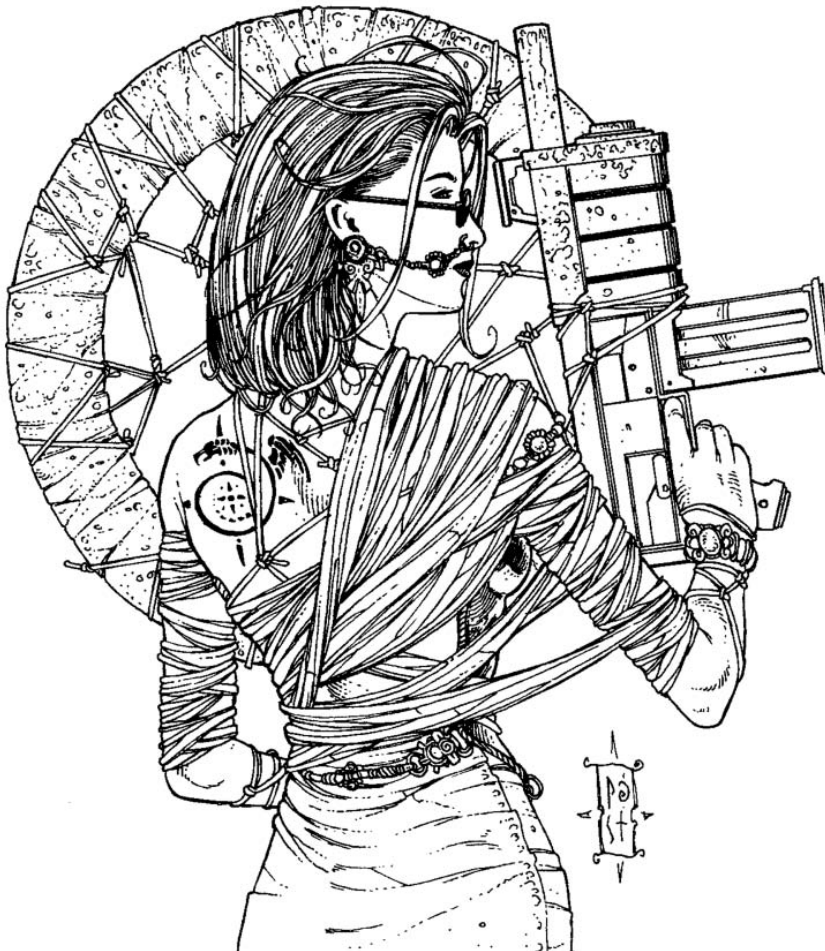
Many times the player Character must interact with others, and during the Story, the players may gain the opportunity to control other player Characters as well as those controlled by the Narrator. Though these instances are rare, those employed within a Corporation will find this is frequently the case within the higher ranks of business. These secondary characters are NPC's, or non-player characters. Every person introduced within the game that does not have a player immediately controlling him is considered a NPC.

To create a character, each player will need to come up with a concept first. Follow this up with an Ethos and Socials, gaining Starting Points to boost Attributes and Skills. Lastly, the player will need to spend his 20 Generation Points to flesh out the character. This procedure may seem extensive, but is rather simple once the formula is understood.

- 1) DESIGN CHARACTER CONCEPT
- 2) CHOOSE ONE ETHOS
SPEND APPROPRIATE POINTS
- 3) CHOOSE PRIMARY & SECONDARY SOCIALS
SPEND APPROPRIATE POINTS
- 4) FOUR CHARACTER ROLLS (DEVELOPMENT)
- 5) SPEND THE 20 GENERATION POINTS
- 6) ASSIGN MOTIVATIONS

CHARACTER CONCEPT

The players must select the kind of Character they want to play. In other words, who do they want to be within the Story? In the bleak future, Character types range from murdering Kultists to the saviors of humanity. Littered between the two are a multitude of locals within the Zone—these include the average citizen holding a corporate job, the vigilante street-walker, the self-proclaimed religious icon, or the assassin for hire.



After developing a persona, the players should begin to think about their personality, history, and other Characteristics that would set them apart from others. These also include quirks and Motivations (discussed later).

Each player should attempt to create a different Character. In comparison, how much fun would it be to watch a movie where all the Characters acted the same, dressed the same, and walked the same way? Think of this before the Ethos and Socials are even chosen. Maybe because of a past event the Character is scarred all over their face, and reacts negatively anytime someone looks at them too long. It could also be possible that the Character is deathly afraid of diseases, and must wear a filtered helmet, which they will never take off. Take any of your favorite books, and there will no doubt be a million ideas for Character concepts and quirks.

PLAYING A CHARACTER

After forming the idea for a Character, the player should decide the Character is, in the most basic sense, good or evil. Will the Character kill for a chance at some money, or will he proceed through all legal channels to gain what he need? Does the Character want to follow a Kult or profess a Mystical background? What does the Character do for a living? How does the Character sound when talking? Is the Character male or female? All of these questions should be answered and put to use when you decide to have the Character perform a task.

A quick mental history of how the persona has attained its station in life, as well as accounting for money or assets owned are important. Fashion and vocabulary add flavor to this image, and if a player has the artistic talent of drawing he could even form a quick sketch of what he would like his Character to look like. All of this begins the process of creating a Character.

The Narrator should begin by examining each Character sheet and asking a few background details of the Character. Then a quick prelude to introduce each Character to the Setting of the Story should follow. The prelude is used to give the Narrator and the players a “feel” for their Character, as well as incorporate them into the Story. Each Character should react to people and situations as the player has previously established during the Creation process. The Player will have to create the Character on paper, and the following section will explain how this is done.

ETHOS

At this point the player has generated an idea of the Character they want to play. It is time to find an Ethos and two Socials to best represent the image that the player has. The player must first choose an **ETHOS**, which represents the inner being of a Character, and it is also known in other forms as libido, or one’s Id. This is what the Character strives to maintain despite persecution and societal pressures. Some are born with inner, mystical powers—they are born without a choice, and expected to live up to society’s expectations. Other Ethos strive to maintain a mechanical body made of cold steel—hoping to achieve machine perfection and efficiency. Some choose to join the ranks of large Corporations, still rebuilding after hundreds of years. Another Ethos is that of the aphotic Kults, evil personified, reveling in their collection of Spirits and their unholy blades.

Mystic Alter Visionary Kultist Machine Corporate

The Ethos is the basis of the Character. The Character’s Ethos will never change throughout the Story. Remember that the Character’s first Motivation is to fulfill their Ethos. This would prevent a Mystic from suddenly desiring Kultist status, or a Corporate from betraying the corporation they have devoted themselves to. It is necessary that the player is fully aware of the Motivations of their chosen Ethos. Also, to help with the Story, it is best to choose one that is compatible with the Narrator’s Theme.

Many times, the Narrator may enforce a specific Ethos or Social that each player must abide with while developing a Character—this helps avoid any problems due to conflicting Ethos and/or Socials. It also begins the story with harmony among the Characters. Players may also wish to announce at this time their relations with the other player Characters (or suspicions of another Character).

Beware the power instilled into this breathing creature, this being of Humanity is but one of many. Each passerby witness to secrets, the Zone’s secrets. Each man involved in the construction of his own Ethos and his own survival. The Narrator is responsible for keeping all Characters in line and true to Character. Telling a Character that something is out of the realm of possibility is not uncommon and sometimes wise.

Once the Ethos has been chosen, it is up to the player to record the Starting Points associated with each. Each Ethos gives a bonus to specific attributes, as well as something that makes the character special. Listed also are the Socials that each particular Ethos can attain, and all Characters must choose at least one Common Social. It is important to remember that each Character starts with 2D to each Attribute and Skill. This is modified using the Ethos and Social bonuses, as well as the Character’s 20 Generation Points.

-Mystic-

MOTIVATION- UPHOLD THE CODE OF HUMANITY

Enlightened almost beyond human comprehension, the Mystic is a supernatural creature evolved from ancient ancestors. Child of the “Protec-

torate,” they serve mankind hoping to someday destroy the evils unleashed upon the Earth. They focus on the destruction of the Daemon lords themselves, and would sacrifice everything to bring an end to the Divinity Wars. These “True” Mystics are rare, and are usually unknowingly employed by the Darchomen.

Mystics may use either type of Ritual; Visionary or Alter. Though the Mystic must never take a life unless it is necessary to the survival of all Humanity. This “Code of Humanity” exists to ensure that the Mystics do not add to the already corrupt society. Doing so would mock The Great Divinity who bestowed such power to them. Mystics who do not comply to the “Code of Humanity” are unknowingly dealt with by the Bellaseraphus (See the Ninth Circle of Hell: Chapter 6). At one point in time, these Mystics were considered Gods and ruled over Humanity. It was a handful of selfish Mystics that tainted their reputability and stole their dignity.

- ◆ *Mystics start with 12 Points to divide up among Alter & Visionary Rituals. Remember no Ritual may be raised higher than 4D without the expenditure of Starting Points.*
- ◆ *They start with a +2D bonus to the Mind Attribute.*
- ◆ *May only choose Socials from: Common or Fallen Angel.*

-Alter-

MOTIVATION- DESTROY THE KULTIST SOCIETY

The Alter is a Mystic who believes that the only way to win the battle against Hell is to fight it face to face. They are sick of hiding and waiting for inevitable destruction; sacrifices must be made if the war will ever end. Raging with centuries-old malice, the Alters study only those Rituals intended on the destruction of Kultists. They believe the Divinity Wars will end when every last Kultist is obliterated. That way, no Spirit may be harnessed for the Daemon controllers. It is a never ending battle they fight—for every Kultist that dies by the hand of an Alter, three rise up from promises of power. The Mystics fear the wraith of The Great Divinity will strike these hateful beings. Many debates have been waged, resulting only in curses and feuds.

Alters cannot use Visionary Rituals because their beliefs lie far from protecting the populace of corrupted Humanity. Unlike Mystics, they may kill anyone they chose. Because of this, and their bestial natures, the Mystics have disavowed the Alters. Hostilities arise, but in the end the goals are the same.

- ◆ *Alters start with 10 Points to divide up among Alter Rituals. Remember no Ritual may be raised higher than 4D without the expenditure of Starting Points.*
- ◆ *They gain a +2D Bonus to the Perception Attribute.*
- ◆ *May only choose from the Socials: Path of Alter, Common and Fallen Angel.*

-Visionary-

MOTIVATION- DEFEND HUMANITY FROM HELL

The Visionary is the antithesis of Alters. He believes in the safety of the Zone, and the powers of a good defense. Building stronger walls and enforcing the Law will stop Hell from tampering with Humanity—Hell does not stand a chance against the awesome defensive capabilities of the Zone. He

attempts to halt the corruption displayed on the streets using the Law. Composed almost entirely of Visionaries, the Law is the largest corporate entity in the Zone.

This Mystic follows the same code as the “True Mystics”; preserving life. Seen as a coward by the Alter, this powerful Mystic is actually doing more good for Humanity. By using the Law, and the help of the “True Mystics,” this show of force may be the strongest type.

The Visionary cannot use Alter Rituals, fearing that their destructive nature may turn the tides of Humanity in the wrong direction. If ever in a combat situation, the Visionary should take the defensive. If a life is taken, it is all the more that the Earth Plane’s energies are tainted.

- ◆ *The Visionary starts with 10 Points to divide up among Visionary Rituals. Remember no Ritual may be raised higher than 4D without the expenditure of Starting Points.*
- ◆ *He starts with a +2D bonus to the Knowledge Attribute.*
- ◆ *May only choose from the Socials of Visionary, Common and Fallen Angel.*

-Kultist-

MOTIVATION- OBEY THY CIRCLE’S MOTIVATION

Under the watchful eyes of its Daemon Lord, the Kultist gains power through damnation of the Human Spirit. These donations are given to their Lord in exchange for incredible abilities—with more sacrificed souls comes more power, but little do they know the damaging effects he inflicts upon mankind and his own Humanity. Each Circle of Hell provides the motivation for each Kult, and there are seven Circles that the Kultist may follow.

Characters with the Kultist Ethos start with a Spirit Blade, used to cultivate Spirits for his lord. The Kultist has one drawback though: in exchange for their supernatural ability to Call the human spirit, the Daemons have taken one point of their Spirit. This exchange occurs each and every time a Kultist joins a new Kult, unless the person is joining the Kult of the Spiritual Essence.

Though nearly all the Kults are corrupted by promises of power, one Kult holds total devotion to an untainted Circle. The Kult of the Spiritual Essence is the only Kult whose Circle has not succumbed to the evil energies of the Earth Plane.

- ◆ *Kultists start with a 1D Call, access to 1 Kult, and 20 Kult Points to spend on Call, Convocations and Spiritual Solidarity. They also start with a Kult blade with a number of Spirit points equal to their Call Rating.*
- ◆ *They start with a +2D bonus to the Knowledge Attribute.*
- ◆ *May only choose from the Socials: Common, Kult Bearing (with exception of the Spiritual Essence) and Fallen Angel.*

-Machine-

MOTIVATION- PERFECT THY BODY

In a time when man is struck down by Daemons and foul creatures, many of Humankind’s own must enhance their flesh and body to grapple with the powers before them. Not every person with Cybernetics is of this Ethos, only those who believe Humanity is a small price for power, and those with a true fascination for the merging of the body and technology.

Borgs can be found everywhere, from construction to the greatest of the Coliseum fighters. He is also shunned from many public places and events because of the Humanity loss that he has endured—he is inhuman and lacks many of the feelings required for with social interaction.

Those of the Machine Ethos starts with one less Spirit Point. This is attributable to the loss of Humanity the Spirit has endured. However, the Machine gains a bonus to their Technology of 3D, due to the precise inner-workings of the machine and the natural affinity he has for technology.

- ♦ *The Machine starts with 20,000 Credits worth of Cybernetics (Legal, or Otherwise).*
- ♦ *He Starts with a bonus of +1D to the Mechanical Attribute, and +1D to the Strength Attribute.*
- ♦ *May choose from any of the Socials (One must be a Common Social).*

-Corporate-

MOTIVATION- LOYALLY SERVE THY CORPORATION

Controlled as a single unit, Corporations holds extreme power over loyal armies. Those of this Ethos have found a family within the ranks of the Corporation. Safety, provisions, and residency are usually also provided.

The Corporate soldier believes in a strict code and conducts himself in a professional manner. He represents a greater entity, one in which he hopes to advance. He is completely devoted to the Corporation he works for—whether a Neobellum in a lower level corporation or an Acolyte in a Level 5 Corporation, those of this Ethos would never do anything to disgrace those who employs them.

The Corporate must obey all orders and demands from those superior to him. Any disobedience will cause termination and a demotion into unemployment at best. If the orders are obeyed, benefits are accumulated; this Ethos gains Corporate Experience, as well as Game Experience. This Experience is used to further his position of power and gain favors from within the Corporation.

- ♦ *The Corporate starts with 15 Corporation Points which are used to distinguish Corporation Rank, Level, and Minions.*
- ♦ *They start with a +1D bonus to any 2 Attributes that suit their Corporations needs. (Narrator's approval). They must be allocated to 2 different Attributes.*
- ♦ *May choose from any of the Socials (One must be a Common Social).*

SOCIALS

From one profession to the next, and even amongst the same, personalities and skills differ. The traits of the wealthy are different from those of poverty, as are those of different Ethos'. In all, no two people have identical experiences, therefore none share the same background.

In the Zone, life-styles are complex and multifaceted—no one can be summed up in just a few words. With the Ethos as the major influence in the Character's life, the Socials represent those things in their daily routine that helps to accomplish these goals. Either as occupation or passion, the Socials are divided into *Primary* and *Secondary*.

The **PRIMARY SOCIAL** is the Character's main source of income or major belief involving their Ethos. Throughout the Character's life, this Social has grown, creating the backbone of the Characters skills and aspirations.

The **SECONDARY SOCIAL** represents the lesser facets of a Character. Any skills or beliefs learned secondary to the Primary Social manifests as experience. Not as fundamental as the Primary, it is still an influence that plays into the Character's personality.

Each Character must choose one Primary and one Secondary Social. They must each be a different Social and cannot be from conflicting Social Divisions. In other words, *every Character must choose one Primary or Secondary Common Social*—the benefits gained from each correspond to the experience gained. Each Ethos has different Socials they may choose from—they are separated into Social Divisions, and the Socials are explained. Bonuses of greater than 5D in an Attribute are lost.

-THE PATHS OF ALTER-

BERSERKER- Homicidal and enraged, the Berserker is the ultimate Kult hunter. Using every ounce of mystical power and every degree of human emotion, he actively seeks out and destroy those corrupted by the evils of Hell. Nothing stands in his way and no rules bind him. He stands in death's wake. This is the one Alter Path most despised by the Darchomen—Mystics tend to keep a tight leash on these savage killers. The main reason for the Darchomen's hostility towards these Mystics is that they often do not differentiate between a Kultist of Spiritual Essence and those derived of other Kults.

Primary- He starts with +4 Alter Rituals and they receive +6 extra hand or melee weapon damage when enraged by the presence of a Kultists or Daemon.

Secondary- The Berserkers gain +2 Alter Rituals, and +2 extra Hand or Melee weapon damage when in enraged by the presence of Kultists or Daemon.

CRUSADER- This is the most basic Path for an Alter to follow. Strict in nature, this Alter believes in the utter destruction of all occult activity. Many Crusaders are Bounty Hunters or Rogues working to systematically delete Occult sacrifice and Spiritual damnation. Though brute force is necessary, he tends not to be as inhumane as the Path of the Berserker. He is more methodical and considers his effect upon society and Humankind.

Primary- He starts with +3 Alter Ritual Points, +2D to Melee, and +2D to Fighting. Many Crusaders carry a weapon of justice, usually a large bashing instrument or a long blade. Thus, they gain 1000 Credits towards the purchase of melee weapons.

Secondary- He gains + 2 Alter Rituals, and a +1D to either Melee or Fighting.

DARK SAVANT- Most Dark Savants have been deemed mad or dangerous. Dabbling with both the occult and mysticism, this aberration is both an enemy and friend to the Darchomen. A scientist of sorts, working to decipher the Human Spirit and the powers there within, he studies the effects of ritualistic sacrifice and Spiritual obliteration. Being of Mystical background

and not of the Kultist, he will never take the life of an “innocent”, instead he only sacrifices those already damned, the Kultists. Dark Savants are considered a liability by Mystics and are watched with wary eyes.

Primary- He starts with +2 Alter Ritual Points, +8 Kult Points, and a +3D in Occult Knowledges.

Secondary- He starts with +1 Alter Ritual Point, +4 Kultist Points, and +1D in Occult Knowledges.

-THE PATHS OF VISION-

DOMINATOR- Closest to the Paths of Alter, this Path of Vision is forced to defend itself from the onslaught of Hell. Known as “The Prelate,” this Mystic trains to be in perfect health and tones his defensive Rituals for Conflict. Although he follows the Code of Humanity, he carries heavy firepower and believes strongly in self-defensive combat. The Dominator Social tends to work as an agent for the Law, street-tough bouncers, or as a bodyguard for important mystical figures.

Primary- The Primary Dominator starts with a +1D bonus to their Strength. They are also gifted with 2 Points to be distributed among Visionary Rituals. Additionally, they start with a +2D to Manipulation, and a +2D to Restraint.

Secondary- This Character begins with +2 Visionary Ritual Points to distribute, and a bonus of +1D to Manipulation.

PROTECTORATE- Posing as members of the old institution with the same name, the Protectorate are using their power to influence Corporations and weaker Mystics to build defensive fortifications and establish an ordered society. They tend to take control of any anarchic situation in the belief that every effort counts. Using this newfound Protectorate, the Darchomen finds it easier to manipulate the masses, and the Protectorate always seems to know what the situation is within the Zone. More times than not, these Characters are carefully monitored by the Darchomen.

Primary- This Character starts with a bonus of +1D to their Knowledge Attribute, and a +1D to Mystical Lore (which may exceed 6). They also gain +2 Visionary Ritual Points to distribute. This Protectorate has +6 Corporate Points as well.

Secondary- The secondary starts with +2 Visionary Rituals and also benefits from +2 Corporate Points.

SPIRITMAN- Probably the most enlightened of all Mystics, the Spiritman believes that only through repentance and the cleansing of the Spirit can one achieve “True Enlightenment”. Preaching his “Holy” views and attempting to convert unbelievers, the Spiritman hopes to end Conflict and the evils plaguing society. With a fanatical following, he dedicates his life in search of helping the poor and defending the good of Spirit.

Primary- This Spiritman gains an additional 2 Points to his Spirit Rating (This may exceed 6). He also starts with 4 Points to distribute among Visionary Rituals. The Spiritman also begins with 2 fanatical followers. Treat these followers as Corporate Acolytes.

Secondary- The Secondary Spiritman starts with a bonus of 1 to their Spirit Rating, and 1 Visionary Point to allocate to a Visionary Ritual. He also starts with 2 fanatical followers (same as above).



-KULT BEARING-

DEPRAVED- Flamboyant and without much common sense, this Kultist is the most ruthless. Without fear, most Kultists of this Social walk unguarded with blade at side and eyes on their next victim. Killing for power, and only power, the Depraved Kultist enjoys the steps necessary for Daemonic investment. In return, the Daemons he serves remain wildly pleased at the number of sacrifices that have been made, and those who step in his way usually end up fuel for Convokations. The Depraved Kultist cannot belong to the Kult of the Spiritual Essence.

Primary- This Kultist starts with +18 Kult points, and may be ordained by any Kult Circle, other than Spiritual Essence. He also gains +2D to Melee.

Secondary- He starts with +10 Kult Points.

OCCULTIST- Among the most common of this Division, this Kultist uses the exact balance of deceit and lust for power to choose his victims carefully. Choosing the weak and available, the Kultist plans each abduction. Though it is common for this Kultist to act sporadically, it is never among witnesses. With hidden blade and cautious eye, this Occultist prowls Sublevel 4 in search of unwary victims.

Primary- He starts with +15 Kult Points, 1 Major Contact, and a bonus of +2D to their Occult.

Secondary- He starts with +8 Kult Points, and a bonus of +1D to his Occult Knowledge.

HEATHEN- Among the most devious of all the Kultist Divisions, the Heathen lies outside of the Kult Circles. Acting as any other citizen and appearing to focus on his other Social, this Kultist desires power without the looming threat of the Darchomen. He has long since discarded his tool of Spiritual obliteration and has shunned any trace of Daemonic dealings. He is careful which Convokations to use and when. Much like the Occultist Social, the Heathen will stalk victims, but for much longer periods of time. Not until he is sure of the Ethos and Socials of his intended victim will the Heathen attempt any action.

Primary- The Primary Heathen starts with +10 Kult Points, a bonus of +3D to Subterfuge, +1D to Psychoanalysis, and an Admonium Sheath to conceal his blades from prying eyes.

Secondary- This Kultist starts with +6 Kult Points, and a bonus of +2D to Subterfuge. He also will not own a Kult Blade, unless he has an Admonium Sheath.

-COMMON-

BEASTKEEPER- Connected by some unseen force to the entities of Hell, the Beastkeeper attracts the curious attention of Daemons. While in the surroundings of the Beastkeeper, all Daemonic minions lose aggression and hostility—for whatever unnatural reason, Daemons become entranced with this Character, and most of the time offer their services without the usual cost of Spirit or Humanity. Whether or not the Keeper relishes the idea of Daemonic attraction, it is evident in the number of entities which follow and bind themselves to this Character.

Primary- The Primary Beastkeeper gains a +2D to their Manipulation skill, and also is blessed with the innate ability to attract Daemons. Those which come into contact with the Beastkeeper lose 10 temporary Aversion points, which are regained with the departure of the Beastkeeper's presence. This Social also starts with a 10 Diadem Daemon from any Circle (8 Diadem if from Carnivoria).

Secondary- Through Daemonic association, he gains a +1D bonus to Manipulation, as well as the benefit to temporarily reduce nearby Daemon Aversion ratings by 4. This Social also starts with a 5 Diadem Daemon from any Circle (4 Diadem if from Carnivoria).

CONTRACTOR- The Contractor could best be compared to a hired gun or corporate assassin. He uses the ambiguous cover of an Executive or a Street to plan secrecy. He tends to work through Credjobs and major corporations, but as a standard these jobs are of high risk. Knowing the dangers of the job, he trains hard to keep his body in top condition and his mind focused. Danger does not come without reward, though, as many Contractors hope to retire wealthy after only a few years of work. Contractors come in all sorts: from the Kult wielding sociopath to the gear-totting perfectionist.

Primary- This profiteer of death gains a +2D bonus to Dexterity, a Major Contact, an Assassin's License to keep him legal, and 3500 CR to buy armament.

Secondary- He gains a +1D Dexterity, a Minor Contact, an Assassin's License, and 1500 CR to purchase weaponry.

ENIGMATIC- With little or no recorded background, the Enigmatic becomes a mystery to all. Either born on the street or engineered in an obscure lab, this Character may not know much about his history and childhood. He may use this trait to his advantage, remaining mysterious and unidentifiable. He might even live under multiple pseudonyms, using whichever is appropriate at the present time. All traces of existence have been either wiped out or unrecorded, giving the Enigmatic no true identity. Not even the Law has knowledge of his existence. Soon, with activity in the Zone, the Enigmatic may be nicknamed and a record may have been started on him.

Primary- There are no records of this Character in the Zone's databases. He gains a +2D bonus to any one Attribute (Narrator discretion). He also must pay double the cost to start with a credbase.

Secondary- There are no records of this Character in the Zone's databases. He must also pay double to start with a credbase.

EXECUTIVE- Understanding the benefits of corporate solidarity, this Social believes that he is born to serve and, in return, acquire wealth and status. Working for a large corporation, he gains security in life and finances, from living quarters to weekly pay checks. This Character does what he is told, with no questions asked in respect to ethics or morality. The Executive is a very dynamic Social because he could belong to any type of Corporation; from the occult to the mundane, delivering information or influencing politics.

Primary- An Executive benefits in numerous ways: he gains +10 Corporate Points, a +2D bonus to Manipulation, and 3 weeks pay

deposited into his savings. Also 1 Major and 1 Minor Contact are gained through working relationships.

Secondary- This Executive gains 5 Corporation Points, a +1D bonus to Manipulation, and 1 Major Contact gained through working at his corporation. This Social also has two weeks pay saved and ready to spend.

EXILE- Written off as dead and marked for instant execution by the Law, the Exile is someone who has managed to bribe or smuggle himself back into the Zone. By doing so, he has all but signed their own death warrant unless he has a Veilis contact or a way to hide his true identity. Even after finding a new name and identity, the Exile should still avoid the Law. DNA scans and retinal patterns are still the same, and will match simultaneously to both his old and new identity. Unless the person has extreme connections to corrupt Law, his life is a constant source of tension.

Primary- This Character starts with a +2D to Occult, reflecting his Wasteland knowledge. This Character also has two Major Contacts relating to the Wasteland in some way. Lastly, his instincts for avoiding danger have been refined to the point of granting him with a +1D to Sensitivity. He starts with only ID4x1000 Credits, as opposed to ID6, but he also starts with one Minor Artifact that was found in the Wastelands.

Secondary- The Secondary Exile has not been banished for more than a month, but has still managed to learn enough knowledge to garner +2D to Occult and two Major Contacts relating to the Wasteland. He also only starts with only ID4 x1000 Credits.

INDUSTRIALIST- Belonging to the dataorganic generation, these children of the machine trade in unnecessary flesh for designer cyberware and fashion modeled technofittings. With advancements made every day to shrink and improve cybernetics, it becomes a status symbol to have the latest version or model. Tweaking and maintaining their synthetic body, the Industrialist pays with his Humanity. Degrading the range of Human emotion with every new piece, many become twitching corpses denied death by their implants. Though it may seem like a risky lifestyle, those able to maintain a perfect balance between man and machine, will find themselves bound only to the availability of the cybermarket.

Primary- The Industrialist begins with 7500 CR worth of Cybernetics, a +2D to his Cybernetics Skill, and a Major Contact.

Secondary- He starts with 3500 CR worth of Cybernetics, a Minor Contact, and a bonus of +1D to his Cybernetics Skill.

INTERCEPTOR- The Character of this Social strives to earn a reputation through practiced driving. Hired for expedient getaways and Wasteland rendezvous, they tend to use any income made to modify their vehicle to a point of insanity. Many Interceptors have previously been cab or corporate drivers until they realized the potential income of owning their own vehicle as an entrepreneurial investment. Running mostly illegal jobs, the Interceptor tends to pull in a thousand Credits a job usually. It is expected that these Characters still owe the Zone 10,000 Credits for their vehicle.

Primary- This Interceptor starts with a 30,000 Credit Vehicle with Modifi-

cations. They also start with a +2D bonus to their Drive Skill, and one Major Contact. The chosen Contact is almost always a Mechanic unless the Character has a high Repair Skill, in which case they do all repairs and Modifications themselves.

Secondary- This Character starts with a 20,000 Credit Vehicle with modifications, and a bonus of +1D to their Drive.

INVESTIGATOR- With many similarities, the Investigator could be classified as a Contractor of sorts. Hired to seek out knowledge hidden or rumored, the Investigator makes their living rummaging through others personal lives. Though the benefits vary, it only pays if the answers sought are discovered. Most Investigators work in compliance with the Law, but there are always others who vehemently oppose it, and work purely by greed. Either way, this Social represents the perceptive in nature and suspicious of mind.

Primary- Using observation as a weapon, this Character gains a +2D to the Perception Attribute. They also begin with two Major Contacts (one which is usually the Law), and +1D to Memory, and Streetwise.

Secondary- The lesser of this Social starts with a bonus of +1D to Perception, and 2 Minor Contacts. They also are aptly skilled in Memory for an additional ID.

OUTCAST- At some point in their life, Outcasts have disavowed interaction with society. Hidden in the bowels of the Zone, they study and contemplate life—the creation and the eventual destruction. Under their own shroud of silence, the Outcast practices the many rites of power and the use of their mind. Eliminating internal angst and anxieties, they become tranquil and more at ease. Away from all the stress of the streets, Outcasts attune their mind with their body.

Primary- The Primary of this Social is so attuned they gain a +2D to Mind, and a bonus of +1D to Perception. They also gain 2000 extra Starting Credits, which is considered savings.

Secondary- This Character gains a +1D to Mind, as well as 2000 Starting Credits, which is considered savings.

SCAVENGER- In the dark or forgotten locations of the Zone are a treasury of powers waiting to be discovered. Scavengers live only to find unclaimed wealth. Whether it is armor to fend off attacks or ancient powerful artifacts, it is their life blood—they survive off what they find to pay the rent and put food on the table. Many Scavengers rely on stealing what they need and are rarely trusted. It is a great temptation when a Scavenger notices those shiny rings on the dead corpse, or the “lost” briefcase containing who knows what.

Primary- Those of Primary Scavenger have found many things while searching the waste of the Zone including: A Minor Artifact, and 3000 Credits worth of functioning Equipment. They also start with a +2D to their Search Skill.

Secondary- These shady Characters start with 3000 Credits worth of Equipment, and a +2D to their Search Skill.

SCENER- Attempting to build a network of Contacts, Sceners frequent local clubs and social gatherings. Entertaining guests, or being entertained, they surround themselves with familiar faces, and are quite acknowledged in their scene. Favors travel to and from all those in the "scene". Those involved range from professionals to talented artists and musicians. Each are respected for different reasons, and each is accepted by all those within the crowd. Unfamiliar faces often are shunned or ignored. The scene in question could be anything from a purely social one, to a scene of professional terrorists or Contractors.

Primary- This Scener starts with a +1D to Knowledge, 5 Major Contacts, and an elegant wardrobe for whatever profession they are in. (Not including armor)

Secondary- This Secondary Social begins with 3 Major Contacts, and an elegant wardrobe for use in whatever profession they are in. (Not including armor)

STREET- Living among the trash and litter of society, this Social has seen many of the Zone's secrets revealed. From a distance, they have seen murders, Kult Convokations, Mystic Rituals, and corporate espionage. The information they have acquired is priceless—they have all the dirt on corporate hierarchies, the names of diabolical Kultists and even limited information on some powerful Mystic organization, whose name is always incomprehensible or forgotten. Without residency, the Street Character is at risk to the elements and their own lust for dangerous information.

Primary- They start with a +4D to Streetwise, and 3 Major Contacts. They also have a bonus of +2D to Stealth. They may have no residency due to bad credit, and start with 1000 Credits less,

but they are Immune to all diseases with a D.C.R. of Moderate or less.

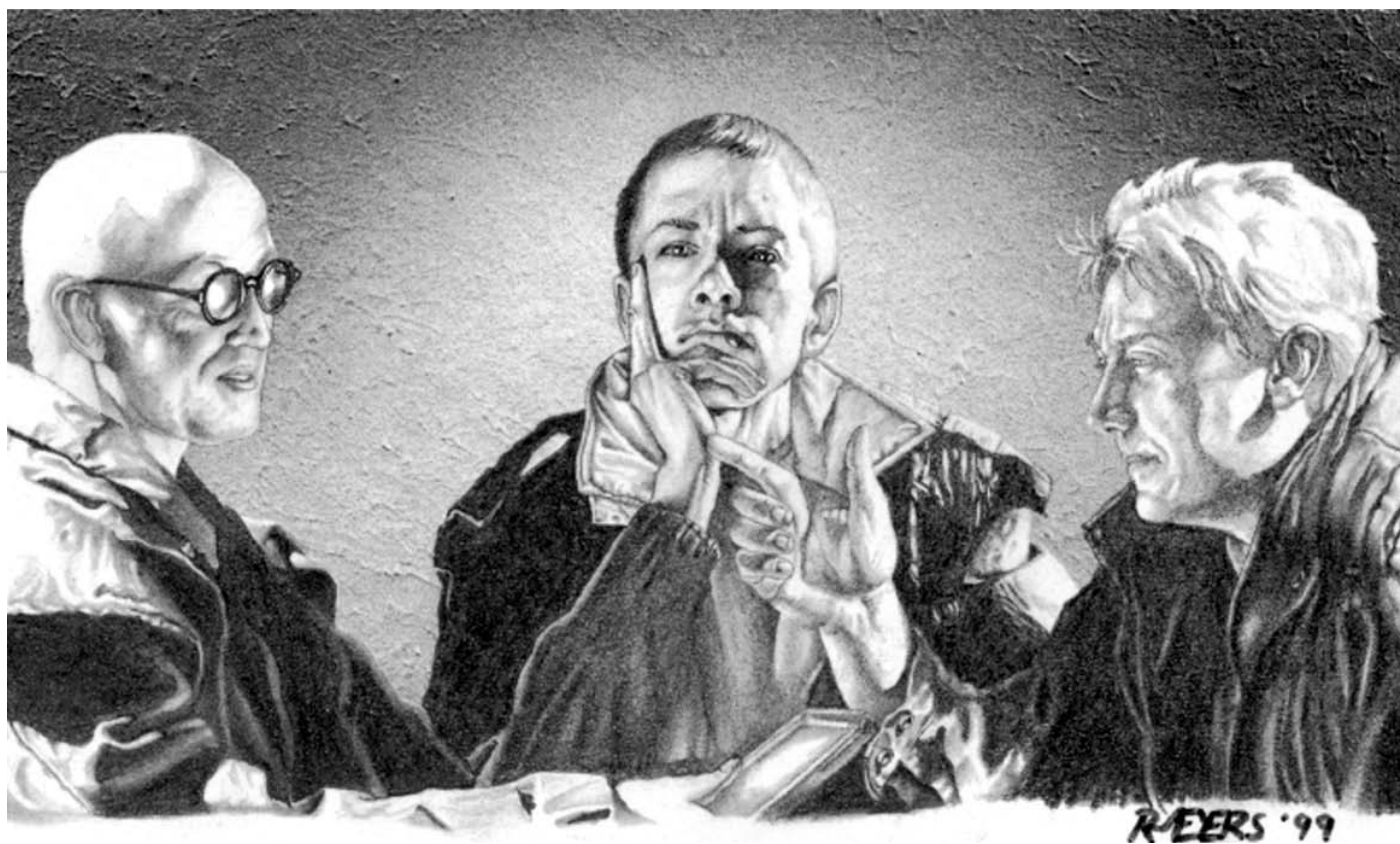
Secondary- The Secondary Street starts without residency, but has acquired one Major contact, a +1D to Stealth, and a +2D to Streetwise. They are also Immune to all diseases with a D.C.R. of Moderate or less.

SUIT- Whatever this Character does, they seem to be either extremely good at it, or incredibly lucky. Acting with pride and professionalism, Suits have acquired a large amount of Credit as well as a name for themselves. Their business expertise and wit is sought after by Corporations and entrepreneurs alike. For the sake of business, they are always well groomed and ready for any event. Whether they are working for a Corporation or not, the mystery and the power behind the Suit has brought terror to the unknowing.

Primary- The Primary Suit gains a +3D to Technology, a +1D bonus to Notice, and 2 Minor Contacts. With convenience in mind, the Suit also has 6000 Credits worth of equipment.

Secondary- This Character begins with a +1D to Technology, and 3000 CR worth of equipment. They also have 2 Minor Contacts.

TECHNOPHILE- Spending most of their days closed in a shop tinkering on metallic pieces bought from wandering scraggs or scavengers, Technophiles are the undisputed masters of repair. They can specialize in any given aspect of the mechanical nature, be it explosives, vehicles, or "upgrading". Their work is often sought out by others of the field, and conversations between these types is rife with jargon and technical wording too precise to be understood by others not as versed in technology.



Primary- This Technophile gains +2D to Mechanical, 2 Major Contacts, and 2000 Credits worth of equipment in their field of mechanics.

Secondary- This Technophile gains +1D to Mechanical, 2 Minor Contacts, and 1000 Credits worth of equipment in their area of mechanics.

-FALLEN ANGEL-

ABOMINATION- With vehemence, this Mystic of Alter decent curses the Path that they once followed and the fate given to them. Through manipulation or Daemonic allegiance, this Character disavows all association with the Mystic kind and its idiotic methods of preservation. The Abomination lives comfortably among dimensional creatures, and is often employed by them to dismantle those loyal to the Darchomen. For these reasons, they are considered evil, corrupt and Daemon sympathizers to be hunted down and destroyed by their Path of Alter counterparts as well as the 9th Circle. Abominations may replace their Primary Motivation with another of their choosing, this is usually similar to that of a Kultist or some other self serving goal.

Primary- This vile traitor has attained 3 Alter Ritual Points, +2D to Subterfuge and Occult, and a +1D to Stealth.

Secondary- After tempering their hatred to blend with society, this Character has achieved an additional Alter Ritual Point, +2D Subterfuge and +1D to Occult.

MEPHISTO- Dissatisfied with defending the dregs of society from an inevitable destruction, these Visionaries have turned their powers to a new defense: themselves. Uncaring and selfish, this Social has shunned other Visionaries, finding them foolish in their protection of Humanity. They have learned to survive alone, without anyone's help. They have been disavowed by the Mystics, and willingly despise any who cannot fend for themselves. While not so debased as to be hunted by the Mystics, the Mephisto is seen as a disappointment and a failed student; the Mephisto believes otherwise. The Mephisto may replace their Primary Motivation with another of their choosing.

Primary- Surviving for years by themselves, this Visionary has earned 3 Visionary Ritual Points, +1D to Perception, and a +2D to Streetwise.

Secondary- Their rebellion being more recent, this Visionary is still learning to cope with the consequences of their actions. As a result, this Visionary gets 1 Visionary Ritual Point, +2D to Streetwise, and a +1D to Notice.

AVENGER- Joining the Kult at a young age, more for the company of others than because they understood the beliefs, the Avenger has since learned of their mistake. They survived alone for years before joining the Kult, and know that they can do so again. They have vowed to make amends for the pain they have brought about, and will not rest until others of their kind (Kultists) are destroyed. To this end, they focus on their Kult powers, refining them to a razor's edge with which they might cut down the rest of their brethren. Sadly, this Character is still seen as an enemy in the eyes of all Mystical Paths, leaving them loners and outcasts. More times than

not, these Characters hunt those of the same Circle. The Avenger may replace their Primary Motivation with one more fitting to Kultist disposal, similar to the Alter Ethos.

Primary- With more than one Kultist falling to the Character's betrayal, the Avenger has gained 12 Kult Points, +1D to Occult, and a +2D to Fighting and Melee.

Secondary- Just beginning the hunt, this Character has studied to gain 8 Kult Points and a +1D to Melee.

DEVELOPMENT

Once the Ethos and Socials are chosen, the player must allocate the benefits listed for each. Those of Primary Socials obtain the benefits of those listed under Primary, and the Secondary Social receives the Secondary perks. Spend these points immediately during the beginning of the Creation Process on whatever Skills, Attributes, or possessions are stated. *At this point, Rituals may not exceed 4D. This is only possible through use of Generation Points, described later.*

Now the player must make 4 Character Rolls. **CHARACTER ROLLS** consist of a random element concerning the Character's *Essence, Endurance, Starting Credits, and Spirit Rating*. These rolls should be made in the presence of the Narrator, to keep an honest game. First roll 4D6 for the Character's Essence. This roll may be modified based on the Character's base Strength;

- 1D6 for a Strength of 1D
- +1D6 for a Strength of 4D
- +2D6 for a Strength of 5D

Secondly, roll the same amount of dice to determine the Character's Endurance. Next, the Character's Starting Credits must be determined by rolling 1D6 and multiplying it by 1000. The last roll is saved for the Character's Spirit Rating, which is a 1D6. A Starting Character can never start with a Spirit lower than 1—if they should have a zero, it becomes 1. This rule only applies during the Creation Process. Some Narrators may wish to allow a player one reroll in one of the four Character Rolls. The Player may then decide if they wish to keep the reroll or stick with their original roll. This is an option that may or may not be allowed by each Narrator.

After the Ethos and Social Starting Points are spent and the Character Rolls are made, the player receives 20 **GENERATION POINTS** to distribute to Attributes, Skills, Rituals, Corporate Relations, Contacts, Kult Benefits, and extra starting Credits. These Generation Points may only be spent in areas that the Character already possesses knowledge of. For example, a Mystic may not gain any Call, because it is a Kultist trait. In the same way, a Kultist cannot receive Rituals unless they have a Mind of 5D. Those who do not possess any Ritual abilities cannot "learn" new ones at this time, unless they also have a Mind of 5D. All Rituals, Convocations and resources to construct a Corporation are located in Chapter four. Remember, once the Character spends all of his 20 Generation Points, the Character is set, ready for the Story.

MYSTICALLY INCARNATED

(Only Mystic Characters or those with a 5D Mind may purchase the following during the Creation Process using Generation Points. Rituals points given by Ethos and Socials are bought on a 1:1 ration. One Ritual point will buy 1D in a specific Ritual. The following costs are for characters using their 20 Generation points to purchase Rituals.)

- ♦ **LEARN NEW RITUAL**- This costs 6 Points to learn a new Ritual at 1D.
- ♦ **PROGRESSED RITUAL (UP TO 4D)**- This costs 4 Points for every +1D up to 4D.
- ♦ **ADVANCED RITUAL (ABOVE 4D)**- This costs 6 Points for every +1D over 4D.

KULTIST ORIENTED

(Only Kultist Characters may purchase the following during the creation process using Generation Points or Kult Points.)

- ♦ **RAISED CALL**- This costs 5 points for every +1D to Call. Kultists automatically start with a 1D Call. This is used to beckon Spirits into the Kultist's blade. A low Call rating will result in the possession of fewer Spirit points.
- ♦ **EXTRA CONVOKATIONS**- The use of another Convokation costs 2 points. Any Convokation from the belonging Kult may be learned, regardless of Spirit cost. A Kultist must have knowledge of a particular Convokation in order to spend spirit to utilize it.
- ♦ **INCREASED SOLIDARITY**- 6 points for an additional +1D to

Spiritual Solidarity. Kultists start with 1 point in Solidarity, unless otherwise stated. Internalists must spend double.

- ♦ **EXTRA SPIRIT BLADE**- 6 Kult Points each (or 2500 CR)

COMMON

(All Characters may purchase the following during the creation process using Generation Points.)

- ♦ **ATTRIBUTE BOOST**- 6 Points to increase an Attribute +1D. (This cannot exceed 5D, and starts at 2D unless noted.)
- ♦ **ADVANCED SKILL**- 2 Points to raise a Skill +1D (This becomes a modified Skill). (This cannot be raised above 6D during the creation process, although if a Social gave the increase as a bonus, exceeding 6D is acceptable.)
- ♦ **ADDITIONAL STARTING CREDITS**- 1 Point for an additional 500 CR.
- ♦ **SPIRITUAL RECOVERY**- 4 Points for an additional point of Spirit. (Cannot be raised above 6 during Creation, unless the Character is of the Spiritual Essence or the Spiritman Social.)
- ♦ **KNOWN CONTACTS**- 1 Point for a Minor Contact, 3 for a Major.
- ♦ **CORPORATE EMPLOYMENT**- 4 Points for each Level of a Corporation that the Character wishes to be employed with.
- ♦ **CORPORATE STATUS**- (see Corporate Section; Chapter 4)
- ♦ **NUMBER OF CORPORATE MINIONS**- 2 Points for 1 Corporate Acolyte. (Only those with the Rank of Vanguard and above may retain employees.)



After spending all of the Character's Generation Points, the player should decide what, if any, they wish to spend their Credits on. Any Generation Points not spent at the close of Character Creation are permanently lost. Furthermore, any items not purchased at this time may only be purchased through game play—in other words, the Characters will have to go “shopping” for what they want. Many times this will not be an option when on the run or in an unfamiliar Sector, so make sure the Character is equipped at the beginning.

DEFINITION OF TERMS

HUMANITY represents the consciousness of the Spirit over the Mind. If for any reason all of a Character's Humanity is drained or lost, he severs his connection of Mind and Body. Any Character with a Humanity rating below one suffers from a condition similar to a coma. Without the ability of physical movement, the Character stares blankly at whatever is directly facing him—he is catatonic until a method is found to reintroduce the Humanity back into his lifeless body. Starting Characters begin the Story with a 20 Humanity Rating. Some Characters, especially Borgs, will start with a lower Humanity due to bio-augmentations. Recent litigation has outlawed people from having less than 10 Humanity, unless they have a Contractor's License.

The Human **SPiRiT** is a compilation of energy built up over time. The energy gained from inhabiting the Earth Plane has allowed Humanity to gain a sentient Spirit upon birth. Where once they were parasites, now they have a soul represented by Mind and Spirit. Starting Characters will have anywhere from one to six Spiritual Energy Points, although a few may even exceed these estimations. Those drained completely of Spirit have lost the connection between Mind and Body, usually resulting in a state of death. Though, the body will not decompose, it continues its cycle of aging, until it eventually dies of malnutrition. Spirit is an energy that has taken over the Human body—without it, Humanity will become extinct.

MOTIVATIONS

Finally, the Character sheet should be complete with one exception; Motivations. **MOTIVATIONS** define the Character's ambitions and goals, as well as giving him a personality. From the bottom to the top, they ascend in order of priority—the greater the Motivation, the greater precedence it takes over any below it. The Primary Motivation should be taken from the Character's Ethos and inserted into the #1 Motivation slot. If the Character is of one of the Fallen Angel Socials, an appropriate Motivation diametrically opposed to the morals of their proposed Ethos or alignment should be assigned in place of their usual Ethos Motivation. The remaining 3 Motivations are for the player to decide, although the Narrator has the final say. Any Motivation that doesn't fit the Ethos or a particular Social should be replaced with one more fitting.

The only exception of the Motivation rule is that those Characters of a Fallen Angel Social do not need to take their Ethos Motivation. Instead, they should replace it with one that tends to the Social.

Acting upon Motivations is essential when it comes to gaining

Experience. Experience is dealt according to the number of Motivations the Character has employed during a Chapter of the Story. If no Motivations are used, then little Experience is given. Without Experience, the Character cannot grow and learn new things. Experience is further described later in this Chapter.

Motivations can be anything relating to the Character—it can be a vow of vengeance, or the hope of finding a particular Artifact. This part of the creation process takes some creativity, but should give the Character drive and direction. If it is difficult filling up all four Motivations, ask the Narrator or the other players for advice. Think of Motivations as a definition of Character—something that can cause them to act differently.

There are two different types of Motivations; Active and Passive. An **ACTIVE MOTIVATION** is one that the Character is attempting to fulfill or accomplish. These consist of goals set by the Character that must be eventually achieved. An Active Motivation that can never be completely attained falls into the other type of Motivation, the **PASSIVE MOTIVATION**—one where the Character will never find resolution, only self-preservation. This type of Motivation is set by Character actions and personality. Active Motivations demand more work, but pay better in the end, whereas Passive Motivations are easier to play, and add more Character.

ACTIVE MOTIVATIONS

Knowledge or Skill Advancement
Desire to find someone or something of importance
Job related task, or special agenda
Making certain amends for past actions (Kill betrayer, find family's murders, destroy particular religion)
Desire to join a religion or Kult

PASSIVE MOTIVATIONS

Any sense of duty (Save children, help the poor, slay the weak)
Fears and phobias (Things to avoid)
Demands on self (Respect, professionalism, financially secure)
Presenting a certain mood or demeanor (Intimidation, depressed, powerless)
Lustful desires (credits, women, drugs and power)

Active Motivations that have been completed need to be immediately replaced. Accomplished Motivations may be replaced by either a new Active or a Passive one. At such a time, the Narrator will most likely assign the new Motivation for the Character. This new Motivation does not cost the Character any experience.

Some Motivations are more difficult to play than others. When the Narrator examines the Character sheet, he should note difficult Motivations with an asterisk. These Motivations will benefit the Character's Experience if the player makes reference to them during the Story. Accomplishing difficult Motivations will give the Character additional Experience upon completion. An Example of a difficult Motivation would be eliminating all employees of a corporation, or finding the means to take revenge upon an extremely powerful enemy. Most types of Asterisked Motivations will be

Active. Asterisked Passive Motivations should consist of emotions or actions difficult to play out during the Story, such as a derangement or some other form of psychosis. Many Passive Motivations with an Asterisk should be demanding upon the Character, such as a constant paranoia that will inevitably be the downfall of the Character.

Example: Gabriel wishes to join the Kult of Spiritual Essence. This is an example of an Active Motivation. He attempts to fulfill his first prerequisite, and find a crystal Kult Blade from the Circle. In the first Chapter of the Story he questions a Street Mystic about the location of an existing member of the Spiritual Essence Kult. Even if the Mystic cannot give any information to Gabriel, the Motivation was sustained, though much more Experience would have been gained had Gabriel succeeded in joining the Kult. The attempt, however, is enough to satiate the Narrator for now, earning Gabriel an extra Experience Point.

Example: The same situation as above is presented, only this time the Street Mystic denies any knowledge. Gabriel knows he is lying after a successful psychoanalysis roll. He proceeds to attempt physical interrogation before the Narrator steps in, who then explains that if the present action is carried through, he will gain a negative three Experience for breaking his first Motivation "Follow the Code of Humanity". Gabriel throws the Mystic to the ground in anger, and curses him as he stomps off.

CREATION EXAMPLE

To better explain the Creation Process, we will generate a complete Character from scratch. The Character that will be created is that of the Mystic Ethos. The actual process is a little different for the Kultist and Corporate Ethos, but the idea is similar. The Narrator should get a good understanding of this process to help the Players make their Characters. To help demonstrate, use the chart on page 43 to comprehend the order of steps in creating a Character. It is best for the Narrator and first time players to recreate the example Character to get a good feel on how to do it. Remember all Attributes initially start at 2D.

CHARACTER CONCEPT

From the start, the Narrator has asked that all players create a Mystic based Character to be played in a Mystic-sympathizing Story. We decide to play a strict Mystic unknowingly working somewhere under the Darchomen. We will name this Character Gabriel, after the hero of God. He became aware of the Divinity Wars from his father, a Spiritual Essence warrior who worked in a Wasteland outpost. On rare occasions, Gabriel helped his father defend the Zone at the outpost, which gave him excessive amounts of information on Daemons and their Kultist counterparts.



His father was killed when a nearby Portal opened from Avatrice, releasing hordes of infestations upon the outpost. The Daemons wiped out half the outpost before the sentries forced them back and destroyed their originating Portal. Gabriel vows revenge upon the Circle, but remembers the lessons his father taught and attempts forgiveness rather than hate.

Now Gabriel continues these attempt of forgiveness, at the same time seeking out open Portals for destruction. He employs street contacts for information into increased Occult activity, using this information to pinpoint new or powerful Portals. He is funded by a small Darchomen-controlled firm that is attempting to develop an electrical device that attunes to the energy of a Daemon's release from a Portal. He, along with a group of friends close to him, rampage these locations with the fury of built up hostility. Though using lethal force, Gabriel and the others uphold the "Code of Humanity," destroying only the Portal and its guardians. Humans must be spared, even if just rendered unconscious.

CHARACTER ROLLS

We must now determine the random elements of Gabriel, by rolling the 4 Character Rolls. First, we roll 4D6 to figure out his Starting Essence. Four six-sided dice are rolled, revealing that Gabriel has 15 Maximum Essence—a slightly higher than average roll. Secondly, we roll the same amount of dice for his Endurance. After rerolling the four dice, and coming up with 21, we realize Gabriel is quite powerful when it comes to enduring physical abuse. Next, we roll 1D6 to determine his starting monetary value. Rolling a 2, and multiplying it by 1000, we understand Gabriel only starts with 2000 Starting Credits, probably due to his crusades and lack of office time. Lastly, we roll his Spirit Rating. This roll determines his Spiritual Fortitude, and his ability to remain in the Earth Plane functioning within a human body. One six-sided die is rolled, revealing that Gabriel has a 4 Point Spirit.

CHOOSE ETHOS & SOCIALS

It is obvious that the Ethos chosen is that of the *Mystic* warrior, but what about the Socials? We will choose *Suit* for the Primary Social, under the reasoning that Gabriel is closely tied to the Corporate Zone, and uses it for funding and resources. He acts very professional, even though he is full of fanaticism and rage. Next, we must determine his Secondary Social. We choose *Scener*, which will allow him to be part of a fanatical group with common goals and gives him a community of friends and contacts to employ.

After reading the elements of each Social and the Ethos, we understand the Character enough to spend the benefit points attributed with each. Starting with the Ethos, we note that Gabriel starts with +2D to his Mind. The bonus raises his Mind to 4D—providing an exceptional range for his Mental traits. Gabriel also has 12 Mystic Points to distribute to either of the Mystic Paths of Alter or Visionary. We want to give Gabriel the ability to destroy Daemons, so we bless him with the Ritual Derabus at 4D. We desire to eventually raise this to 6D, but at this point Rituals cannot be raised above 4D. Attempting to uphold the "Code of Humanity", Gabriel would rather escape conflict than confront a Kultist. The easiest method would be to take that power from them, so we give him the Ritual Beckoning. At 4D, Gabriel may now release the Spirit from a Kultist's blade, leaving them powerless. With 4 Ritual

Points left to spend, we decide to split them evenly amongst both Visject and Aitherios. At 2D apiece, they finish off Gabriel's mystical powers.

Next, the benefits for the Socials must be distributed. The chosen Primary Social, *Suit*, gives Gabriel an additional +3D to his Technology, raising this to 5D! Gabriel certainly knows his way around items of advanced Technology. From the Primary, he also gains a +1D to his Notice; this will benefit him when in hostile territory. He also receives two Minor Contacts, and 6000 Additional Credits worth of Equipment. We chose to give him two Outpost Station Guards as his Minor Contacts—figuring they were probably friends with his father. The 6000 Credits along with the 2000 gained through the Character Rolls go towards an assortment of Ordnance, ammunition, and mechanical armor, which he uses in his Portal raids.

The Secondary Social usually doesn't benefit the Character so much, but here it really fleshes out Gabriel's network of Contacts. The Secondary Scener gains three Major Contacts and an elegant wardrobe. The Major Contacts chosen are; 2 Streets, and 1 Finance (the small research company).

GENERATION POINTS

Like all Starting Characters, Gabriel has 20 Generation Points to spend. Referencing the Character Concept section, we see that he has a vast understanding of the Occult, so we wish to boost his Occult from 2D to 4D. This requires 4 of the 20 Generation Points to be spent (2 Skill Levels $\times 2 = 4$). Next Gabriel needs to raise the Ritual Derabus from 4D to 6D. This requires 12 Points, because after 4D it is considered an Advanced Ritual requiring 6 Points for each Level raised (2 Ritual Levels $\times 6 = 12$). Though it cost most of his Generation Points we raised his knowledge of the Ritual Derabus well into the third Facet. With 4 Points left to spend, Gabriel raises his Firearms Skill up one level to 3D (2 Points), and his Melee up one level to 3D as well (2 Points). Out of Generation Points, we continue to the next part of the Creation Process.

CHOOSE MOTIVATIONS

Taking directly from the Character Concept, Gabriel's first Motivation is chosen for him. First, we must place the Mystic Motivation found in the Ethos section as Motivation number one. This is "Follow the Code of Humanity". Next, we can definitely take "Locate & Destroy Portals" as a major Motivation. This Motivation also happens to be a Passive one, because it is nearly impossible to eliminate all the Zone's Daemon Portals. Vengeance being an important focus of this Character, we will put this Motivation second in order. This means Gabriel will do anything to destroy a Portal, short of breaking the "Code of Humanity".

We will take the third Motivation from Gabriel's fondness of his father, and have him desire to join the Kult of Spiritual Essence. Joining a Kult is a very difficult task which requires many painstaking steps to complete, so this Motivation is an excellent example of an Active Motivation. Once Gabriel joins the Kult, this Motivation will be fulfilled.

The forth, and least, of all Gabriel's Motivations is simply to act in a professional manner at any given time. This Passive Motivation takes the form of elegance and courtesy among his colleagues, but commands that Gabriel remain calm and collective.

NARRATOR'S REVIEW

At this time the Character sheet is handed to the Narrator for final approval. The Narrator and the Player review the Character; the Narrator has the final say, once again. Any discrepancies or mathematical errors are corrected before the Story begins.

At this time, the Narrator may also make suggestions and comments about how to play this Character in this particular Story. In the example of Gabriel, the Narrator tells the player everything looks good, but asks a few questions to make the player think further about their Character;

- ♦ Will Gabriel actively seek Portals of Avarice before any others, based on the fact that they are the ones to kill his father?
- ♦ Does he wear armor, and carry his weapon where ever he goes, or does he wear his elegant wardrobe for Status?
- ♦ How often does he receive help from his Scener friends?
- ♦ Is he associated with a Religion?

After a few questions, the Narrator feels Gabriel is ready for the Story. After reviewing the other Characters, the Story may begin. While the process may seem long and full of page flipping, it will only take a couple of Characters to get a hang of the Creation Process.

EXPERIENCE

Through gameplay, and the use of Motivations within the story, the Characters will gain **EXPERIENCE POINTS** to distribute amongst their resources. The Narrator decides when to give each player one to five Experience Points—one being the least amount a Character can receive, and five being the most (with exceptions given to certain types of Experience). Narrators may choose different methods in the distribution of Experience Points, but it is suggested to use the chart below. This method incorporates the use of Motivations and further promotes players to play in Character. Remember, unless a Character has accomplished a major event or has done something completely remarkable, they should never receive more than five Experience points in each Chapter. A second type of Experience, described later, is Corporate Experience. This type is fully described in the Corporate section of Chapter Four.

STORY EXPERIENCE

- ♦ Surviving a Chapter- 1 Point
- ♦ Surviving a Story- 2 Points*
- ♦ Playing upon an Active Motivation- 1 Point
- ♦ Accomplishing an Active Motivation- 3 Points*
- ♦ Playing upon a Passive Motivation- 1 Point
- ♦ Most Active- 1 Points (This is given to only 1 player each Chapter).
- ♦ Accomplishing an asterisked Active Motivation- 6 Points*
- ♦ Playing upon an asterisked Passive Motivation- 3 Points*
- ♦ Desecration of a Motivation- Minus 3 Points

* These may be added to exceed 5.

Once the points are distributed, the player may either spend them on their Character, or save them to add to points gained through additional games. The later of the two is necessary to raise abilities already at elevated levels. Similar to the Generation Chart, the Experience Chart is used the same way to modify the Character at the conclusion of each story's Chapter. Experience may be spent during a game, although it must be stated aloud and the Experience must be deducted. Below are the abilities that may be modified with Experience Points. Each one has a prerequisite that must be followed before the points may be gained.

EXPERIENCE EXPENDITURES FOR MYSTICS

(Only Mystic characters or those with a 5D Mind can purchase the following at the end of a Chapter using Experience Points.)

- ♦ **LEARNING A NEW RITUAL FOR A MYSTIC**- 8 Points to learn a new Ritual starting at ID.
- ♦ **LEARNING A NEW RITUAL FOR AN ALTER OR VISIONARY**- 6 Points to learn a new Ritual at starting at ID. Alters and Visionaries must be taught by a Mentor with a 3D in the desired Ritual.
- ♦ **ADVANCING A RITUAL FOR A MYSTIC**- 4 Points multiplied by the current level.
- ♦ **ADVANCING A RITUAL FOR AN ALTER OR VISIONARY**- 3 Points multiplied by the current level. Alters and Visionaries require a teacher or Mentor with the Ritual one Level higher than the Character has at present.
- ♦ **LEARNING OPPOSITE PATH RITUALS**- This costs the Alter or Visionary 10 Experience Points to learn the fundamentals (ID) of the other chosen Path. The expenditure is for each Ritual learned. A mentor is needed the same as above.
- ♦ **ADVANCING OPPOSITE PATH RITUALS**- For the Alter or Visionary who wishes to learn a Ritual not of their chosen path, they spend 5 times the current level. Same mentor requirements as learning normal Rituals apply.

EXPERIENCE EXPENDITURES FOR KULTISTS

(Only those Characters that are initiated within a Kult can purchase the following at the end of a Chapter using Experience Points.)

- ♦ **RAISED CALL**- It costs 5 Points multiplied by the current rating to raise Call + ID.
- ♦ **EXTRA CONVOKATIONS**- It costs 4 Points to learn a new Convokation. The Kultist must also have made a number of Damns equal to the Convokation level. Damns are further explained in the Kultist Section of Chapter 4.
- ♦ **INCREASED SOLIDARITY**- It costs 6 Points multiplied by the Current level for an additional + ID to Spiritual Solidarity. Internalist must spend double the required cost.

COMMON EXPERIENCE EXPENDITURES

(All Characters may purchase the following at the end of a Chapter using Experience Points.)

- ♦ **ADVANCED SKILL**- It costs 2 Points multiplied by the current rating to raise a Skill + ID (this becomes a Modified Skill). The Char-



acter must have employed this Skill within the last Chapter to increase their knowledge of it. If all the Skills under a given Attribute are raised beyond the Attribute rating, the Attribute is raised by 1D. For example, if a Character raises all Skills under Dexterity by 1D, then the Dexterity Attribute is increased by 1D.

♦ **SPIRITUAL RECOVERY**- 4 Points multiplied by the current Spirit for an additional + 1D. The Character also must have meditated for a number of Hours equal to their current Spirit Rating.

♦ **KNOWN CONTACTS**- It requires 2 Points for anyone met in the Story to become a Minor Contact. Upgrading the Minor contact to a Major one needs to be done through roleplaying. Whether the Character saves their life or is an excellent customer, the Major Contact needs to be earned.

OPTIONAL EXPERIENCE USES

Experience may also be used as a Luck Point during the next game. Each point of Experience used gives the Character an extra die to roll. Luck may be used after a failed roll, or to boost a resisted roll, but only two Luck Points may be used to boost any one roll. Using Luck permanently deducts one point from the Character's current Experience reservoir. Though these points may be added to anything a Character may roll, they will never open the ability to enact Ritual facets higher than the character has knowledge of.

Along with spending Experience Points on Character modifications and Luck Points, a player may wish to test his Fate. At the beginning of a Chapter the Narrator randomly chooses one Character to be the recipient of "Ominous Fate" and one Character to be the bearer of "Destiny".

OMINOUS FATE takes effect once during the current Chapter. This type of Fate is usually harmless in itself, but can be the cause of consequential trouble. Some examples are: a gun jamming during combat, falling while running from the Law, or the need for the Narrator to randomly choose one Character to be shot at.

A Character with **DESTINY** has been blessed by a higher authority. They tend to incur strange chances of luck. Depending upon the mood of the Narrator, this can be a frequent string of lucky events or merely a sprinkling throughout the Chapter. The Narrator should be lenient to this Character: knocking off a few points of penance, tipping them off with valuable information, or allowing them to an extra die roll or two in extreme situations.

Spending a point of Experience before a Chapter begins cancels any chance of "Ominous Fate". While spending three points at the beginning of the Chapter negates "Ominous Fate" if they had incurred it, or gives the Character "Destiny" if they didn't.

This rule must be stated at the beginning of the Story by the Narrator for it to take effect. After the rule is initiated, the Narrator determines which Character has Destiny, and which Character has Ominous Fate; then the Characters may spend their Experience Points on Fate. Note: The Narrator should never tell the players whether or not they have incurred the use of Fate, unless they bought it with Experience. Any Fate bought or dealt during a Chapter is lost at the beginning of the next Chapter—thus, the process must be reinstated.

Characters purchasing Destiny at the beginning of the Chapter, that have been chosen by the Narrator as already having it are entitled to added benefits. Aside from the good luck, this Character will receive two extra points of Experience at the conclusion of the Chapter.

Regulations

chapter



CHAPTER 3

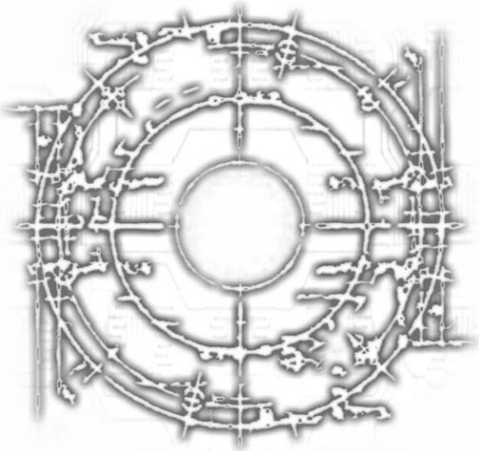
Though the Story is the most important part of a roleplaying game, rules become necessary in providing strategy and chance—they also incorporate a certain amount of realism and visual expression normally forgotten or skipped by the Narrator. Most of the rules are provided to increase the depth of a Story—if they become a hindrance, ignore them.

In the following Chapter, most of the basic Rules applying to combat and Character Skills are explained. If for any reason a rule is not covered in this book, it is up to the Narrator to judge accordingly to the situation. This book is meant to be used as a reference tool, not a biblical book of laws. In Obsidian, boundaries are meant to be broken; if a Story demands that rules or other parts from this book be changed, do it! By no means should every word be scrutinized

for intensive purposes. Just remember, the Narrator has the final say on everything—if they feel a die roll should be modified they are fully entitled to it.

It is also important to note that many times a Story might lose some of the atmosphere if the Narrator insists on rolling every die in every situation. The less the dice are rolled, the more the players get into the Story, so dice rolls should only be used to determine a Characters aptitude and ability to perform strange or incredible actions.

In addition to just the rules, this Chapter deals with some of the harsher or stranger elements of the world. Diseases, Radiation, and Portals to each of the Circles of Hell are dealt with as well as an in depth look at the nature of the Spirit and its ties to both Humanity and Daemon-kind.



The doors opened outward toward the woman with a grating noise and billowing dust. Creating a rising stench of mildew and decay. The light from behind the woman cast her shadow across an overturned altar of marble and stone. Empty sconces hung from stone pillars carved with long forgotten symbols of an ancient religion. The woman took a moment to examine the symbols, committing a few to memory before continuing her search.

Whispers, whether real or imagined, plagued her as she scanned first left, then right—ignoring the unseen source of the voices as they urgently told her to leave. A compartment containing two doors sat behind a table of half-melted candles. The compartment, draped in cloth and made of wood stained a cherry color, seemed fragile but had managed to survive these countless years to be uncovered only now. As she left the doorway to enter into the abandoned church, the doors began to swing shut in a rush of swirling air that sent dust and debris swirling about the chamber. As she removed a small plastic tube filled with a neon liquid, the doors finished their grinding movements, closing firmly with the strengthening wind. The church plunged into momentary darkness before a cracking sound heralded a soft neon glow from the plastic tube. Pulling a sash across her face and goggles down over her eyes, the woman tried to ignore the stinging pain of the small whirlwind as she picked her way gingerly across fallen pews and broken glass.

The voices continued, but became more subdued as the woman slid back the bolt that locked the doors of the compartment. Inside, the skeletal form of a man wearing, at one time, soft, thick robes rested on a bench, the skull leaned forward to be propped against a screen that adjoined another cubicle on the opposite side of the box. On the wall next to the skeleton was a small candleholder set into the wooden wall—the ironwork was simple and the

candle was made of white wax, with a fragrant scent that time had not banished. The woman seemed captured by the image. Reverently, her hands reached for the candle, holding her flesh against it for a moment before gently lifting it from its holder. She examined its length, looking for some unseen confirmation of a trait invisible to the naked eye. Seeming satisfied, she unwrapped an oil cloth and gingerly wrapped the candle. Taking a few moments to regain her bearings, the woman left the compartment, and picked her way once more to the entrance of the church. The doors were still closed solidly, and her strength was not sufficient to open them a second time.

Clenching her teeth in anger over the situation, she put on a headset and spoke into the receiver, “Are you guys still out there?”

A crackling noise contained a reply in a brief stream of words that she did not take the time to decipher. Instead she looked around the church for a few moments before replying, “Break the door down.”

Even through the stone door, the sound of a large vehicle moving outside was unmistakable. The woman ran a short distance to a fallen pew and dove behind the wooden bench. A thunderous noise, louder than any that had likely ever entered the church, sounded as the stone doors burst inward, raining chips of stone and metal upon the chamber. The woman covered her head with her hands, regretting the loss of such a sanctuary, as a large vehicle backed away from the entrance to allow the woman to exit. A metal door slid back, and a behemoth of a man stepped from the vehicle, a huge gun swinging back and forth in his massive arms as the man searched for enemies. The woman grabbed his arm, as she passed him, pulling him into the vehicle.

The man withdrew back into the vehicle, looking at the woman with some amount of concern as he asked, “Tanya, what’s the problem?”

"Nothing. It's nothing, Nolan," Tanya replied, "I just want to get back to Outerzone Acquisitions."

The man nodded absently as the vehicle began to pull away. The woman's eyes closed in meditation as the top hatch opened and a man descended, his arms coated in dust and grease. He looked at Tanya and Nolan and muttered, "Sorry," before entering the forward compartment to speak to the driver.

The hatch was closed now, and the windowless compartment offered some amount of privacy. Nolan looked over at Tanya, but she had already fallen asleep. Nolan shrugged silently and stepped to the gun rack, securing his weapon and settling down beside Tanya and closing his eyes for a quick nap.

It was not until the intercom buzzed to life, and the driver's frantic cries for a gunner echoed through their compartment that Nolan awakened. The driver's compartment was still sealed, and gunfire was evident from the other side of the door. The gunner was obviously firing from the driver's compartment to keep the path clear in front of the vehicle. Nolan groaned and began to ascend the ladder to the turret. Tanya stirred but did not awaken as he flipped open the hatch and took up his position.

Two smaller vehicles, looking pieced together from scrap and salvaged goods, rolled swiftly toward them. Nolan saw a cycle crash into the burning sands of the Wasteland just ahead, the driver broken and riddled with gunfire. The turret blazed to life, and the huge weaponry fired a continuous stream of death as the first of the two enemy vehicles came into range. The turret swiveled with Nolan's movements as the first vehicle passed by on the left, rolling up a small hill and disappearing behind the dune. Nolan quickly swiveled the gun to the other side, catching the second vehicle along the side, the bullets ripping along its length, killing anything that might have been alive.

As Nolan turned the turret back forward he caught sight of the Zone covering the horizon. The Outer Limits should be in sight soon, he thought, thinking of the final outposts manned by Zone officials. The Outer Limits were incredibly well-armed, and more than capable of eliminating these few Wasteland pirates.

Nolan turned the weapon back to the rear of the vehicle, waiting for the other piecemeal vehicle to turn about. Then, just as Nolan decided they would not come back, the vehicle crossed the ridge of a nearby dune. The smaller vehicle had a manned turret as well, though a smaller caliber weapon—a Class II, thought Nolan—was evident upon its mount. Nolan brought about the Class IV mounted to his vehicle and began to fire even as the enemy gunner fired as well. Both vehicles were hit nearly simultaneously, with Nolan being thrown back as bullets tore open his flesh and pierced bone and organ. He slid backward over the back of the turret, his dead body hitting the sand below as the enemy vehicle careened off on a different course, its steering capability destroyed by Nolan's gunfire.

The drive was quiet now, and soon the Outer Limits were in sight. The large outposts bristled with weaponry, with large Class IV guns sticking from the outer wall as thorns on a branch. Lights were beginning to flood the entrance point as the daylight faded to a dusk. The vehicle pulled to a stop in front of a checkpoint manned by officers of the Law.

The mechanical armor of the Law officers hissed hydraulically as the small pumps that augmented strength contracted and expanded with move-

ment. The officer stated in a cold, electronic voice, "Zone Access Pass!"

The driver quickly scanned it through, explaining their cargo and the loss of Nolan. The Law officer seemed unconcerned and unimpressed as the cargo door was opened and both Tanya and the gunner were checked for Dimensional taint, which would indicate influence from the Circles of Hell.

The Law officers stopped at Tanya and spoke again, its dispassionate voice growing stern, "Show me your blade, Kultist."

Tanya winced slightly but brought forth a blade seemingly made of glass, the Kult Blade of the Spiritual Essence. The Law officer stopped his rebuke and nodded slightly as he stepped back, motioning the other officers to stop checking the vehicle, "This one is clear."

The vehicle approached the Zone, a huge spanning complex that extended as far as their sight could see in either direction and standing over one thousand stories tall. Zone Door 12 opened slowly, allowing the vehicle to enter the sprawling network of the Zone.

As soon as the doors shut, the vehicle turned down a nearby street, heading straight for the sector-lift as Tanya brought forth a vidphone, a quick flash of her fingers over the number pad brought-up a face that she began speaking to immediately, "Jonathan, good, is Mr. Rosche there yet?"

Jonathan replied in the affirmative, and Tanya continued without allowing him the opportunity to speak, "Good, tell Mr. Rosche that I will be there within the hour, in the mean time, you are his to use as he sees fit. Go."

Tanya closed the vidphone with a sigh and sat back into her chair, thinking of the church and the mysterious symbols that graced the pillars and the death of Nolan. Quietly, she wondered if the price would be worth the reward.

MECHANICS

What do all those numbers on the Character sheet mean exactly? Each number represents the ability to perform the action it is associated with. There are six Attributes: Strength, Dexterity, Mechanical, Perception, Knowledge, and Mind. Underneath each Attribute are many skills that relate directly. Any unmodified skill is expected to have the same number as the Attribute it falls beneath. Modified skills are those that the Character has training or aptitude in. Modifying skills can be done during the Creation Process or by using Experience gained through the Story. This will add an additional number of dice to the skill.

The higher the number next to the skill, the greater the chance the Character has to accomplish actions taken. To establish the average, it is assumed that the average citizen of the Zone has a 2D for each Attribute, and therefore each Skill. This means that for every roll, the person rolls two six-sided dice to attempt to accomplish any action, with an average roll being a 7. So the Character with anything above 2D is considered accomplished at that ability, while those with a one under any skill are considered to be unskilled or inept in that field. Those with a number of dice far greater than 2D are considered talented and very skilled. The maximum an Attribute may reach is 5D, while Skills may peak to any number. During the Creation Process, however, Skills are limited to no higher than 6D, unless otherwise stated. Skills can also exceed 6D if the bonus is given from a Social.

At certain points throughout the Story, the Narrator will ask a

CHAPTER 3

Character to roll a Skill pertaining to an action required in the Story. The Narrator gives the attempted action a Difficulty from the Difficulty chart. In order for the Character to succeed at the action they must roll the number of six-sided dice listed next to the Skill, and beat or tie the number given by the Narrator. For clarification, anytime something has a number followed by a "D", such as 4D, the type of die referred to is a six-sided die. There are some instances in which other types of dice will be used. In these cases, the number of sides on the die will follow the "D". For instance, if something calls for rolling four eight-sided dice, the notation for that will be 4D8. The first number indicates the number of dice rolled. It is common that sometimes a number will be added to the total of the dice roll. These numbers are referred to as +1, or +2, and ect. These are not additional dice to be rolled, only those numbers with a "D" after it are.

Occasionally during gameplay, a person will only be inflicted with half of a particular damage, or similar situations involving minor amounts of math. During these points, *any fractions encountered are always rounded up.*

For Example: Override, a borg, has come to a locked door. The Narrator says that there is an Access Box next to the door. Override opens the panel on the access box and attempts to bypass the circuits to open the controlled seal on the door. The Narrator decides that without the proper tools and risking electrocution, this action requires a successful Moderate Sabotage roll. The Narrator also determines failure will result in 8 Electrical Penance (the Energy Rating of the Access Box). Override has a Sabotage of 4D and rolls four dice. The total is 15. The Difficulty for a Moderate roll is 9, so the action succeeds and the door opens.

BASIC DIFFICULTIES

EFFORTLESS-	3
SIMPLE-	6
MODERATE-	9
STRENUOUS-	12
DIFFICULT-	15
NEAR IMPOSSIBLE-	18
IMPOSSIBLE-	21
HOPELESS-	24

EFFORTLESS-

Effortless actions should rarely be rolled, unless the Character only has 1D in a Skill. Narrators should normally make Effortless rolls automatic successes.

Example: Firing at a target point blank.

SIMPLE-

These are actions that require a seconds thought and little skill. While this gives a normal citizen a 50% chance of success, it should be given as an automatic success for anyone with a 3D in the skill used.

Example: Handling a vehicle at 8 Marks (80 M.P.H.)

MODERATE-

Moderate rolls are intended for actions with a greater chance of failure. These would be things that your average citizen might have slight difficulty in performing. These feats should be automatically successful to those with a 4D in the corresponding skill.

Example: Firing a Torso shot at 20 ft.

STRENUOUS-

These actions require a certain amount of skill. Most citizens can only pray when attempting these actions. These feats should be automatically successful to those with a 5D in the corresponding skill. In the case of an important roll that determines the balance of a Story or one's life, the roll should be made regardlessly.

Example: Stopping a vehicle on icy or oily roads at 8 Marks.

DIFFICULT-

It takes either a daredevil or professional to handle an attempt at the Difficult skill level. Failure is usually automatic for the average citizen, but automatically successful for a character with 6D in the specific skill. In the case of an important roll that determines the balance of a Story or one's life, the roll should be made regardlessly.

Example: Installing Fullbody Biobooster Cybernetics without residual scarring and tissue loss.

NEAR IMPOSSIBLE-

Luck has nothing to do with those skilled enough to perform the Near Impossible action. It takes years of repetitious practice and long hard hours training to master. All characters must roll this tenuous action.

Example: Shooting a knife out of the hand of a victim at 40-feet.

IMPOSSIBLE-

These are the actions legends are derived from. Acting upon an Impossible action is the easiest way to impress any professional, or to get oneself killed or easily discredited.

Example: Handling a spin reverse into oncoming traffic, never once coming even close to a wreck.

HOPELESS-

These are actions that stupefy the person performing them, and infuse abject awe or terror to those witnessing the action. Hopeless actions are beyond the scope of even semi-logical reasoning, and almost always result in failure.

Example: Shooting a knife out of the hand of a victim at 40-feet, while in a car pulling a spin reverse at 4 Marks.

SKILL DESCRIPTIONS

Skills play an important and intricate part of the Character, and each Skill has a specific use. Advancement in Skills can be one of the most important experience expenditures that the Character has—an increase in Skills can eventually raise an Attribute, which can open entirely new avenues of thought or action for a Character. Should all of the Skills under one Attribute be raised above the current Attribute, the Attribute is increased by one.

It is important to read the Skill descriptions carefully, however, as certain Skills have specific or special usage not readily noticed through gameplay or example. For example, Mystical Lore aids in the knowledge of Artifact identification and Spirit association to Mind and Humanity, whereas Streetwise will aid in the identification of Street Drugs and Poisons, as well as locating the hard-to-find items of the Zone.

Also, while a player may have read the entire book from cover to cover, their Character has not. The Narrator should read the different Skills and what each new rating in that Skill grants a Character. This helps in keeping an air of mystery or horror in the game when the players already know what Daemon they are facing. It is important to keep in mind what a Character knows and what the players knows; the player should know as much as their Character, but the Character does not necessarily know as much as the player.

DEXTERITY

Dexterity is the control the Character has between hand and eye, and brain and body. This base Attribute also directly relates to the Character's Dodge and Turns/ Round number

- 1D-** This Character is extremely clumsy, and probably has trouble living on their own.
- 2D-** The average Character.
- 3D-** This Character is very agile.
- 4D-** This Character has superior reflexes, and probably stretches out for long periods of time each day.
- 5D-** This Character has grown so incredibly agile that the Character does not fall Prone when dodging, but instead may sidestep even the fastest of attacks.

FIREARMS- This Skill is taken by anyone who adapts to conventional weaponry. Roll Firearms when a character must hit a target with a fired projectile weapon. Difficulties are provided in the Conflict Section.

THROWN OBJECTS- Anytime something is thrown by hand this Skill is used. The roll determines range, accuracy, and velocity for explosives, blades, and anything else the Character can lift.

FIGHTING- Used mainly for melee combat, Fighting is essential for those characters who must get close to their victim. Fighting includes the use of the entire body, including kicks and biting tactics. The Conflict Section in this Chapter delves deeper into this skill.

MELEE- This Skill is used when the character wields a weapon. The character may also roll this Skill to block punches with items or other melee weapons. This is also explained in the Conflict Section.

STEALTH- Stealth is the ability to control one's body allowing for silent movement. This ability is rolled if the Character ever wishes to move unheard toward or away from danger. The Difficulty is usually a Notice roll of those unaware. This is also used when a Kultist does not wish for others to notice that they are Calling a Spirit, though no Spirit Blade may be used.

STRENGTH

Strength is the physical power behind the Character. The higher the Strength, the larger the Character is. They may be either bulky, toned, or just big and rugged. Strength also determines the relative health of a Character, and how easy it is to fight diseases. This Attribute also dictates the amount of hand damage the character may inflict.

- 1D-** This Character is probably always sick, and very fragile, they must only roll 3D6 for Essence and Endurance.
- 2D-** The average Character.
- 3D-** This Character works out at least once a day, and takes care of their body.
- 4D-** This Character probably works as a laborer or such to maintain such a massive body. This person rolls 5D6 for Essence and Endurance due to rigorous training.
- 5D-** This Character is immense. They look as if they maxed-out on cyberware. They also roll 6D6 for Essence and Endurance during the Creation Process.

MOVEMENT- This roll is the number of feet a character may move in one Turn of combat. This Skill is the speed a character may run, not how quick or agile they are. The number rolled is the number of feet moved in one Turn.

GRAPPLE- This Skill represents the proficiency at which the character may hold on to a struggling victim, or an item being pried by another. The Difficulty of the Grapple is either the opposing character's Grapple, or Fighting if they are trying to break lose.

LIFT- This Skill is used when a character tries to lift something heavy or awkward. It also represents the maximum weight a character may Lift, including ordnance and equipment.

STAMINA- Each character can endure physical stress at different levels. This Skill is rolled when a character has been active in the same activity too long, or if they are suffering from sleep or nourishment depravity. It is also rolled after combat to determine if they pass out from shock and/ or blood loss.

IMMUNITY- This Skill is more of an innate ability. It represents how well the body can fight disease or intoxication—those who keep healthy and fit have a higher Immunity. It is also used to determine how the body handles the addictive nature of drugs.

MECHANICAL

Characters should be familiar with Mechanical applications in a world immersed in automation and operated machinery. Mechanics is the Knowledge of structures and the Physical adaptability to machines and Technology.

- 1D-** This Character is mechanically inept. They probably cannot operate any equipment that functions on a hands-on style of Technology, including ordnance and vehicles.
- 2D-** The average Character.
- 3D-** This Character probably tinkers with modifying equipment and weaponry.
- 4D-** This Character can repair and install most cyberware, and probably can mount vehicular weapons.



KNOWLEDGE

Through social contact and extensive studies, a Character with Knowledge has gained true power. To know one's environment and enemies keeps one alive.

- 1D-** This Character is an illiterate, and has been socially cast out.
- 2D-** The average Character.
- 3D-** This Character keeps their eyes and ears open to new information.
- 4D-** This Character probably has a small library, or surrounds himself with the genius society.
- 5D-** This Character is a genius, they definitely have a solid grasp on society and reality. They also may choose one Skill under Knowledge, and whenever needed the Character automatically passes any test involving that bit of knowledge unless the Difficulty is Hopeless, in which it would have to be rolled as normal.

STREETWISE- This Skill represents the Character's understanding of society. This is used when a Character wants to find someone or something that normally requires a Contact. It is also necessary during the Creation Process to start with certain pieces of equipment. Streetwise is also used for knowledge and understanding of the Law, and the regulations of the Unity.

TECHNOLOGY- In a world immersed in Digital Technology, this Skill allows a Character to understand new devices and equipment used to simplify everyday life. It is used anytime a Character wishes to figure out how to use some piece of equipment unfamiliar to them. It also gives them the innate ability to recognize different Classes of Cybernetics, and other advancements in equipment and Technology by sight. This may usually need to be rolled before attempting most types of electrical installations, or bypassing security devices. Highly successful rolls in this means could possibly reduce the difficulty of various installations and Mechanical rolls.

MEDICAL- A Character skilled in Medical knows about the Human body: how it works and how to repair it. Any Character can compress a wound, but only one skilled enough in Medicine can disinfect and suture the wound in a sterile method. Any chance of success requires proper tools most of the time. This Skill is also rolled to diagnose diseases and when installing cyberware.

RELIGION- This Skill represents the Knowledge of common religions and religious practices. This does not include occult activities, but more of the fundamental beliefs of existing religions. Along with beliefs and practices, it also is the knowledge of Transcendence, God, the Daemons known as Christ, and the Divinity. The Narrator should use this skill to discern a character's historical knowledge. The difficulty is increased according to the time that has lapsed.

OCCULT- This Skill allows the Character to recognize the certain effects of Convocations and Kults. A Character's Rating in the Occult is equal to the highest Convocation Level that this Character has Knowledge of, with exception to Kultists who have a comprehensive grasp on all Convocations within their own Circle. Those versed in the Occult also receive a vague idea of the fundamentals of Hell, the barriers, and Spiritual Damnation. No matter how high one's Occult reaches, they will never gain knowledge of the Ninth Circle.

MYSTICAL LORE- Similar to Occult, this Skill gives the Character insight into the practices of Mystics and their brethren. Mystic history and Rituals become more defined, and their artifacts less mysterious. No matter how high a Character's Mystical Lore is, they will **NEVER** know of the mighty Darchomen. Mystical Lore is, however, used to comprehend witnessing any Rituals in use.

5D- This Character is a technical master, and considered an authority on whatever aspect of mechanics the Character has decided to excel at. As a result, the Character may choose one Skill under Mechanical that they will always succeed at when called upon to roll, unless it is a Hopeless Difficulty, in which case it will be rolled as normal.

DRIVE- This Skill is the ability to operate moving vehicles and to control the complexities of a Treaded vehicle's counsel. This Skill is also used to operate turret-mounted weaponry and larger mechanical ordnance.

CYCLE- Cycle is rolled in place of Drive whenever a Character is operating a balance-controlled vehicle.

REPAIR- With the knowledge of Mechanical devices, the Character may attempt to repair broken machinery, or modify weapons and vehicles themselves. This Skill is used when a Character is attempting to install or mount any vehicle related item. Tools are a necessity most of the time.

CYBERNETICS- This Skill allows the Character to install Cybernetics into others. This is also rolled to figure out what is wrong with malfunctioning or damaged Cybernetics. Those installing Cybernetics must also roll a successful Medical roll at the same Difficulty, with failure doing Essence Penance equal to the Difficulty. Scavengers use this Skill to rip out Cybernetics from the dead without damaging them (Same Difficulty as Installation).

SABOTAGE- Rolling Sabotage is used when connecting or disconnecting explosives. Knowledge of Explosives includes: Types, damage, and range. Sabotage is also used in the disarming of electric security devices.

Every ID in Mystical Lore, allows a person to know up to that rating in the Ritual in use. Anyone with a Mystical Ritual, however, instinctively knows all Facets of that Ritual.

DATA- In a world immersed in Data collection and control, this Skill allows the Character the ability to use the Zone's database via their home vidscreen or a street dataterminal. All information may be accessed short of personal files. Corporate or personal addresses, business information, bounties, contracts, and general information may all be accessed. To truly skilled individuals there is no information that cannot be found. The Difficulty is generally relative to how deep the information is buried, or how many links and channels the Character must go through to find it.

PERCEPTION

Catching the subtle nuances in their surroundings, the Character with a higher Perception will be plunged into total awareness. This is also the Attribute used when determining Initiative.

- 1D-** This Character would probably not notice they are being shot at until they are hit.
- 2D-** This is the average Character.
- 3D-** This Character can probably spot a Credbase from across the room.
- 4D-** It is extremely difficult to deceive this Character into believing anything fictional.
- 5D-** This Character has a 6th Sense. This should actually be brought into play by the Narrator, as the Character has almost a preternatural awareness of their immediate vicinity.

SUBTERFUGE- The art of lying is very useful, and could possibly save the Character's life. Anytime the Character lies, roll this to determine how fabricated or intricate the lie is. All those who wish to disbelieve may resist the lie by rolling greater with their Psychoanalysis. Roleplaying should also be involved increasing or decreasing the Difficulty depending on how believable the real story is.

SEARCH- This Skill determines whether or not the Character can find what they are looking for—it could be something they may have misplaced, or something someone may have intentionally hidden. Search is rolled anytime the Character specifically wants to find something.

PSYCHOANALYSIS- Allegiance and trust are two words not often used in the human language without a hint of sarcasm. Psychoanalysis allows Characters to find those traces of sarcasm, as well as betrayal and deceit from other Characters. Even in body language can one skilled in Psychoanalysis determine falsehoods. This Skill is also used to determine other people's mental state, such as whether or not they are being coaxed or controlled into doing something they wish not to do.

NOTICE- This Skill is rolled in secret to the Player. It determines whether or not the Character Noticed something in passing that they were not consciously looking for. Whether it is a shadowing figure or a half-buried artifact, the Character will not see it unless they succeed on their Notice roll.

SENSITIVITY- The Sensitivity Skill gives the Character a sense of their supernatural surroundings. One skilled in this area is able to feel disturbances in the Energy around them. Whether it is a malignant Convokation or a Mystic's blessing, this Character is sensitive to it. The Difficulties for Sensitivity are usually high. Like Notice, this skill helps to detect those things that the Character is not looking for. Though answers and sensations should be vague and indefinable, knowledgeable or

intuitive people may piece together clues. Such sensations would be described as cold chills, the standing of hairs, or the feeling of someone is watching them. Extremely high Sensitivity ratings can cause bouts of paranoia and psychosis.

MIND

The inner-power of the Human body is based around the complexity of the Mind. Those with a great Mind remain focused and independent. Those who dwindle down to a zero Mind become thoughtless zombies.

- 1D-** Any Character with this weak of a Mind is easily influenced, and barely able to make any decisions on their own. They start with one less point in Spirit.
- 2D-** This is the average Character.
- 3D-** Through meditation and self-control, this Character has achieved an elevated Mind.
- 4D-** This Character dismisses other Character's Mind probes and mental commands, reversing their role to that of dominator.
- 5D-** This Character has altered their routine existence to concentrate on mastering their own Mind. They gain one extra point in Spirit, and the ability to attempt Mystic Rituals. Experience is spent the same as a Mystic (for more information see Mystic: Chapter 2).

MENTAL- This Skill focuses all the Energy in the Characters Mind to shield themselves from intrusions and psychic attacks. It is used also as gauge of inner power. This is also used to determine how quickly a Mystic can recharge their Rituals (See Recharge in the Mystic section of Chapter 4).

MANIPULATION- This Skill is used when the Character wants to make someone do something they do not want to. At higher levels, the Character can persuade others into doing what they want by convincing them that it is in their best interest. The Difficulty is usually the victims resisted Restraint roll. This is skill is not even close to the mental control used through "Impulsus", but it can be used to convince disgruntled Acolytes to obey or a nervous thief to drop his stolen treasure and leave.

RESTRAINT- Anytime the Character is tempted by the sins of Hell they must roll their Restraint. This Skill is the amount of Control the Character has over their own actions, and those trying to Manipulate or persuade the Character to do something not in their nature must roll Manipulation versus their Restraint.

INSIGHT- This skill is basically used for common sense rolls. The Characters may also use this skill to sink into a motionless state, beginning a process of deep thinking. In this state, the Character has a continuous stream of thought on one subject. During the period of Meditation, the Character elevates their Mind to a point of attunement with the world—questions are answered and conclusions met. The Character may ask the Narrator one question while Meditating, and depending on the limited knowledge they might have and the Meditation roll, the Narrator will answer this question. Meditating cannot be achieved in any area congested with people or distractions.

MEMORY- Anytime a Character must be expected to have "Remembered" something they must roll this Skill. Even if the player remembers it, their Character might not have. It could be an address, a time, or the name of a club. If the Roll fails, the Character does not remember. The Difficulty is generally the complexity and time passed of the thought.

COMBAT

Though characters should strive to avoid combat, sometimes it is the only option. Whether in defense or offense, conflict is extremely deadly. Obsidian takes a realistic approach to damage, and the affects of injury. This system helps depict the casualties caused by gunfights, and the benefits of armor and defensive tactics. Each character can fight in different ways—some use Rituals, while others use Convokations. Some use heavy ordnance, while others are boosted with cybernetics. All in all, surviving a conflict takes skill and a great amount of inner strength.

Below are the steps involved for a Ruled Conflict.

- ♦ *Conflict is initiated (This is only used on the first Round of Conflict).*
- ♦ *Initiatives are rolled (These rolls are kept for the duration of Conflict)*
- ♦ *Actions are taken in descending order, starting with the highest Initiative.*
- ♦ *The Turns are taken until there is no one with Turns/ Round left.*

INITIATIVE

With the powers of Heaven and Hell on chosen sides, it comes down to who can pull off the quickest actions. The Characters use special Attributes to determine where they stand in conflict. First though, the Initiative is needed—each character rolls their Perception (with action modifiers listed below), and the character with the highest Roll is the first to act in this conflict. Initiative rolls are carried on into each Round of the same combat, with one exception—the character who initiated conflict loses their bonus to Initiative. For quicker gameplay, just use the Character's Perception Rating and the numbers in the parentheses. Rolls that are tied are considered to take place at the exact same time, and penance is dealt in the same manner.

Initiative Modifiers:

- ♦ Initiating Character- +6 (+2)
- ♦ Inattentive/Surprised- -3 (-1)
- ♦ Drugs- Depends on the Drug

Before any rolls are made, Characters may sacrifice Turn/ Rounds for a +6 (+2) Initiative for each Turn sacrificed.

Example: Investigating the swirling Portal, Gabriel is thrown off-guard by the residing Guardian. Initiative rolls are made to determine who is allowed to take the first action. Gabriel only has a Perception of 2D, while the degenerated guardian has 3D. Gabriel rolls his two dice resulting in an eleven, almost the highest roll he could have hoped for except for the fact that the Narrator determines he was distracted while investigating the Portal. This reduces his roll by 3 leaving him with only a eight for Initiative. Before the Narrator rolls, he concludes that the Daemon's ambush modifier (+6) in addition to whatever the Daemon rolls automatically beats Gabriel's. The Narrator must still roll, however, because if combat continues to the next round, the guardian loses it's Ambush bonus and Gabriel loses his surprise modifier. The Narrator rolls three dice adding six, resulting a 14. For the second round of combat, though, Gabriel will have an Initiative of 11, and the Daemon will have an 8, giving the Mystic the first attack.

TURNS/ ROUND

Combat is fought in Rounds, which is a set unit of time that does not depend on the speed of the characters. Rounds are further broken up into Turns. Referencing the Dexterity Attribute, the Character gains an equal amount of Turns/ Round. **TURNS/ROUND** are the number of actions that any character may take in one Round of combat. The Turns are taken one at a time in order of Initiative. After the Initiating Character has taken one action, all others in combat each get to take one as well, in order of Initiative. When one Turn is completed, a new Turn is started for those with enough Turns/Round. Most Characters will only be taking two actions before they must wait for a new Round of combat to perform anymore. This results in the very Dexterous Characters taking actions while everyone else just sits and watches.

The following actions do not require a Turn/Round to perform and may be enacted at any time:

- ♦ Yelling or short communication
- ♦ Switching the ammunition select switch on dual-clip ordnance
- ♦ Convokations
- ♦ Attempts at Recharging Rituals (once/ Round)
- ♦ Dropping hand-held equipment

These actions require 1 Turn/Round

- ♦ Firing Ordinance
- ♦ Dodging*
- ♦ Blocking*
- ♦ Striking
- ♦ Using a Ritual
- ♦ Reloading/ Unjamming/ Changing a clip
- ♦ Detailed scan
- ♦ Stand from prone position**
- ♦ Throw an object
- ♦ Retrieve gear from backpack
- ♦ Upload/Download information to a memdisk or datapad
- ♦ Roll Movement (The result is the number of Feet able to be moved)***
- ♦ Waiting to act (This lasts until the Character's next Turn, when it is lost)

These require the expenditure of 2 Turns

- ♦ Applying medical attention (bandaging)
- ♦ Setting explosives
- ♦ Setting up a tripod mount
- ♦ Bypass security system (such as a card access or palm print door)

* Dodges and Blocks may be used at anytime, but the number of Turns/ Round a Character has is decreased by one during this Round for each dodge or block that is used.

** Standing from prone may be done while attempting another action at a penalty of +1 Difficulty Level to the action performed.

*** Movement may be taken during another action, but that action is at +2 Difficulty Levels.

REGULATIONS

Example: The Portal Daemon has won the Initiative, so it takes its action first followed by Gabriel. The Guardian also has a Dexterity of 3D, which gives it three Turns/ Round. While Gabriel only has a rating of 2D, giving him one less. So after the second Turn of combat, Gabriel must watch the Daemon take its remaining action. Starting with the next Round, Gabriel has his 2 Turns/ Round again, but the Daemon also regains its three!

ACTIONS

Difficulties are used in Conflict as they are in Skill use. From firing ordnance to dodging, the Character must take the proper Actions to survive. All the Actions on the previous page are available, as are many not listed, but the following few are important in keeping a sense of realism and visual integrity. These Actions are also likely to be some of the most commonly used in the course of combat.

FIRING ORDNANCE

The base number depends upon the range in which the Character is from their target. This number is then modified to fit the situation. The Modifiers change the Difficulty by increasing or decreasing its levels. Always round the Range up to the next Difficulty.

RANGE	BASE DIFFICULTY
Point Blank	3 (Effortless)
20 Ft	6 (Simple)
40 Ft	9 (Moderate)
60 Ft	12 (Strenuous)
80 Ft	15 (Difficult)
100 Ft	18 (Near Impossible)
120 Ft	21 (Impossible)

FIRING MODIFIERS ROLL MODIFIER

Firing a Burst	-1 Level of Difficulty
Firing Full Auto	-2 Levels of Difficulty
Aiming for one full Turn	-2 Levels of Difficulty
Target Dodges	+1 Level of Difficulty for each point of the Target's Dexterity
Moving target	+1 Level of Diff./ 2D of target's Movement
Head, or Called shot	+3 Levels of Difficulty
Torso shot (1D8)	+1 Level of Difficulty
Firing 2 weapons (same target)	+1 Level of Difficulty for each weapon
Firing 2 weapons (diff. targets)	+3 Levels of Difficulty for each weapon
Very small (Rat)	+3 Levels of Difficulty
Small (Wolf)	+1 Level of Difficulty
Large (Horse)	-1 Level of Difficulty
Massive (Elephant)	-3 Levels of Difficulty
Firing at a moving vehicle	+1 Level of Difficulty for every (20 M.PH.)
Blind Fire	+2 Levels of Difficulty (if successful only one location is hit)

FIRING SINGLE SHOTS

After deciding to take a single shot, and rolling versus the present Difficulty, a successful shot must be located. By rolling 1D20 the firing Character can determine where they have hit their target. If the shooter succeeded in making a torso shot (+1 Difficulty Level to hit), they may roll 1D8 on the corresponding chart.

ORDNANCE DAMAGE (ESSENCE)

After subtracting the armor of the determined location, all excess damage rips into the victim's Essence to that location. The Essence must be subtracted from both the location hit and the Character's Full Body Essence. If the location is damaged for more penance than it can sustain it is rendered useless. This excess of penance usually results in limbs being blown off or critically mangled. Note; any additional damage is not subtracted from the Character's Body Essence. If the Head, Neck, either side of the Torso, or the Abdomen is exceeded by penance, the Character is dead. Also, if at anytime the Narrator feels the Character has taken a traumatic injury that may result in incapacitation, they may have the Player roll their Stamina against the penance inflicted as a Difficulty—if they fail, they pass out. This should also be rolled after combat has concluded when all of the Character's adrenaline has decreased.

FULL-BODY LOCATION CHART (ROLL 1D20)

ROLL	LOCATION	ESSENCE CAPACITY
1-2	Head	1/3
3-6	Left Torso	Full
7-10	Right Torso	Full
11-12	Abdomen	Full
13-14	Left Arm	1/2
15-16	Right Arm	1/2
17-18	Left Leg	1/2
19-20	Right Leg	1/2

TORSO SHOT LOCATION CHART (ROLL 1D8)

1	Head	1/3
2	Neck	1/4
3-4	Left Torso	Full
5-6	Right Torso	Full
7	Abdomen	Full
8	Groin	1/4

Also, each round a limb is bleeding (only if all Essence has been exceeded in that area) the character takes one Essence damage/ limb. This lasts until the character is dead (most likely due to blood loss), or they are bandaged up.

Endurance damage is a bit different. When a location is damaged for Endurance penance, there is still a chance to severely mangle that location. If the Endurance damage ever exceeds the location's Endurance capacity (see Endurance penance), all excessive damage is transformed into Essence Damage. If a character ever loses all their full body Endurance, they fall unconscious for 1D4 rounds, at which time they regain 1 Endurance Point for each round resting.

CHAPTER 3

FIRING BURSTS & FULL AUTO

Aside from gaining the bonuses to hit, Full Auto and Burst fire from a weapon also increases the number of locations hit in a fire fight. It takes 5 rounds of ammunition to fire a Burst, but it hits 2 locations instead of one. To fire Full Auto finishes up the entire clip of a weapon, but it does massive amounts of damage if the clip was anywhere near full. By dividing the number of ammunition rounds remaining in the weapon by 5 (rounded down) the number of locations the weapon will hit when fired is given.

BURST- 5 Ammunition rounds expended, 2 locations hit.

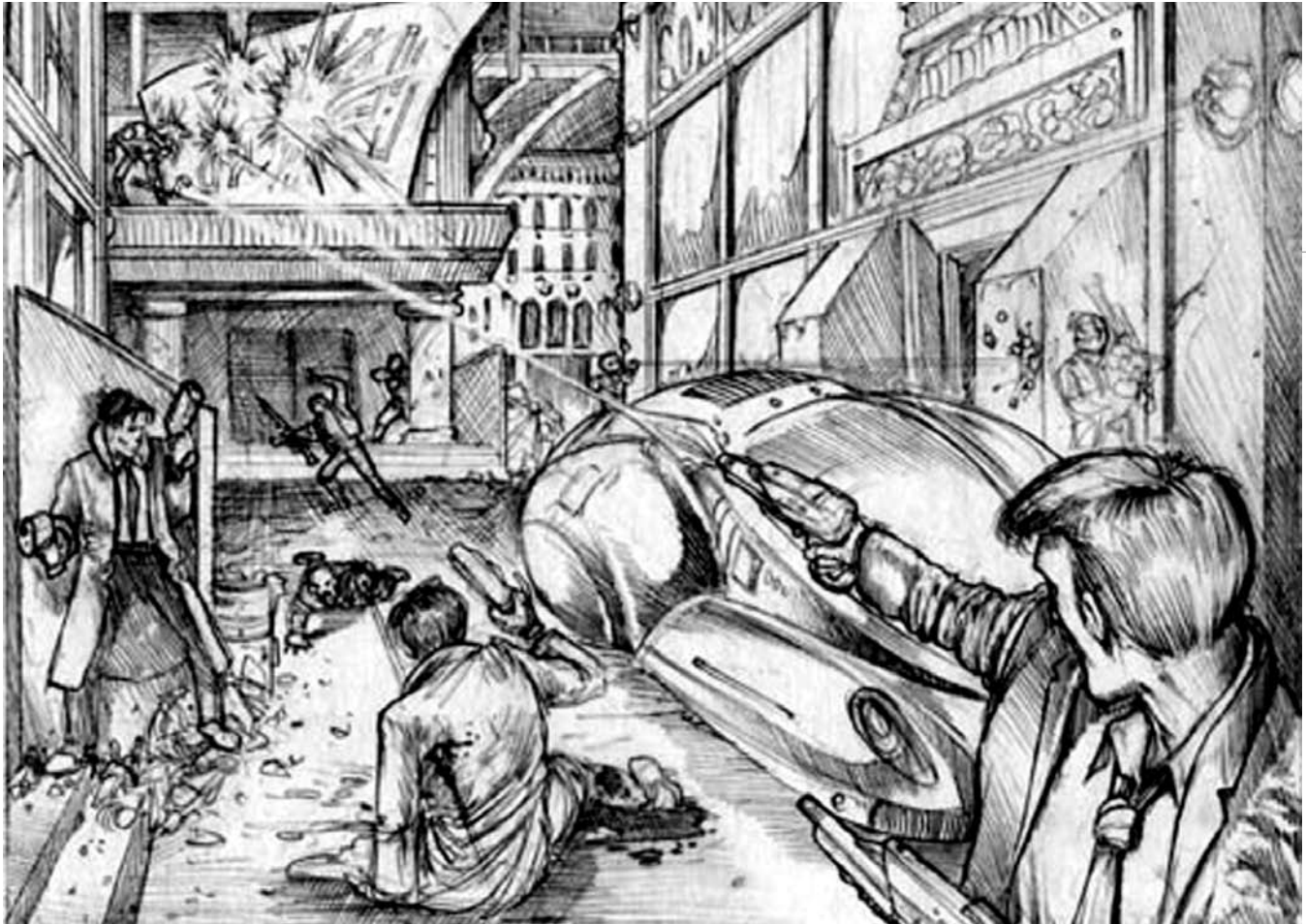
FULL AUTO- All remaining Ammunition rounds are expended, as the number of Rounds/ 5 locations are hit.

When using Burst or Full Auto, the number of locations hit may be divided up among multiple targets as well. This must be announced before rolling the Firearms Skill, along with how many shots to each target. Next, Firearms must be rolled for each target (Different Difficulties may apply). Remember also that when firing blind (popping out from cover or shooting into the dark) only one of the many shots fired will hit.

An optional rule that holds a lot of merit is the "Sure Shot" rule. This incorporates a Character's Skill into the number of locations hit when firing a Burst or Full Auto. After figuring the Difficulty and rolling to beat it, the firing Character may hit one extra location for each Skill level the shot was succeeded by. Only a number of shots equal to the number of rounds fired will

hit however. These added locations are in addition to the number normally hit with a Burst or Full Auto.

Example: Gabriel pulls his slung UltraVe 12 from his side, and fires a burst into the torso of the Guardian Daemon. After the Guardian's advancement, the range to fire comes roughly to 10 Ft. This starts the Difficulty at Effortless (3). Figuring a Burst (-1 Difficulty) and Torso shot (+1 Difficulty) with this particular ordnance (+1 Difficulty), raises the Difficulty one Level to Simple (6). The Narrator feels that the quick draw method has given an additional Level of Difficulty, making the Difficulty Moderate (9). Gabriel rolls his 3D Firearms, and succeeds with a ten. Fire erupts from the barrel of the massive gun inflicting 2D10 penance to three locations on this creature's torso. It is important to understand that normally a burst will only inflict damage to two locations, but this weapon is special in its effect. So after the shot succeeds, the locations are rolled. The Narrator rolls 1D8 three times and compares them to the Torso Location Chart; 3 (Left Torso), 7 (Abdomen), 3 (Left Torso again). First the damage is calculated to the Left Torso since it was hit twice and may kill the creature right away. Two rolls are made using the weapons penance as the damage; 5, 12. The Narrator must ask to roll for the Abdomen since the total of 17 penance did not kill the Daemon. The penance for the Abdomen is rolled, resulting in 9 damage. In total the Daemon lost 26 Points of Essence. If the Creature had an Essence of 26 or less it would now be dead. However, this Daemon has far more than 26, so it stands upright looking at the smoking patch of blasted gut and hanging organs which has been carved out of its torso. It continues to lunge, hoping for the chance to heal later.



DODGING

When dodging ordnance fire, the Character announces that they are dodging as soon as the firing Character announces their action. The Character then adds a number of Difficulty levels equal to their Dexterity to the firing Character's Difficulty. Dodging such velocity attacks always puts the dodging Character prone on the ground, and costs the dodging Character one of their Turns/Round. This lost T/R is reduced from the character's last action.

Example: Failing to kill the beast, Gabriel announces he will dodge the Daemon's incoming melee attack. This adds a number of Difficulty Levels equal to Gabriel's Dexterity to the Daemons attack. Gabriel's Dexterity is 2D, so two Difficulty Levels are added. This raises the Difficulty for the Daemon to hit from Simple (6) to Strenuous (12). The Portal Guardian rolls its Melee of 4D, resulting in a score of 16. This definitely will strike Gabriel, so the Narrator rolls the Full body Location Chart to find out where. Rolling 1D20, area 13 is hit. This happens to be Gabriel's Left Arm. Luckily it wasn't his gun arm, but nonetheless it is going to hurt real bad. From here penance is dealt and combat continues. Regardless as to whether Gabriel succeeded in dodging this attack, he remains prone on the ground for the start of his next Turn. He also has sacrificed one of his Turns/Round, giving him one attack before he is finished for this Round of combat.

MELEE WEAPONS, AND UNARMED COMBAT

The basic Difficulty for unarmed and melee combat is usually set at Simple (6). Weapons, dodging targets, and situations events will modify the Difficulty further. The two main Skills used in close combat are Fighting and Melee. Fighting is used when the acting Character is unarmed. Melee is used when the acting Character is brandishing any sort of object. Anything that the Character may lift could be considered a weapon. Below are Modifiers for Melee and Unarmed combat. The modifiers change the Difficulty level by increasing or decreasing it Difficulty levels.

Base Difficulty	6 (Simple)
Kicking	+1 Difficulty Level
Moving Target	+1 Difficulty Level
Called Strike	+2 Difficulty Levels
Attacking with 2 weapons (Same target)	+1 Difficulty Level for each Weapon
Attacking with 2 weapons (Diff targets)	+3 Difficulty Levels for each Weapon
Makeshift weapon	+1 to +3 Difficulty Levels
Very small (Rat)	+3 Difficulty Levels
Small (Wolf)	+1 Difficulty Level
Large (Horse)	-1 Difficulty Level
Massive (Elephant)	-3 Difficulty Levels
Weapon Balance	See <i>Weapon</i>
Dodge	+1 Difficulty Level for every 1D of the target's Dexterity

UNARMED DAMAGE (ENDURANCE)

Any successful strike during unarmed combat inflicts the aggressor's Strength in Endurance damage. If the damage (or penance) exceeds the Endurance damage capacity for that location, the excess damage is then converted to Essence. Kicking with plate boots increases the Difficulty to hit by one level, but inflicts an additional 2 points of Endurance damage. To reiterate—a character with a Strength of 3D would punch for 3 Endurance penance.

Example: Standing over Gabriel, the confident Daemon reaches down to pick him up. Holding him high in the air, the Daemon jabs Gabriel in the face with one of his four arms. Gabriel gasps in horror as the massive fist smashes into his jaw. The Daemon's Strength is 6D. A 6D Strength inflicts 6 points of Endurance Penance directed at Gabriel's face. Having 20 Endurance, Garbriel has 5 Endurance Points (20 divided by 4) allocated to his head. This means that five points of Endurance Penance is dealt to Gabriel's head, in addition to one point of Essence. This leaves Gabriel with only three Essence left to his head, and two of his teeth through his lower lip. He is not unconscious because his full body endurance has not been depleted.

BLOCKING & PARRYING

Blocking during melee or unarmed combat places the defender's arm or weapon in the path of an incoming strike. By absorbing at least some of the strike, the victim may have an increased chance for survival. By declaring a block, the defender uses one Turn and reduces an incoming strike's penance by the defender's Strength. In the case of blocking with a melee weapon, each weapon has a Block Value (listed in Chapter Five). This Block Value is added to the Character's Strength and used to reduce the incoming damage of a strike. It is important to note, that only melee or fighting strikes may be blocked, and only blunt melee weapons can be blocked in this manner. These blocks do not injure the attacker, unless the blocker opts to use a circuit blade, in which case the attacker is shocked for the respectable amount of electrical penance. There will be methods to supercede another fighter's block in later supplements.

Example: Using the previous scenario, Gabriel chooses to block the incoming brawling attack. This takes up one of his Turns/ Rounds but reduces the Endurance penance from 6 to 4. His Strength of 2D reduced the Daemon's attack by 2. This doesn't help much, but it saves Gabriel 2 Endurance points and 1 point of Essence. Had Gabriel blocked with his dagger, he would have added 1 to his Block Value, reducing the penance by yet another point. The Daemon takes no damage from this either way.

Parrying works a little bit differently. This type of block allows the defender to intercept the attack with a melee weapon. In this case, the defender adds the particular weapon's Block Value to his Strength for the means of determining how much penance is soaked. Blocking with a bladed weapon inflicts an amount of Essence penance to the attacker equivalent to the blocking characters strength only. Thus a character with a Strength of 3D and a sword, would block 6 points of damage, and would inflict 3 points to the attacker. The exception to the rule occurs when the attacker is using a weapon to attack, in which case no damage is inflicted upon the attacker.

THROWN OBJECTS

Most grenades and lightweight melee weapons are meant to be thrown. The Difficulty to Throw Weapons is identical to Firing Ordnance. Acting Characters will roll their Thrown Object instead of Firearms. If the roll is failed, the item thrown—generally the grenade—will fall short according to the roll and the Range. Remember the radius of a grenade will generally obliterate large areas, so Characters should throw it as far from themselves as they can.

Example: Overload, a Kultist of the Machine, attacks his intended targets whom he ambushed in the bathroom of an elegant hotel. Being that there was two Mystic targets, Overload uses the element of surprise to kill one Mystic right away by throwing a circuit blade into his victim's neck. To do so, the Narrator deems the Difficulty at Difficult (15). With a base of six for being only 20 Feet away, three raised Difficulty Levels for a called shot, and one additional Difficulty Level in throwing a Circuit Blade. The Kultist, realizing the Difficulty, spends the necessary Spirit Points to boost his Dexterity using "Body of the Machine". This raises his Thrown Weapons to 5D. Rolling 5 six-sided dice, Overload barely makes the Difficulty with a roll of 17. After succeeding, the penance is dealt and the combat continues.

DAMAGE TYPES & ARMOR

After hitting a victim with a successful strike or weapon, penance is applied. However, it is important to note that there are multiple types of damage and their interaction with a person, armor, and surroundings can be very different. Also, damage is cumulative for multiple shots fired into the same location. This means that a burst fired into a victim's head will do twice the damage. In this manner, the damage is added together and then the armor is factored in. This allows bursts and full-auto shots to penetrate heavier armors.

First, there is Essence penance. **ESSENCE PENANCE** is applied when a strike is done with lethal capability. Sharp-edged weapons, Convocations, Rituals, bullets, and explosives can all inflict this type of damage. In general, anything that penetrates the skin, or otherwise damages the internal organs is considered Essence penance. Essence penance can be reduced or negated by Hard or Soft Armor, unless the damage source specifically states that the armor is negated. If a Character is ever at half their maximum Essence, they are penalized with a +1 Difficulty Level to all actions.

Second, there is **ENDURANCE PENANCE**. This is inflicted with fists, kicks, blunt objects, or other nonlethal means. This can eventually be fatal, but will knock a person unconscious (usually) first. This damage is blunt force, capable, if the Essence Capacity in Endurance points is exceeded for a location, of breaking bones and thereby inflicting Essence penance. This means that if a person takes 10 Endurance to their arm, which only has a capacity of 6 Endurance, then the 4 penance over the capacity is converted to Essence damage. Endurance penance is reduced or negated by Hard Armor, unless the damage source specifically states otherwise. Though, Soft armor does not soak the penance from Endurance damaging weapons, and is therefore ineffective against Endurance attacks.

Third, and finally, there is **ELECTRICAL PENANCE**. This penance is rare, but inflicts its damage to the entire body, not a specific location. This damage is applied as Endurance penance, and drains Energy from anything in the person's possession in an amount equal to the penance inflicted. (So, if a person is inflicted with 6 Electrical penance, they take 6 Endurance penance, and all equipment and cybernetics are drained of 6 Energy each.) Electrical penance is not reduced or negated by either Soft or Hard Armor, but specific protection can be found through Rituals or Convocations or other specialized equipment.

The type of penance inflicted is important to note, because depending upon the victim's armor the damage could be negated or increased. Also, other things such as disease, radiation and even torture can inflict these damages. Other creatures, such as some Daemons or Kultists, can actually inflict damage to the Spirit as well. This fourth type of penance is explained after each of the rare and mysterious powers that do so.

Example: Before Overload may continue his attack against the other target, the surprised victim is allowed to take an action. Pulling out a class one ordnance from under his suit jacket, he fires a burst into Overload's torso. Using the Bastard Bolter, the Mystic succeeds his Difficulty to hit. Now he rolls the locations that the barrage will inflict with penance. A burst means Overload will take damage to two locations of his torso. Rolling a three and a seven means the Mystic shot Overload's left torso and Abdomen respectively. 1D12 + 2 penance is rolled for each location, resulting in an eight and ten—pretty good damage for a Class One. The Mystic feels confident he has eliminated the immediate threat, but fortunately for Overload, he has a Hybrid Weave suit on, giving him five soft armor to each location. This subtracts five damage from each shot, lowering the damage to three and five. Though it rips through the armor and into his flesh, the damage buffer allows Overload to bear the pain and continue his pursuit. The player manipulating Overload marks off eight from his total body Essence, three from his Left Torso and five from his Abdomen.

SPECIAL DAMAGE TYPES

Other than the previously stated methods of conducting damage upon the human body, accidents and exposure to hostile climates have been the demise of more than one unlucky soul. Especially concerning those out in the Wasteland, the ignorance of the season's temperature can be a fatal mistake.

During the winter months, the temperature of the Wasteland night can drop to negative 70 degrees below zero. Such temperatures almost cause instant hypothermia. Each Round of exposure to -50 degree temperatures forces the loss of one Endurance point. After all Endurance is lost, the Character falls into a frozen sleep and then begins to lose one Essence point each Round until they are dead. Endurance is not regained as normal under these conditions.

Contrary to the harsh winters are the devastating summers of the Wasteland. During the peak hours of the day, the air temperature is close to one-hundred and fifty degrees Fahrenheit. With almost all of the air's moisture evaporated, every breath becomes a struggle. All physical Difficulties in this heat are at -1D. Exposure of longer than 10 Rounds to this arid condition causes one point of Endurance loss each subsequent Round. Eventually the victim will pass out and slowly bake under the radioactive clouds.

Lastly, there is falling damage; the penance incurred upon falling from great heights. The formula is simple. For every ten feet the Character falls,

they are inflicted with ID6 Endurance penance to the location impacting the ground. For Characters jumping from moving vehicles, this damage is added to ID6 Endurance penance for each Mark the vehicle is traveling at.

DRIVING

Very similar to the basic Difficulty chart, the Driving difficulties are based around the speed the vehicle is moving at, which becomes the base Difficulty number. This number is then increased or decreased to fit the present situation. Always round the Difficulty of the roll up to the nearest speed level. One Mark is the same as 10 Miles/ Hour.

Speed

4 Marks
8 Marks
10 Marks
12 Marks
16 Marks
20 Marks
24 Marks

Base Difficulty

3 (Effortless)
6 (Simple)
9 (Moderate)
12 (Strenuous)
15 (Difficult)
18 (Near Impossible)
21 (Impossible)

Driving Modifiers

Moving at 2 Marks
Wet surfaces
Icy or oily surfaces
Sharp 90 degree turn
Dodging oncoming traffic
Spin reverse
Driving in reverse
180 degree turn
T- stop
Unpaved roads
Off-road Driving

Difficulty Mods

-1 Difficulty Level
+1 Difficulty Level
+2 Difficulty Levels
+1 Difficulty Level
+3 Difficulty Levels
+3 Difficulty Levels
+1 Difficulty Level
+2 Difficulty Levels
+2 Difficulty Levels
+2 Difficulty Levels
+3 Difficulty Levels

DAMAGE & STRUCTURE

Damage to a vehicle and its occupants generally take place in two forms, collision and gunfire. When an object collides with a vehicle, the amount of damage (which negates soft armor) that occurs to the vehicle is ID8/ Mark in speed. The occupants of the aforementioned vehicle are protected by inertia dampeners and crumple zones, which absorb much of the shock of the blow and channel it away from the occupants. With such advancements in technology, the passengers receive an amount of damage equal to half the vehicle's damage, this is further reduced if the passengers were wearing a restraint device. Should two vehicles be traveling head-on and collide, their respective speeds are added together and then damage is determined.

When shooting at, or into, a vehicle and the armor is pierced, the vehicle becomes damaged. While the extent of this damage is the discretion of the Narrator, one should keep in mind a vehicle is much like a large suit of armor, and as such the armor is only truly destroyed if double its capacity is reached. Once the vehicle's armor is penetrated, the damage is spread through-

out the interior. This includes: vehicular mountings, passengers or the driver, the engine, storage and cargo, or electronic devices. The Narrator determines the point of entry into the vehicle and uses common sense from there.

Example: Ethan Cole was pulling away from the last Outpost on an expedition for Stormgate Sciences when two piecemeal vehicles pulled out from behind a massive overturned treaded vehicle. They were each mounted with a Riot Control 13 heavy Assault cannon. Winning the initiative, the first of the two opened fire with a barrage of screaming lead. With a clear shot, the rear of the Treaded vehicle was hit. Rolling 6D8 for the ordnance damage, the first gunner scored a 44—this barely penetrated the 40 points of reinforced steel, but it was enough to cause 4 points of interior damage. The Narrator judged that this damage destroyed the rear hatch controls causing a small fire.

With experience on his side, Ethan slammed hard on the brakes of the treaded behemoth. Following dangerously close, the pursuing vehicle crashed violently into the back of the treaded. The Narrator determined the speed of both vehicles. The speed of the treaded vehicle is subtracted from the speed of the wasteland modified compact. Ethan pulled the vehicle to 2 Marks as the following vehicle slammed into it at 7 Marks. Impact damage is 5D8—D8 for each Mark traveling. After rolling damage, both vehicles take 28 points of damage. The treaded vehicle easily soaks this damage with its plated rear armor. The other vehicle, however, only had 12 points of armor, and therefore took 16 points of interior damage. This crumpled the front end of the vehicle up to the driver, forcing the engine and the steering shaft through the driver's upper torso, killing him instantly. The other vehicle pulled out of the attack, as Ethan continued his course while the crew extinguished the spreading fire.

MOUNTING VEHICULAR WEAPONRY

After purchasing a vehicle, a person will likely wish to mount weaponry to it as protection to their investment. For this reason, a vehicle has Mount Points. The number of **MOUNT POINTS** a vehicle has is roughly equivalent to the amount of space available for outfitting the vehicle with larger equipment. Certain items have Mount Points that reduce the available space left on the vehicle after they are mounted. The most common use of this space is through ordnance.

When mounting ordnance to a vehicle, a person must decide first whether they wish to hard-mount a weapon, or mount the weapon to a turret. With a hard-mounted weapon, the ordnance is attached directly to the vehicle, preventing swiveling or alteration of position. Mounting to a turret, whether an AI Mount or a standard turret, takes more space but allows for a full range of movement and swiveling by the user. When mounting to a turret, the weapon's Mount Points are added to the Mount Points of the turret, and the total amount is deducted from the vehicle's available space. A hard-mounted weapon is usually attached to the hard-mount kit (see vehicular equipment section in Chapter Five), and only the weapon's Mount Points are deducted from the vehicle's available space.

TERMINOLOGY

The following section involves the rules pertaining to Radiation, Disease, Daemonic Portals, Terror, and self installation. The Narrator should read over this section extensively, as players will not need to know them.

RADIATION

Radiation is not an uncommon form of damage, especially with manifestations of Stimulus and the radiation winds of the Wasteland. There are also a number of weapons and explosives that have the potential to leak such cancerous agents. The Law has devised a cleansing method able to strip radiation from people, objects, and locations. This consists of a sanitation spray made of Mystically-generated substances created through studies of Daemons of Stimulus and various natural sources of radiation.

The Unity has given a rating to the different doses of radiation that may be incurred through Zone living. They are rated one through six—six being the most one person's body could contain. Each additional Level becomes more severe and the effects far more painful. The doses of radiation are also cumulative, meaning that once someone has Level One radiation, another exposure to Level One Radiation would cause it to grow to Level Two. Explained below is the damage taken for the different Radiation Levels and possible mutating affects:

LEVEL 1 RADIATION- This mild dose of radiation creates small lesions that appear on the skins surface as well as inconstant nausea. It manifests as 1 Essence damage each day.

LEVEL 2 RADIATION- Officially considered contaminated, the victim of this dosage of radiation develops all the symptoms of Level One radiation at extreme levels. They also lose 1 Essence point every twelve hours it remains untreated.

LEVEL 3 RADIATION- Climbing high into the danger zone, this amount of radiation is manifesting as internal cancers and bile influenced vomit. The victim of Level 3 radiation also begins losing 1 Essence Point every hour, and their Strength is reduced by 1D each day untreated to a minimum of 1D. Those in contact with this Character immediately gain Level One radiation.

LEVEL 4 RADIATION- At these elevated levels of radiation, the Law is ordered to arrest and detain the victim until treated. Those suffering from this extreme dosage begin to lose their hair and nails, along with 1 Essence Point every half-hour. Their Strength is instantly sapped to 1D, and those in the vicinity begin to feel the heat emanating from the victim. Those within a five-foot radius of this Character gain Level Two radiation.

LEVEL 5 RADIATION- Death is the only salvation to those who have contracted Level 5 radiation. At the Start of each Round the Character loses 1 Essence due to the baking of their internal organs and the burning of their flesh. This also manifests as an uncontrollable vomiting of blood and vital parts. The victim of this dosage also has their Strength reduced to 1D. All those within a ten-foot radius of this Character are inflicted with Level Three radiation, and areas of prolonged exposure to this Character are contaminated with Level Two radiation for a Duration of one day.



LEVEL 6 RADIATION- Quick and painless, exposure to Level 6 radiation causes death. Starting with the brain, the body liquefies at a rate of 12 Essence each Round starting immediately. Upon the loss of their last Essence point, the victim is nothing more than a bubbling pool of flesh and melted bone. Resurrection is no longer an option for those with the ability to do so.

DISEASE

Of all the Zone's perils, Disease remains the most easily overlooked. With thousands of diseases running rampant and infecting thousands of people (on a good day), the populace should learn to take better precautions. Most diseases being carried within the Zone are Daemon and Dimensionally derived, while others were artificially created by corporations who have already developed an antidote or vaccine.

The Corporation for Scientific Activities is waging a hopeless battle against diseases, though they are able to contain a perimeter defense if an incurable strain manages to break out. These perimeters include a sublevel lock-in, which shuts off an entire block radius with large metallic barriers. During this time, the inhabitants are scanned and released if free of disease. Those contaminated are held in airtight cells, awaiting a cure if there is one. The CSA is a massive corporation with extensive ties and are able to get to the scene of a breakout within minutes.

Each disease is contracted by different methods. Some are transferred through blood or physical contact, some are completely airborne, while some can only be contracted through the exchange of bodily fluids which includes sexual engagement. If a disease is incurable as of yet, its name will appear in *italics*.

In order for a disease to "settle" in a host it must fight the victim's Immunity system. The **DISEASE COMMUNICABILITY RATING**, or its D.C.R. is the disease's strength. The Victim must roll their Immunity versus the D.C.R. if they ever "Contact" it. If succeeded, the Disease is fought off. If failed, the disease has conquered this organism, and its effects start. If the roll is ever tied with the D.C.R., the Character becomes a carrier for the disease. No effects are ever felt, but it may be passed on to others through the contact described.

Each disease has multiple strains, each strain capable of different effects. The Narrator should play with the actual effects. Whether they change the D.C.R., the form of contact, or the effects themselves. Be creative and make the Characters suffer a little.

GLAND EXCRETION- Dehydration, massive sweating, and chills mark the onset of this disease. Fluids are excreted through the pores and orifices as early as one hour after infection. Gland Excretion forces its victim to drink fluids or lose 3 Endurance for each hour fluids are deprived of them. Endurance loss does not return as normal until fluids are reintroduced into the system.

Contact- Physical Contact D.C.R.- Moderate

CEREBROLEPSY- Symptoms of this disease are brain seizures, severe headaches, and an extreme sensitivity to light. The quick acting disease lays dormant for about three hours, after which, the Character must roll Stamina versus a Moderate Difficulty each Round just to stand upright. Even if this is accomplished, are actions are at two Difficulty levels greater due to head pain and a lack of concentration.

Contact- Bodily Fluids D.C.R.- Moderate

GRAY INFECTANT- Within ten minutes of contracting this disease, a dull headache begins. Within another hour, short-term memory begins to fade, with possible loss of consciousness if the victim fails a Moderate Mental Roll every hour. Those afflicted lose all points under Memory after two hours of infection. Until cured, they have total amnesia.

Contact- Bodily Fluids D.C.R.- Moderate

CALCIUMATIC RUST- This disease is quite simply an over-calcification of the skeletal structure. Victims of Calciumatic Rust find it very difficult to move their joints after one day. They take ID10 Endurance damage if they ever take sudden Dexterity actions as the calcification causes rough edges of the bones to rub painfully against the muscle and tendons.

Contact- Physical Contact D.C.R.- Simple

DECONSTRUCTIVE CORPUSCLE SYNDROME- As the blood of this victim thins and loses red blood cell capacity, the victim of this disease loses efficient oxygen flow through the body, causing fatigue and chest pains. Blood in the stool, as well as weight loss are common. Rare cases have displayed blood leaking through veins and gathering in joints as the blood thins to dangerous levels. Those suffering from this lose 1 permanent Essence point every day afflicted, beginning after two days of infection. The fatigue begins after the first day.

Contact- Bodily Fluids D.C.R.- Difficult

HEMOCHOLE- A bodily infection that causes pus and bile to leak through the stomach and organs into the bloodstream, Hemochole causes painful burning throughout the body as acidic bile eats through veins and arteries, and the acidic nature of the bile causes a jaundiced look to the skin. All of this takes about one day to affect the victim, but must be caught quickly as the body loses 3 Essence and Endurance every hour until cured after about 24 hour of infection. It is overly painful to wear tight or constrictive clothing, though this has been shown to help the infection a bit, lowering the loss to 2 Essence and Endurance every hour.

Contact- Bodily Fluids D.C.R.- Near Impossible

FLAGROSIS- A capillary infection that causes a burning and itching sensation, the disease begins almost immediately at the area touched or infected and spreads at a rate of three inches per minute. All over the victim's body, the burning spreads until the victim must scratch and rub at the skin merely to reduce the pain. Should the victim forgo this attempt at comfort, they lose 2 Endurance during that Round as the burning builds to debilitating levels. A dose of Coolant Gel from an E.M.K. will stop the burning in the covered area for one hour. If the Gel is spread before the infection spreads, it can be contained, as covered areas of infection will not spread the contamination.

Contact- Physical Contact D.C.R.- Moderate

RETINAL ATROPHY- A disease only curable through cybernetic installation, the Retinal Atrophy disease is quick and painful. After one day of infection, hallucination and periods of color blindness afflict the victim. After two days of infection, tunnel vision begins on the victim, closing inward until the entire vision is obscured, permanent blindness follows quickly after this.

Contact- Bodily Fluids D.C.R.- Strenuous

PERCOLATING WORMS- Transferring small eggs and larvae through physical contact, the Percolating Worms mature within two days. During this time,

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bruises and lesions can be evident in areas where the worms have burrowed beneath the skin. After two days, the maggot-like worms begin to eat away at organs and skin layers. Reports of worms up to three feet long have been noted. Loss of 1 Essence every ten minutes after two days of infection is inflicted upon the victim.

Contact- Physical Contact D.C.R.- Moderate

NERVOUS ATHETOSIS- Affecting the muscles, and eventually the motor control of the brain, Nervous Athetosis begins as slight tremors or spasms that increase in regularity and potency. After three days, the victim has their Dexterity reduced to ID. During the first three days of infection, all Dexterity rolls are at two Difficulty Levels higher during spasms, which are brought about by adrenaline rushes.

Contact- Bodily Fluids D.C.R.- Difficult

ADVANCED CHOLERA (MUTATING STRAIN)- After one day of infection, during which time small stomach discomfort is not unusual, the victim of Advanced Cholera is bedridden and seriously ill. Vomiting, diarrhea, and extreme dehydration are common symptoms. Due to loss of bowel control and regular muscular convulsions, all actions attempted that are not internal contemplation are at four Difficulty Levels higher.

Contact- Airborne D.C.R.- Strenuous

MUSCULAR ENTROPY- Dystrophy and erosion of muscle tissue are physically evident after one day of infection, and the extreme pain involved is almost as debilitating as the actual muscular decay. Every twelve hours of infection causes a 1D loss to Strength; at zero, the victim cannot move on their own. If the victim does not get medical attention within one day after total loss of Strength, the victim will die.

Contact- Bodily Fluids D.C.R.- Strenuous

HUMAN FUNGUS- A fungus that is relatively benign except for its appearance and smell. The appearance is that of a green "fur" that covers the body. The scabrous lesions that appear along clear areas of skin become infested with the fungus underneath the epidermis, which acts as an anchor against rubbing the fungus away—removal without medical help inflicts 2D6 Essence. The fungus takes about one week to grow fully into place, but is fully anchored after two days. The stench of the fungus is that of fecal matter as the fungus is constantly feeding upon the dead remains of previous generations of the colony.

Contact- Physical Contact D.C.R.- Simple

THANATOSOMA- During the early stages of Thanatosoma the victims of this wasting disease gain the symptoms of: loss of appetite, cramps, weakness, sores and lesions. After two days, the symptoms increase to organic deterioration, death, and nausea. The first two days pass with the afflicted feeling sick, and on the third day they begin to lose 5 Essence every hour until death. During this Essence loss, the victim is vomiting organs or deteriorated tissue.

Contact- Physical Contact D.C.R.- Difficult

HISTOLYSIS- Beginning in the throat, sores and boils appear on the tongue and roof of the mouth. The virus spreads down the throat and into the stomach, where it interacts violently with the acids of the stomach. The inability to stand is prevalent after two days, with the vomiting of blood and tissue as the acids of the stomach break into the body. The disease is curable in the early stages, but must be caught soon.

Contact- Bodily Fluids D.C.R.- Strenuous

CARDIO VIRUS (TYPE I)- Manifesting in the early stages as tiredness and weakness, Cardio Virus Type I is a disease that infects the heart with a tissue-eating parasitic infection. In later stages, or one week of infection, the weakness increases, followed by chest pains and internal hemorrhaging; death may occur after a few months. During the late stages, a victim loses one Essence per hour, and must roll Stamina versus a Strenuous Difficulty once per day or die of heart failure.

Contact- Blood Contact D.C.R.- Difficult

IONIC IRREGULARITY- Beginning as a simple dry mouth, Ionic Irregularity continues to advance into electrical shocks, heightening pain sensitivity. Ultimately, the body becomes so hypercharged by static that loss of Essence is felt when near metallic objects. A victim of this disease loses one Essence point every Round during contact with a metallic object.

Contact- Physical Contact D.C.R.- Moderate

LUPUS INFECTION- In the earliest stages, loss of hair and spotted skin occur as the skin loses pigmentation and rejuvenation. This is followed by lesions and tissue decay as the body loses the ability to reproduce new cells, and later to preserve living cells. The dead and flaking skin mixes into the air, infecting others with the horrid rot; a victim of this disease does not heal naturally over time. Wounds also drain strength, inflicting one Endurance point per hour, per wound. If not checked, a person dies from existing wounds as the rot eats away at them.

Contact- Airborne D.C.R.- Strenuous

EBOLA EXTREME- Acting very similar to Ebola of the 20th Century, the Extreme version is named so because of the lengthened time it takes to kill. Rather than a day or so, this version takes up to five days of intense pain as the interior body liquefies and leaks out the skin and orifices. Initially, a loss of 3 Essence points per hour is inflicted on the third day of infection. After four days, the loss of Essence is increased to 6 every hour. This is extremely painful and debilitating.

Contact- Physical Contact D.C.R.- Difficult

SCOTOALGIA- In the early stages, the symptoms are confusion and forgetfulness. Later, the victim loses one Spirit Point at the end of one day, along with depression and loss of appetite. If not caught within another two days, another Spirit Point is lost. This disease is only curable through Rituals or Convocations, and if left unchecked for longer than four days, all Rituals known by the victim are at -2D permanently. If the victim is not a Mystic, they are forever severed from the mental control needed to learn such powers.

Contact- Physical Contact D.C.R.- Difficult

RAPID BORING CEPHALOVERMI- Migraines, loss of consciousness, and loss of brainmass are common effects of Rapid Boring Cephalovermi, referred to as "Brainbugs" on the streets. Minuscule brainworms burrow deep into the core of the brain, making its residency. The victims of this disease suffer one point of Essence every ten minutes, as well as the loss of 1D from a Narrator-chosen Knowledge Skill.

Contact- Physical Contact D.C.R.- Impossible

CARDIO VIRUS (TYPE II)- During the early stages, chest pains and spasms wrack the victim's body. After one day of infection, faintness and discoloration of the skin occurs as blood loss is evident throughout the limbs and extremities. The victim loses one Endurance and one Essence point every hour infected, and if

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they ever drop below half of their maximum Essence capacity, the victim suffers heart failure. The Endurance loss is not regain as normal.

Contact- Bodily Fluids D.C.R.- Strenuous

HYPER ALLERGIC CONTAGION- A mere rash and itchiness, the virus develops into a mucus buildup and a headache. If left unchecked, this virus may insinuate itself into a person's reproductive organs, and be passed down to the infected person's children. While not deadly, this disease can progress to new allergies and allergic reactions to be bought forth in a person.

Contact- Airborne D.C.R.- Simple

CHRONIC ADRENAL CORTEX HYPOFUNCTION- Weakness, loss of body hair, and increased skin pigmentation affect the victim within one day. Most researchers consider this to be a mutant form of the common flu virus. While not deadly in most instances, the effects of this disease can cause its victim to be bedridden for a week or longer. The victim may reroll the D.C.R. each day to overcome the disease, otherwise they are at -2D to all Strength rolls until cured. If the victim is infected for more than two weeks, death occurs.

Contact- Physical Touch D.C.R.- Simple

PERMANENT APHASIA- Beginning as a loss of speech and dry mouth, the disease quickly builds into full loss of communication. Those infected with this disease lose the ability to communicate. They become a mute within three hour's time, slowly losing what is left of their voice for the length of the duration. The vocal cords atrophy and decay, possibly, though rarely, blocking the windpipe and killing the victim. This disease is only curable through cybernetics.

Contact- Bodily Fluids D.C.R.- Moderate

DOOMSDAY SYNDROME- Visual defects, fluid-filled ear canals, or vertigo are common early symptoms. These more common symptoms advance into blindness, deafness, lack of stimulus, and death. The effects progress from common to advanced in a time-frame of 1 day; just enough time to spread the disease to hundred of others. At the end of one day, the victim will sink into a state of unconsciousness, where after they will die.

Contact- Airborne D.C.R.- Difficult

DAEMON PROCTINATE- Nerve paralysis, mutations, and spasms follow the onset of this disease. This Dimensionally-transferred disease forces the victim to undergo radical changes in their body chemistry. This disease takes on a million effects—from leprosy to skin discoloration. Rare instances have shown the victim to become controlled by the virus like a puppet, committing horrible acts of violence upon their fellow man. Rumors also hint that the transformation from human to Daemon is possible through the effects of this disease, but no solid proof of this fact has been made public. This disease is Narrator discretionary.

Contact- Airborne D.C.R.- Near Impossible

CATALYST DISEASE- This disease is innocuous in itself, but it infects the Immunity System by infesting white blood cells. When another disease is contracted, the Catalyst Disease merges its genetic code with the new disease, making it more resistant to the body's attempt to kill the new disease. In effect, it raises the D.C.R. of the new disease by two levels. The only sign that this disease has been contracted is occasional chills.

Contact- Airborne D.C.R.- Moderate

TYPHOID FEVER- Being very similar to classic Typhoid Fever, red boils

appear on the chest and abdomen. Pain begins almost immediately and blood may be found in the stool. A fevered body as well as intestinal pains are quite common. Victims incur a loss of 2 Essence each day after the first day of infection.

Contact- Physical Contact D.C.R.- Moderate

AUGMENTED TWITCH- Often seen as merely an old person getting older, the augmented twitch begins as a shaking that gradually increases along a period of one to four months. During this time, adrenaline has no inhibitors, and during tense situations the person twitches uncontrollably. One extra Difficulty Level is added to any Dexterity Roll, or any action needing precision movements. After four months, the twitch turns into spasms, being akin to epilepsy in its seizures. After years, a person may eventually break their neck or spine during a twitch, but that is rare. During extended periods, the Difficulty Levels of movement related rolls increase significantly.

Contact- Bodily Fluids D.C.R.- Simple

FORM OF THE SPIRIT

Unknown and untouched by most of Humanity, knowledgeable people are aware that there are many ways to leave behind the physical world and exist solely as a Spirit. Through Rituals, Convocations, or even death, those who have the ability are aware of an entirely new world in which the Divinity Wars rage.

Slowly dying within an unseen world, the Wandering Spirit resides in the Spiritual Dimension known as "**TERRADAENIME**". The Dimension of Terradaenime is overlapped upon the Dimension of Physical reality. All actions in the Physical Dimension correspond directly to those in the Spiritual one. The fading Spirit has only hours before its Spiritual energies are rejoined with the Earth Plane, and its sentient mind is lost. Each hour a Spirit wanders without a body it loses one Spirit Point, until it completely merges with the Earth Plane.

Many of those traveling in this form have the choice to return to their bodies using Mystic Rituals, but those less fortunate must rely on the help of others to save their Spirit. This can be done by either giving the Spirit a second chance to Transcend (Arcane Ritual "Exorcism"), or allowing the Spirit access to a new body (Sacred Touch). Mystics are the only ones empowered with these Rituals of Spiritual resurrection. A final, and extremely rare, manner of escaping obliteration is to be drawn into the flame of a Candle of Transcending Light. Through an unknown process, these candles grant peace to restless Spirits and have been employed by many Mystics in the past. Spirits with Mystic Rituals may only employ them if they have a Range of Sight or Touch.

Spirits may also take actions as any other Character, though they may only affect the Spiritual Dimension without Mystical or Dimensional aid. Some Rituals, however, allow Spirits to affect the Physical Dimension. Those touched by a Spirit's Ritual are allowed a Moderately Difficult Sensitivity roll to feel the chill hands of the Spirit world, though the effects are usually evident.

Those in Spirit form do not exist to Human visibility, and in fact they can do nothing to affect Humanity in the least. Contact and communication are luxuries Spirits lack. Only Mystics with the Ritual "Commune" can speak to these Spirits, and only those with "Shepherd's Eyes" may see these Spirits. Until they eventually disappear, they are constantly on the run from

Spirit-devouring Daemons and other instigators of torture. For the Spirit, it is best to rejoin the energies of the Earth Plane than become obliterated.

Those in Spirit form have Attributes different from those in a physical body. Below is the conversion process of taking a physical body, and transferring the powers into a Spiritual one. The Spirit Rating is very important while in this form—it is the Spirit's strength and fortitude. The Mind becomes the movement in which the Spirit may travel, and the Humanity becomes the Spirit's willpower to survive. Lastly, Perception becomes the Spirit's ability to recognize and react to their surroundings.

SPIRIT RATING- This is the amount of damage the Spirit can inflict on other denizens of the Spiritual Dimension. The Spirit Rating is also the amount of Essence one has to link their Spirit and Mind while in Spirit form. If this ever reaches zero, the connection is severed, and the Spirit is obliterated.

Lost Spirit is not regained through conventional means.

PERCEPTION- This is used in the same way as in physical conflict.

MIND- This Attribute multiplied by 5 is the maximum Spiritual Movement each Turn, the Mind is also the Spirit's Turns/Round and Spiritual Dexterity.

HUMANITY- Normally this represents the Physical body's adaptation to their Mind and Spirit. While in Spirit form, however, this becomes their will to survive. Kultist's may attempt to "Call" the wandering Spirit if they witness its presence—the Humanity Rating of the Spirit becomes the Difficulty to do so. This is different from a body Transcending, which uses its Spirit Rating as its Strength. Kultists receive no Bonus for using a blade, and the Spirit must be within arms reach. Ask any Kultist—this is a very Difficult Melee task to attempt.

Spiritual combat is usually very quick, resulting in the obliteration of one or more Spirits. Actions unrelated to the Physical Dimension are carried out in the same manner as physical combat, after all Spirits roll Initiative and figure their Turns/ Round. Spirit lost by Characters or other Spiritual entities is permanent and may not be healed. Though to circumvent this, Characters may expend experience to raise their Spirit rating as normal.

Example- Investigating the Portal with Gabriel is his Scener friend Ignavus. At the time Gabriel was ambushed by the Portal Guardian, Ignavus enacts the Ritual Untether, the second Facet of Aitherios. As soon as he leaves his body he notices a gathering of Spiritual entities that are occupying the Portal room as well. It didn't take long for them to realize his Spiritual form, as they began advancing on his tasty soul. Rolling Perception, Ignavus wins the initiative followed by all five of the Undead Daemon Spirits. He attacks the closest to him, rolling his Mind as his Fighting. Rolling 4 dice, he succeeds the Simple Difficulty with a 14. Hitting the first one, he inflicts 6 Points of Spiritual Damage for having a Spirit Rating of 6. These particular Daemon Spirits have 2 points of Spiritual Armor, and a Spirit Rating of 2 (normally Daemons will not have a Spirit Rating, though these Daemons feed off of Humanity's Spirit making it their own.) The 6 Points of Spiritual penance inflicted is enough to penetrate the 2 Points of armor, and obliterate the first of the five Daemon entities. Combat continues the same as physical combat, using the Characters Mind as the Turns/ Round. It seems best that Ignavus should get back into his body.



OTHER NOTES ABOUT THE SPIRIT

Many misconceptions people may have about Spiritual entities are attributed to the fact they can never be seen or heard (without the proper Rituals). Most have overheard stories of ghosts or people with belief in the afterlife, but it is rare for a person to be confronted with such knowledge. This causes most to listen, and possibly to be wary, but also to accept as truth many falsehoods about the soul and spirits.

It should be understood that the Narrator and players know how Spirits and Daemons work, though the Characters probably do not (and the average person definitely does not!). A certain suspension of knowledge should be enforced—the Narrator should be willing to step in and tell a player that their Character has no clue what a person is talking about if their Mystical Lore or Occult is too low. After all, most have a 2D Occult rating, meaning that they know of Kults and Kultists and probably know someone who has been attacked by a Kultist or a Daemon, but that person probably has not knowingly encountered such acts or creatures themselves.

Those in Spiritual form have free access to the Spiritual Dimension, and physical boundaries are no longer a restriction. Entities can travel through any tangible object, though sight remains hindered. It only takes the will of Mind to move down or up through floors and ceilings. Many weaker Spirits find solace in hiding underground or within walls. The drawback to this method is that the Spirit loses all sight of those on the outside of the object they reside in, which means no Ritual or Convocations can be used while inside an object.

Another benefit of a powerful Spirit is the ability to maintain their presence on the Earth Plane after the death of their physical body. This requires an incredible amount of willpower and Spiritual strength, as the pull of Transcendence draws most into the unknown afterlife. Some, however, resist the calling of either Kultist or Transcendence itself and rise as Wandering Spirits. This requires a person to have knowledge of this possibility (requiring a Religion of 4D or higher), and roll their own Spirit Rating against a Difficulty of Near Impossible—those who succeed become Wandering Spirits. Any Kultists retain their Call and knowledge of any Convocations (though they have no Kult Blade or ability to capture a Spirit in this form), and Mystics retain their Rituals. All Attributes are retained save Dexterity and Strength, which are purely physical and are left with the body they have deserted.

For those peering into the TerraDaenime, the witnessing of Spirits can be slightly disorienting. Most Spiritual entities are blurry and appear nearly invisible. This is determined by the amount of Spiritual energy they hold. Those within the TerraDaenime with a higher Spirit Rating are increasingly brighter and sharper, while those with lower Spirit Ratings fade into their background and appear dull and unfocused. Many Spirits use this to their advantage, hiding in darkened places, though they eventually are found and obliterated. Mystics in Spirit form appear the same way, though they are infused with a slight blue hue to their Spirit. As with Mystics, Kultists in Spiritual form are tainted a reddish hue reflecting their infernal powers and all of the Spirits that have been damned by their hand. In the Dimension of the spirit, those of higher spirit are recognized and feared.

Daemonic spirits in the Spirit Dimension without any Spirit exist only conditionally. These spirits remain in the TerraDaenime until they are encountered. All it takes is contact from another spirit to destroy the fragile composition of the Spiritless entity. To those peering into the spirit world, and

even those within the dimension, spirits without a Spirit Rating are nearly invisible. It takes a Notice or Sensitivity of 4D or greater to see them. Any physical contact by another spirit will cause these spiritless forms to be eradicated. Spiritual armor cannot be attributed to a Daemonic spirit without a Spirit Rating.

Those within TerraDaenime that have a six or greater Spirit Rating, generally have the ability to produce a shimmering ghostly form in the Physical Dimension. Though this form only lasts for a number of Rounds equal to their Mind, and must be enacted by Meditating for a full Round. Spirits appearing in this way don't double their Terror Rating as do Daemons with the ability of "Manifest Self".

THE TRANSFERENCE OF ENERGY & SPIRITUAL POWER

The Laws of Transference pertain to the energies of the human spirit. These energies typically transcend, or cross over, when the human body dies. Some call this experience Heaven. Accessibility of Spiritual energy is one of the universes greatest sources of power. But it remains useless to Humanity, without the help of a Daemon. Only with such assistance, can the spirit be obliterated to release the power of its energy.

THE FOUR DESTINATIONS

- ◆ The first is the Heaven state. This occurs when the physical body dies, and the Transcendence process takes place uninterrupted. People who have returned from Transcension remember nothing. It is theorized that the portion of spirit lost in the process of resurrection held all memories of the afterlife. *This state of Transcendence is where all the positive, good energies are directed.*
- ◆ The second is the state of Humanity, where lost Humanity remains dormant. This energy doesn't apply here.
- ◆ The third state is that of Damnation. When traded to a Daemon, the spirit is damned to one of the Circles of Hell. Here it lies imprisoned until the Daemon uses it in one of the following ways:
 - ❖ To gain personal power
 - ❖ To create Convocations for Kultists
 - ❖ To weaken the barrier enough to allow transgression of a minion, or minions through creation of Portals. *This state of transference is where all the negative evil energies from Earth are drawn.*
- ◆ The fourth state is that of Obliteration. This is the effect of the death of ones spirit. When used by a Daemon in any of the above three ways the spirit is obliterated and the energy ceases to exist. These "Spiritual Batteries" die in the most painful process, and even though the energy is obliterated, residual sentience remains for millions of years.

The Spirit is worth so much more on the Earth Plane. It only takes a small amount of Spirit to bring Daemons across the barrier, *from the Earth Plane*. Whereas incredible amounts of Spiritual Energy is needed to send a Daemon *from the Circle of Hell* in which they reside. This explains the desire to serve Humanity for a short period of time, as long as they continue to introduce Hell to Earth.

Trading the slain Human Spirit to these Daemons also presents them with power. The Spirit, when traded, falls into a collective for the Circle the Kultist follows. Sometimes the Spirit is used to immediately manifest a servitor from its Circle. Most of the Circle's goals are to accumulate enough Spirit to allow overwhelming armies of Hell to manifest on the Earth Plane. Though at the present time, the Circles still need much more Spiritual Energy to even attempt such a breach in the barrier, so Portals remain a sufficient form of transgression for now.

Mankind allows Hell to exist through the four evil elements: Hate, Greed, Perversion, and Corruption. Through these four elements, the barriers were weakened and allowed the Circles of Hell to manifest. The Divinity Wars will never be won until these elements are conquered.

SPIRITS OF DAEMONIC ORIGIN

Some Daemons manage, after years of consuming Spirit or sacrificing those for their Circle, to gain a perverse form of the human Spirit. This manifests as Spiritual residue from the many souls that have been destroyed or obliterated by the particular Daemon. After years of this residue building and massing, the coagulated form is enough to be equivalent to that of a true Spirit. When this happens, a Daemon gains a Spirit Rating, just as a human. This Spirit may be used just as any human uses Spirit, though it may never be Called, as the piecemeal form of soul is not truly a Spirit to be swayed and bartered to a Divinity.

Those Daemons with the power of a soul automatically become Wandering Spirits upon death. This differs from mankind as only the humans most powerfully endowed of the Spirit may forgo Transcendence and exist as a Wandering Spirit. These Spirits may attempt to exist as a Spirit, though most attempt to return to their Circle and await another summoning.

Though Humanity has held the stolen energies of Earth within their bodies for countless centuries and repeatedly studied and philosophized about its uses and purpose, the Daemons of Hell are far more versed in the potential uses of power and this trapped energy than Humanity could ever be. Thus, Daemon Spirits have known that those in Spirit form, be they Daemon or human, may pass back into the Circles of Hell through the use of Portals. Only those in Spirit form may attempt this, and though Humanity has tried, their longevity within the landscapes of the Circles themselves are extremely brief and painful. This method of Portal transgression is one way—spirits cannot come back through the Portal unless they are summoned. Daemons with a Spirit Rating that normally reside in a physical form that are returned to their Circle may reform their physical body after taking an amount of time equal to one week for every point of Diadem the Daemon has.

SUPERNATURAL DETECTION

One of the newest forms of technology has been one of the perceptive sort. Using the cybernetic retina of Daemons of Torment, advances in the visual spectrum have been made. Involved in cybernetic oculi and modern security systems, sight into the Dimensional and Mystical spectrum is achieved. The difference between the two types of spectrums are vast and multifaceted, involving multiple frequency ranges.

The first is that of the Dimensional Spectrum. Before the discovery of this means of detection, identification of Daemons, those under Daemonic influence, and the Kultist's infernal blades were all judged by uncertain speculation. With this advancement in modern technology, the populous, as well as the Law, are now able to "see" the taint involved with Convocations and things not of this Plane. Such devices of Dimensional detection causes those things not of this Plane to radiate strange hues. Similar to a malfunctioning Vidscreen, Daemons and the like appear off-color, usually in varying hues of purple. Those who have a stronger attachment to the Circles of Hell tend to radiate with greater intensity up until the greatest of Daemons from each Circle, who nearly blind those with Dimensional oculi directly looking at them.

Other sources of Dimensional taint stem from the use of Convocations, most of which cause a brief flash of Dimensional energy to be released when the Spirit is sacrificed to the Divinity of a particular Circle in return for power. This flash centers simultaneously around the user of the Convocation and the recipient. The greater the power, the greater the Dimensional taint. Some exceptions, such as with the Second-level Chemical Convocation "Trail", have been noted as radiating a much greater intensity than is normal for its power-level. Multiple uses of permanent Convocations, such as the Fourth-level Machine Convocation "Steel Flesh", create a dim sheen with each use, which can conceivably lead to near-blinding levels after years of repeated use. It is important to note, however, that only Spirits Daemonic in nature may be perceived—Mystics and Wandering Spirits do not register to this type of spectrum. Those employing Convocations to enter TerraDaenime are readily seen as wavering and ethereal forms not fully within the Physical Dimension to those utilizing Dimensional oculi.

The second spectrum, that is utilized by the power of Mystical oculi, shows the radiating power of Rituals and their subsequent Facets. While Daemons employing, or being afflicted with, the power of Rituals also radiate Mystical traces of power, it is normally not their province, as Daemons are Dimensional in origin. Spirits employing Mystical Rituals, or being the subject of such Rituals, are likewise wreathed in Mystical emanations. Those who are the subject of Mystical powers appear in shades of blue, with the depth and intensity of the glow being directly related to the power of the user in much the same way as Dimensional oculi. Lesser Facets radiate a shade of blue, more pale and less bright than those of the higher Facets; which appear nearly navy in their coloring, and radiate with such intensity that it often acts as a beacon for those with Mystical oculi.

While many have benefited from the use of Mystical Rituals, and the average person has been given cause to take heart at the sight of how many Mystics stand at ready to defend that person in the face of peril, it has also opened the public's eyes to a great number of other facts that most Mystics would just as soon have left unsaid. The witnessing of those Mystics who have been disavowed, and their often questionable actions has shown that not all who have been granted the power of Rituals use them for their intended means. While others note that the sheer ratio of Dimensionally to Mystically radiating creatures is staggeringly tilting toward Hell's balance. The Mystical oculi have also given rise to a select group who have witnessed a number of Daemons radiating the power of Rituals. This group feels that perhaps—much akin to the Dimensional counterparts, the Kults—the Mys-

tics secretly work on Hell's behalf. While these fears are valid, none question the heartening sight of a powerful Mystic bathed in an aura of deep blue as the power of the higher-level Facets flow within the imposing figure.

Another of the primary areas of concern for those with Mystical oculi, is that the average Wandering Spirit—the dead of mankind—radiate neither Dimensional or Mystical energy. Only those who have employed a mystical means are visible in the Spiritual Dimension. Daemons in Spiritual form must enact a Ritual—or be the subject of one—before they may be seen with Mystical oculi. Likewise, only those who enter TerraDaenime via Mystic Rituals are seen as a ghostly image of their former physical selves.

RELATIONS OF HUMANITY

The trait that binds a family together or causes friendships to sustain through hardships and trial, Humanity is what separates man from beast. Many Mystics believe that Humanity is not so much an actual substance, but an inherent belief that reinforces the bond of the Spirit-Mind-Body association. Without this core belief, the energy of mankind dissipates, leaving only an empty shell of flesh.

When a person loses Humanity, it draws energy from the Spirit and Mind. At certain intervals, a loss of a Spirit Point and loss of ID from Mind occurs. If the Mind Attribute ever reaches zero, the identifying thoughts and mental patterns of a person have been lost. In effect, the person no longer has thought as rational people do—instead, the Mind has debased itself to a level lower even than that of a beast. The person will not move, react, or even sustain himself without constant monitoring and care. The person has entered a vegetative state from which they will not emerge without Mystical or other supernatural aid.

As previously stated, if the Spirit reaches zero, a disassociation of Mind and Body occurs. The energy that makes up a person is dispersed back to the Earth from where it came. The Spirit must exist to anchor the Mind to the Body.

Humanity, however, is the symbiotic ideal of this coexistence of the Spirit and Mind. The Humanity of a person is their emotional and mental awareness of other people. Without Humanity, a person becomes uninterested in the surroundings of people and family. The person loses the identifying personality that creates that person's Mind and Spirit. This disassociation is reflected as a loss to a Character's Spirit Rating and Mind Attribute. If, however, a Character loses Mind and Spirit due to Humanity loss and later recovers Humanity higher than the point where the Spirit and Mind was lost (such as from 15 to 16 Humanity), then the Mind and Spirit lost are returned as the person reinforces his or her bond and willingness to join the ranks of mankind. The following is a chart indicating the loss of feeling, and/or Spirit and Mind associated with Humanity loss. All Characters begin with a 20 Humanity.

26+- At these incredible levels a person gains a +1D to Mind and Spirit. However, all Terror ratings are at +6. Also, the ability to read surface thoughts as if using the Antisphren Facet of Impulsus is possible with an Impossible Mental roll. No touch is needed for this and no conscious thought must be used to activate this—it is used much like a Notice roll, where a person this attuned may just “notice” others thoughts.

21-25- This level can only be reached by the Spiritual Essence, or with assistance of certain Artifacts. At this level, a person is incredibly attuned to those around them. The person is prone to emotional outburst, and all Terror Ratings are at +3 against them. Rumors persist that Wandering Spirits can be rising from the bodies of the recently dead, or haunting voices of those killed by the Character follow the person for days.

16-20- At these levels, a person is still relatively well-adjusted. As the Humanity reaches 16 or 17, however, a certain detachment can become evident in times of stress or high-risk situations. In these circumstances, a person may become more centered on keeping himself alive before helping anyone else. This is not always evident, and a Character may still willingly risk himself to save friends or family as they see fit.

11-15- Upon reaching 15 Humanity, the Character loses 1D from Mind and Spirit. The death of a friend is something that is not only acceptable, but endorsed if it is the only way to survive a situation. Honest emotion and sincerity becomes difficult, but not impossible to feign.

6-10- At the halfway point of 10 Humanity, a person loses another 1D Mind and Spirit. At this point, childhood memories are blurry, and family is something that created the Character, but has no other claim over them. Emotion is becoming an alien concept to the person at these levels. At 7 Humanity, a person is imposed with a +1 Difficulty level to any Subterfuge or Manipulation roll involving emotion or Psychoanalysis rolls involving the detection of such feigned emotion.

1-5- Nearing the total dissolving of the ties that create human thought, this person lacks even the most fundamental human emotion. At 5 Humanity, a person loses another 1D from Mind and Spirit, also, the Character can no longer spend experience to recover Spirit. Terror ratings have no effect on the person anymore, as emotion is something that happens to others, but not to them. As an abstract concept, emotion can be rationalized. Patience for emotional outburst is so incredibly low that the person in question may find it easier to maim or kill such an inefficient creature than feel sympathy for them. All Subterfuge, Psychoanalysis, and Manipulation rolls are at +2 Difficulty levels at Humanity ratings of 3 and below. At 2 Humanity, a Character loses 2D from Sensitivity, as they become numb to everything but what is directly in front of them. At one point of Humanity, a person teeters on the edge of oblivion, feeling himself slip close to something new and indefinable.

0- Upon spending their last point of Humanity, a Character had diminished everything that made them human. This leaves only the physical body, devoid of any residing Mind and Spirit. Without Humanity, the Spirit leaves and the Mind dies. Rumors exist of those depleting their Humanity to this level so as to become Satellites for the Circle of Torment.

THE PORTALS OF HELL

Needing some accessible way to transgress the barrier constructed by the great Divinity, the Circles have learned the method of Portals. Consuming a massive amount of human Spirit and a roomful of human sacrifices, Portals are a rarity not usually witnessed by human eyes.

CHAPTER 3

Used as one of the only means of travel to the Earth Plane, the Portals—also referred in Daemon tongue as “Immanus Fores”—are opened by a specific Circle of Hell, and each Portal only allows travel from the creating Circle. For example, a Portal opened by the Chemicalists will only allow access from the Stimulus Realm. This means of crossing the barrier is a one way trip—no physical Daemon may reenter a Portal to travel back to the originating Circle. Once they come through, the Earth Plane becomes their new home of residence, unless the Daemon takes a Spiritual form, in which case they may return to their Circle by use of a Portal.

Most of the Portals are opened in the Wasteland, but a few manage to sustain themselves within the Zone. Though it takes cooperation with Kultists from the particular Circle, Portals can stay open as long as the proper sacrifices are made. Strategically placed, the Portals become the tools of battle between the Circles, and the Earth Plane. Many times, the Portals are set up close to rival ones, or even within Religious temples to keep guard and hold secrecy. Wherever they are created, it creates a bond between Earth and Hell.

To open a Portal takes a lot of preparation and an amount of fanatical devotion. Many times, it is just easier to summon Daemons, but for those with the time and patience, a Portal opening places the Kultist in high regards with the Divinity of the Circle. To begin the process the Kultist must collaborate with a special type of Daemon, known as a Peregrinator. This Daemon must originate from the same Circle as the Kultist. Usually it is the Daemon searching for a willing Kultist to share in the process, whichever the case there must be one of each. Next, the Kultist must gather Spirit for the Daemon. The amount of Spirit required varies depending upon the size of Portal that is wished to be created. Then the Daemon must find a place large enough to contain the Portal. The surface must be taken into account as well, for it usually replaces a wall, ceiling or floor. The Daemon or Kultist must also accumulate a number of people to be sacrificed at the time of the opening. The more sacrifices made, the more Daemons that are allowed to pour through the Portal in one day's period. After these steps are finished, the Rituals of opening begin.

Starting with the expenditure of the Spirit, the Daemon releases these energies into the location where the Portal will open. As the energies begin to bond with the surface, the images of the presented Circles start to reveal themselves. In the sacrificial manner of removing the heart, the Kultist and Daemon then begin to kill the presented sacrifices. Smearing the blood of the heart along the surface of the Portal allows the Spirit of the victims to permeate the wall and begin the demanifestation of the barrier. The sacrifices must have their full Spirit in order for it to be considered a true sacrifice. If the Kultist calls the Spirit, it is no longer considered a sacrifice for the Portal. Once the Portal is created, it may allow any number of Daemons to begin transgressing the barrier as long as the Diadem of the Portal is not exceeded. No Daemon larger than the actual Portal size may come through.

Each Portal also requires upkeep. If for any reason the daily Sacrifices are not made, the Portal will close permanently. At this time, the entire Ritual to open a new Portal must be reenacted. The number of sacrifices required for upkeep is equal to half the initial sacrifices used to open the Portal, and these sacrifices must have their Spirit intact.



PORTAL CREATION

PORTAL SIZE- Every five spirit Points spent increases the Portal creation by one Daemon size level. The frame dictates the largest Daemon size that can come through the Portal.

DIADEM SIZE- Each sacrifice made raises the Portal's Diadem by five points. Any amount of sacrifices may be made, with regards paid to capturing the attention of the Law. Portals with extremely high Diadems are typically guarded by powerful Daemons or large secret societies.

UPKEEP- One sacrifice for every ten points of Diadem the Portal has been invested with. This sustains the Portal for one day's time. At the end of the day, if the required amount of sacrifices have not been made, the Portal closes permanently. For example; a Portal with a Diadem of 20 must have two people killed and fed to it.

After these steps are taken, the Portal comes to life. Each Circle's Portal takes on a different appearance. A few of the Circles have special requirement to open their particular Portals, which is described below:

PORTAL OF AVARICE- The Portal of Avarice emanates a red glow derived from distant fires. Enclosed within a rock frame, this Portal is hot to the touch, causing 1D6 Essence to the incautious victim. The Guardian for these Portals usually consists of one high-ranking Liege of Avarice. At key times during the day, a mild smoke emanates from within the Portal. This smoke is thought to help Kultists summon Spirit Daemons from Avarice. In fact, it lowers the Daemon Spirit's Diadem by 2 for the summoning.

PORTAL OF STIMULUS- Swirling hypnotic neon colors and shapes pervade the thought process of any who peer into this Portal. A Moderate Restraint roll is needed to gaze away from the Portal as the colors and movements mesmerize those unfortunate victims. This may be attempted once each Round.

PORTAL OF UNDER- The opening of a Portal from Under has never yet been recorded. Though possible, if a Box of Under Peregrinator was to be found, it is thought that Disraeli's intentions have not yet surfaced to these matters. For whatever twisted reasons, it is said that the Sacrifices made must come from those Kultist's of the Box. What entity will emerge from the Portal of Under is yet to be determined. An Occult of 8D is needed to know of the sacrifice processes in this Portal construction.

PORTAL OF REQUIEM- Consisting of swirling gray clouds trapped within a bone frame, the Portal of Requiem is one of the only Portals to transverse sounds from beyond. Horrid cries and tormented moans fill the room the Portal resides within. Frigid to the touch, these Portals only allow Undead Daemon Spirits to cross the barrier. Each Sacrifice made allows one Undead Spirit to come through each day it is open. The Portal must be human size to allow these Spirits through, and in order to maintain one of these unholy Portals, at least one Sacrifice per day must be given. On the first day the Portal is opened, every Sacrifice given to the Portal is returned to the Earth Plane as a zombie in which an emerging Undead Spirit has taken residence—these zombies come to act as Portal Guardians and may not leave the area near the Portal unless the Portal

is closed through other means. Uncontrolled zombies are used as the Peregrinator for these Portals. These nomad Daemons will be discussed in further supplements.

PORTAL OF TORMENT- As digital as the Circle itself, these Portals resemble a static-filled vidscreen. Subliminal signals pulse throughout the transmissions, giving insight into Silesia's presence. No specific Rituals are necessary to create these Portals, though it has been seen that those sacrificed with a Humanity above 20 have given the Portal an extra five points of Diadem. The area inhabited by the Portal and its Guardian has an excessive amount of static electricity, causing 3 Endurance points each Round in its proximity.

PORTAL OF THE AZURE HYALINE- Reflecting light similar to a mirror, these Portals are difficult to see into. If the outside room is completely dark, soft blue shapes weave routinely within the crystalline mirror. The Portal of Azure Hyaline is very rare, and only a Daemon of Christ can commit to the ceremonious creation (although an arcane ceremony can produce the same effects). Even then, only Kultist Spirits may be used, and Kultist's bodies sacrificed. The only Guardians to this Portal are the Kultists of Spiritual Essence. To date only a few of these Portals exist throughout the Wasteland, guarded for centuries by devote Kultists of the Spiritual Essence.

PORTAL OF CARNIVORIA- Portals of Carnivoria literally consumes the room it was created within. Growing out from the designated surface, this Portal extends to fill the entire room with a humid jungle-like atmosphere. Unearthly insects and strange carnivorous plants fight for survival within these confines. The most unusual thing about these Portals is the fact that all the creatures that come through the barrier take up residence in this "lair", along with the Portal Guardian. Though, all those other than the Guardian may leave the area and must fulfill their Sustenance Pleasures.

PORTAL GUARDIANS

All Portals are in command of a Portal Guardian, which is the unity of all the first entities to transgress the Portal within the first day. From the day of conception, these first Daemons act as the Portal's Guardian. Usually, only one or two high Diadem Daemons are sent through to respond to the duties of Portal Guardian, though some Circles—such as Requiem and Azure Hyaline—rely partially on the Kultist's protection. The combined Diadem of the Guardians cannot exceed the Diadem of the Portal.

Whatever Daemon is chosen as the Guardian, it must stay within 50 feet of the Portal at all times. They are connected by the energies of the Circle, and therefore must stay within its proximity—this gives benefit to the Daemons who serve as Guardians, though, as they have no Sustenance Pleasures that they must fulfill.

Portal Guardians serve a very important task other than protecting the Portal—they are the link that keeps the rift open between the two Planes. Without them, the Portal will close immediately. This is the only weakness to the Portal's existence.

THE PEREGRINATORS

Wanderers by nature, these Daemons are devoted to their originating Circle—they scour the Zone in search of possible Portal locations. Just as the most powerful of Daemons, this entity must tend to a flock of Kultists as well, which they employ to serve as Spirit gatherers. Different from any Dae-

mon born of its Circle, the Peregrinators are the only Daemons with the special ability to perform a tearing of the barrier, or a Portal opening. This is an innate power they were created with, similar to the Mystic's Rituals. Peregrinators are highly regarded by all Daemons of their Circle, for they are the creators of the Portals, the only link between Hell and Earth. They are born of a status level normally ranked right under the Divinity.

Rare in numbers, these entities gain support from fellow Daemons and Kultists to survive the hunts called upon them by the Darchomen. Because of these powerful allies and the powers they possess, the Peregrinators are considered the number one enemy of Humanity.

The Peregrinator is also the only Daemon with the ability to horde and collect an unlimited amount of Human Spirit. Similar to a Spirit Blade, these Daemons may imbue themselves with the Spirit siphoned from Kultist's Blades, adding these points to its own temporary Spirit Rating. Though they still do not have the ability to Call the Spirits of the dead, they may be given Spirit from their human minions. Note: In no way does the Daemon gain an actual sentient Spirit—they may only use the Spirit for means of Convokation and Portal summoning.

These Daemons may come in the form of any inhabitant from its Circle, the intrinsic difference being the ability to tear the fabric between dimensions. Any Daemon may be made within Creation to be a Peregrinator at a cost of 10 additional Diadem. Peregrinators may also be summoned, but they have an added Obscurity of 2 Points. This is the reason the Divinity of the Circle usually sends a Peregrinator through the day after the Portal Guardian. Looking into the order of the Circles, it is obvious that tactics are being deployed and the systematic demise of Humanity is well underway.

Peregrinators from the Circle of Requiem are very rare. They normally take the shape of a Manifestation, but tend to stray from the reaches of mankind. Instead, the Circle relies on uncontrolled zombies called Necrophytes to summon the ability to open Portals. The same ceremony is held, with the zombie being the Peregrinator. Most of these ancient zombies are reluctant to help Kultists open a new Portal, due to their distaste for humans and society.

WASTELAND PEREGRINATORS

Within the Wasteland, the Peregrinator outranks all the other Daemons from its own Circle. This is primarily due to the fact that these special creatures may use the Ritual "Derabus". No other Daemon can access the powers of this Ritual. This helps the Peregrinator gather forces to travel outside of their Terraformation. Most Daemons will serve a Peregrinator willingly with the hopes of having its Sustenance Pleasure sustained each day. Without the Peregrinators, it would be difficult for traveling Daemon expeditions to survive within the Wastelands.

TERROR RATINGS

The human mind is capable of a multitude of things—from thoughts to emotions, it creates who we are. But when it comes to fear, the Mind loses a certain amount of functionality. It shuts down, creating effects similar to sickness, body tremors, and even paralysis. In the most extreme forms of Terror, even death may be accomplished by overworking the muscles of the heart, thus causing heart attacks.



REGULATIONS

The **TERROR RATING** is a numerical value pertaining to the horrors of a certain thing or idea. When confronted, it takes every bit of human restraint to keep from escaping. In the Story, there will be many times the Characters must confront their fears, or come face to face with creatures so terrifying, so incomprehensible, their Mind must reevaluate the situation or find a logical explanation. When none is found or if escape is impossible, the body will cease to function. To discover if a Character has the willpower to stay and deal with the nightmares within Obsidian, they must roll their Restraint. The Difficulty for this mental task is the situation—or the creature's—Terror Rating. If the Character succeeded in their confrontation, they may take their usual actions. Otherwise, the Narrator must determine the outcome of their mental anguish. In the event that multiple beings or situations are the source of Terror, the Character must roll against the thing with the largest Terror Rating first. If this succeeds, the Character must continue to beat all the additional Terror Ratings in order of Terror. If, however, the first roll is failed, find the difference between the failed roll and the Terror Rating (Round up), and consult the chart below, then proceed to the next object of Terror. If this is also failed, raise the effect from the first Terror Rating to the next one higher. This continues until either all the objects of Terror are rolled against or the Character is dead.

Terror inducing Convocations or Rituals, as well as anything with a Natural Terror Rating is reduced in half while in the Spiritual Dimension. The opposite goes for any Daemon or nonphysical being when it manifests.

Manifesting creatures double in Terror due to the physical reality and the stress upon the human mind.

3 POINTS UNDER- The Character is at +1 Difficulty Level to all rolls other than escape, until they leave the presence of Terror. The Character becomes nervous and shaky.

6 POINTS UNDER- The Character is at +2 Difficulty Levels to all rolls other than escape, until they leave the presence of Terror. This manifests as slight nausea and profuse sweating.

9 POINTS UNDER- This Character is at +3 Difficulty Levels to all rolls other than escape, until they are out of the presence of Terror. At this time Characters are shaking so badly they have a hard time breathing.

12 POINTS UNDER- At this time, the Character must spend all actions to flee from the presented Terror. No other actions may be taken. It also takes a great deal of time to calm down this Character after such an event.

15 POINTS UNDER- Much as before, the Character may take no actions other than to retreat. However, the incredible Terror has caused something of a strain upon the Character's system. The sudden strain to the heart has caused a shortness of breath and 2D8 Endurance penance due to shock.

18 POINTS UNDER- The Character now suffers from paralysis. Unable to move, the Mind can only contemplate their impending doom. Physically, the Character may be moved, but they lose all their motor skills until they are out of the presence of danger.



21 POINTS UNDER- The instant this roll is failed the Character collapses unconscious. They may take no actions, and are out of combat. They remain in this state for 1D6 Rounds at which time they regain awareness. If the Character awakes in the presence of the Terror, they may roll to resist it once again.

24 POINTS UNDER- Rarely, something so hideous, or incomprehensible is witnessed, that someone just dies. In this case the Character does just that after suffering a heart attack.

Example: Driving through the Wasteland, Ethan Cole, a professional driver hired by Stormgate Sciences to deliver supplies, notices movement just ahead. As soon as he realizes what exactly is writhing in the swirling dust, he freezes in a catatonic shock, unable to move any portion of his body. The events taking place were caused by the incomprehensible swarm of four Burrowers heading for the vehicle. Each with a Terror Rating of 25, Ethan must succeed this Difficulty rolling his Restraint of 4D. Because they all have the same amount of Terror, Ethan must first succeed a Restraint Difficulty of 25 (The Terror Rating of one Burrower). Rolling average, he scores a 17 on four dice. He has failed by a difference of 8 points. Ethan recognizes that he is at the "9 Points under" effect on the Terror Rating chart, after he rounds up, but he is not done yet. For each of the next three Daemons, he must roll a 25 or go up one level on the chart. Using his Restraint of 4D again, he rolls three more times: 12, 16, 17. Failing all three times raising the effects up three places to "18 Points under". Ethan loses all motor control and cannot move. For as much as he wishes to steer from the imminent collision, his Mind refuses to understand the Terror presented and has all but shut down.

SELF-INSTALLATION

While most people, upon purchasing upgraded equipment for their home, vehicle, or even body, have the new items installed professionally, there are those who are competent enough to install the equipment themselves. While nearly impossible to install cybernetics on your own body, it is quite possible to install security devices to the home or modifications to the vehicle. Though much time—and sometimes bravery—is needed, a new installation can be performed usually in one day's work. What follows is a guide to self-installation for each of these different upgrades, as well as an idea of the upkeep and maintenance required to keep these upgrades in good condition.

CYBERNETICS

For those without a Cyberfix Contact or the Credits to pay for the installation, self-installation is the only available option. While a person is limited to changing disks in their own Neural Rack, or exchanging oculi for their Optics, a trusted companion has the ability to perform the necessary operations that are required for the actual implantation of the cybernetics themselves. For the successful installation of a cybernetic requires a Medical and Cybernetics Roll, and a necessary battery of cybernetic tools. The Medical and Cybernetic Difficulty is listed after the installation cost for each individual cybernetic in the cybernetics section of Chapter Five. Failure to suc-

ceed at the Cybernetics Roll means that the cybernetic was improperly installed and possibly damaged during the installation—the implant must be removed and the process started again after repairing any damage. A failure in the Medical Difficulty means that imperfect incisions and possibly even sedation has occurred. The victim is afflicted with Essence penance equal to the Difficulty of the installation roll. Though a short period of discomfort or recovery may be necessary, successful installation means that the cybernetic is fully functional and now a part of the person's body.

VEHICLES

Though cybernetics require assistance for self-installation, vehicular installation and upgrading can be done by oneself. Though vehicular tools—and likely a portawelder—are necessary, if a person can lift the upgrades in question, then the installation can be done. A Repair Roll is necessary, with the Difficulty being listed under the Modifications Chart in the Vehicles section of Chapter Five. A failed Repair Roll yields a damaged, or even destroyed, piece of equipment. The item must be removed from the vehicle, repaired if possible, and the process started again. A successful installation means that the new part is now a functional upgrade to the vehicle, and may be used as normal.

SECURITY SYSTEMS

Being installed in a similar manner to vehicles, security systems are installed to the home or corporation. An exacting process that can require weeks of time—and the removal of a wall or ceiling panels—a security system is a delicate machine that requires the utmost care. A Repair Roll is required, with the Difficulty being listed under each piece of equipment in the Security Systems section of Chapter Five. Various tools, ranging from vehicular tools to the mundane screwdriver can be required for the job. Failure means that the installation or wiring of the job is incorrect, and possibly dangerous. A fire or even explosion is possible, as well as the probable destruction of the equipment in question. Success indicates that the security system is functioning as if it was installed by a professional, and may be used in every way that it is described in Chapter Five.

Inhabitants

chapter IV

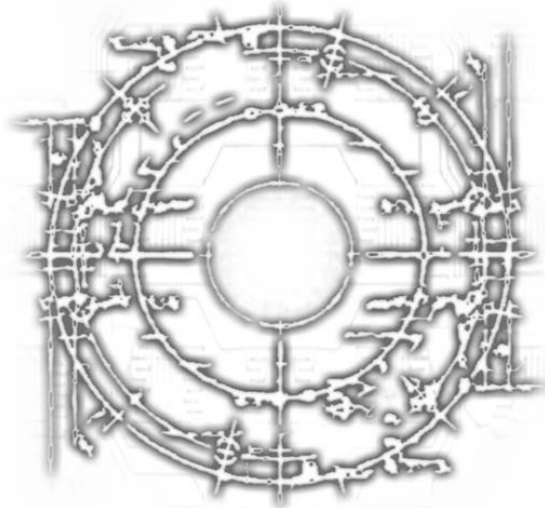


CHAPTER 4

To survive the rigors of everyday society, one must adapt. Adaptation is fundamentally the most important process of survival. Survival of the Fittest is aptly used to describe the mentality of most citizens of the Zone, and although it often manifests horrifying results, it has kept the Human race from being wiped out.

Those within the Zone are made up of all walks of life—from the mighty to the meek. Each breathing citizen is rarely in command of their own existence. Choosing a righteous path is not always determined by their own will alone; many Daemons and godlike mortals tend to decide for them. In such events, personal power is based on the will and ability to mold their own future through either the ranks of the Kults or the training of the Mystic.

Discussed in this chapter are the basic elements that make up the citizens of the Zone. Though not everyone cultivates human Spirits or calls upon the Mystical energies of the Earth Plane, these are the Characters normally played within the Story. This Chapter is also meant to give insight into the dynamics of the Mystic, Kultist, and Corporate Ethos. Players should understand that there is always a greater power, whether it is a man, Daemon, or the Great Divinity. From Corporate power structures to the Circles of Hell, back to the God-fearing Darchomen, mankind is slave and servant to the wishes of others. It is always wise for the Narrator to remind the Characters of this, through subtle manipulation from Non-Player Characters. The best Story is one where the Characters are unsure what or whose goals they are working for.



"Mr. Kipling, sir, there is a call from a man who calls himself Barabbas," came the voice over the intercom, a static-ridden, yet distinctly male tone remained respectful while still managing to place a great degree of contempt for the caller all in one simple sentence.

Mr. Kipling, a well-dressed man standing well over six feet tall at full height, sat comfortably in a synthetic leather chair, his eyes staring to the conduit three stories below his office window. He waited until the voice on the intercom had repeated its statement again, followed by a ponderous, "Sir?" before turning from the view of various vehicles of all models and designs flowing down the five-lane roads. A slight turn of his body allowed one hand to stretch gracefully across the surface of the granite desk, grasp a pen, and flick it deftly to the vidphone button labeled, "Speak".

"Thank you, Geoffory, transfer the call through," replied the man as he folded his legs underneath the desk, corded metal rippling underneath the skin in conjunction with his abundant muscle. Metallic meshwork screens, grafted below the eyelids, shielded the cyberoptics from collecting too much dust in the sensitive machines. The eyes clicked quietly to the low-light spectrum as he pulled a cord from a rotating wheel that was slid into one of three slots along the side of the neuralrack that stuck-out from the right side of the man's head. The cord wheeled-out without a sound, sliding into a jack-port in the side of the vidscreen as a deeply shadowed face appeared across the surface of the monitor. The low-light spectrum filtered-out most of the shadows,

revealing two other people, barely visible in the monitor's range, standing in the darkness behind the speaker. The speaker himself was a well-dressed suit, his eyes a golden color, with well-defined cheekbones lending a malicious air to the speaker's smile as he began to speak:

"Mr. Jackson Kipling, I believe," came the voice of the speaker, it was calm, but Jackson's psychoanalysis disk showed a myriad stress points in the man's voice, he was nervous, "I have a job for you—a retrieval job."

The speaker, Barabbas by Jackson's assumption, allowed a moment to let this information assimilate itself into Jackson's mind, which annoyed the borg, as the man seemed to think that Jackson was a fool as well as just hired muscle. Jackson decided, however, to remain silent despite his annoyance. His eyes scanned the features of the man, discerning the cold air about him, to mark the stranger as a Kultist. His suit spoke of high society, and his cool, menacing voice confirmed his suspicion: Internalist.

"The item, Mr. Kipling, is a Candle of Transcending Light," the Kultist continued after the pause. Jackson's face turned to confusion at this reference, this was not something he was familiar with, but Barabbas was more than willing to supply details.

"A Candle of Transcending Light resembles, to the naked eye, a normal candle. When lit, however, it shines with a radiant light that Kultists—other than the Spiritual Essence—" the name of the uncorrupted Kult sounded profane coming from the lips of one such as Barabbas, "and Daemons fear and

loathe. We require the candle to be removed, or at the very least, put out. We are willing to pay thirty thousand credits to see this task completed. Full payment in advance.”

Jackson, who counted himself a stoic, could not help but betray a glint of greed at the prospect of such wealth. What Barabbas proposed was easily two months’ pay for his group. A smile spread across his face as he quickly divided the pay as he spoke quickly to Barabbas, “Add expense costs for munitions, and this candle will not stand through the night.”

Barabbas smiled in victory, his face becoming dark and foreboding at the thought of the Outerzone Acquisitions losing the most potent weapon at their disposal. He glanced quickly over his shoulder and noted that the two figures flanking him from the shadows displayed unamused demeanors, but the eyes of skeletal man to his left betrayed a gleam of satisfaction. Barabbas turned back to the screen and referred Jackson to a shady club deep in sublevel four, “The Altar. Be there within the hour.”

The screen was dark before the large man could reply.

Jackson turned from the screen to hit the “Speak” button on his intercom, “Geoffory, bring in Tassad and the others, we leave within the hour.”

The static-filled voice spoke an affirmative and clicked-off. Jackson turned on his digipad, a small console containing most of the day’s business. Standing out as if an omen, a contract containing the full support of the Unity, the governmental group responsible for controlling the Zone and its corporations, in return for no support to Kultist groups glowed upon the brightly lit pixels of the digital screen. With a grunt of contempt, Jackson shoved the digipad aside and began to prepare for the evening’s meeting.

A man, standing only slightly shorter, but much leaner, than Jackson entered. His charcoal gray suit had been covered by a flowing black trench-coat. An angular jaw jutted outward sharply from the man’s face as a hand rose to pull away the mirrored sunglasses that obscured the man’s eyes.

Jackson looked up at the man and maintained an expressionless face as the small sunburst scars were revealed to encircle the man’s eyes. Jackson had worked a long time next to this man, and so consequently knew the story of the man’s failure in the darker realms of assassination long ago. His once-ruined eyes were now metal orbs resting comfortably in the scarred sockets, the cybernetic eyes revealed more to Tassad than his previous eyes ever could have.

It was because of these eyes that Tassad knew Jackson was nervous. His boss had beads of perspiration covering his forehead, and his body temperature was 2.6-degrees higher than normal. Tassad, however, understood swiftly as Jackson looked at him with a slow, sarcastic grin as he said: “Thirty thousand credits. One job, one night. Our target is a candle.”

Nothing more needed to be said to Tassad. The man nodded, he knew exactly what all of this meant. Only one group would pay so much for something so ridiculously simple. Tassad turned on his heel and went to prepare the men. Tonight they would plot against Humanity itself.

Mystics

It was not long after the turn of the 21st Century, the corruption of mankind had manifested throughout the world. Large Portals, opened from the separated Circles of Hell, helped lead countless numbers of Daemons and evils to rampage Earth and all of its inhabitants. Humankind grouped together in underground bunkers to recuperate from the great onslaught.

Hell had consumed much of what was considered to be Humanity’s reality. Sprawling countrysides became a techno-wasteland with ever expanding borders and sentient machinery. Cities became organic wastepiles of decaying flesh and diseased residents. The oceans were swarming with a bloodthirsty populace of alien beasts. Roaming Daemons 80 feet tall and twice as wide destroyed any trace of life, devouring the Human Spirits. The dead rose to fight against the unfortunate survivors of man, giving way only to their Daemon masters.

Chaos and confusion was also a large part in the dramas unfolding. The military’s weaponry was nearly ineffective and chemical weapons seemed to feed some of these creatures with strength and unbridled power. The Human race was on the verge of extinction. To add to the carnage, Kultists shed their secret shells and killed freely to appease their Daemon lords. About fifty or so years passed with endless conflict and human demise, before Humanity had the chance of resurrection.

THE DIVINITY’S BLESSINGS

In the frigid winter of 2072 an underground installation in North-eastern North America was conducting a routine sweep of inner-perimeter defenses, when the outer beacons started showing incredible amounts of fluctuating energies. It was then that all the power shut off, including the front electric barrier. In an all-out attempt to save the complex, a strike force of 45 light-armed infantry readied themselves in the first of many defensive alcoves.

Expecting some large monstrosity or a pigment shifting denizen of the deep, the soldiers prayed for a quick death. It was only minutes since they fortified their position that they heard a strange humming sound coming from the front hall. It continued increasing in volume until everyone was sure it was turning the corner into the chamber. Round after round exploded from the soldiers weapons into the area of the front hall. It wasn’t long before the last burst was fired and the smoke and debris cleared revealing a soft blue light. It took the form of a man and continued in its machinelike hum.

The Entity appeared near the front hall entrance, but was felt everywhere. It was then that it spoke in a million voices, “Though your race destroyed ours with your corruption, I forgive you. I bestow my blessings upon you in hopes of your survival and change of nature. I am a forgiving being, but not an ignorant one. If my senses witness the same evil intentions your race has portrayed in the past, your new powers will be incinerated along with your mortal flesh. Prepare....” It was then that the air became charged with the same blue light, and each man jolted in reverence to the pain that pulsed through their bodies. When it ended, the Entity was gone, but not without leaving its mark. It had transformed the soldiers into living, breathing power. Infused with the energy of the Earth Plane itself, the Mystics were born.

GAINING THE UPPER HAND

It was shortly after the transference of power, that the 45 “Chosen” soldiers began their crusade to destroy the evils spawned of Hell as the **“PROTECTORATE”**. These battles, known as the **DIVINITY WARS**, have lasted well up until the present date, although a definite line has been drawn.

Taking caution to remember the words of The Divinity, each of the Protectorate made an oath to uphold **“THE CODE OF HUMANITY”**. This new law acted as religion during the early years of the Divinity Wars, and most Mystics and Visionaries continue to realize the significance, though meaning has been lost throughout the years. The code insisted that Humanity change for the better and sins be abandoned. Any impure thought or unsanctioned action must be purged or destroyed. At the time, it seemed Humanity might be consciously doing its part to actually succeed in such attempts.

As soon as such ritualistic powers were bestowed, the tides turned, the hunted was now the hunter. Few of the Protectorate died during the Divinity Wars, and those whose souls were not obliterated found survival in the entering of waiting human hosts. The Kultists of this era battled hard against incredible odds, no longer were they the only beings of power.

In a short 30 years, the Protectorate, with the help of the Spiritual Essence, forced all Daemonic entities away from the installation. It wasn't long after the victories of battle, did the reconstruction period begin, the building of the ultimate defensive fortification.

Spanning nearly two-hundred years of construction, the Zone rose well into the dense, red sky. The populace began to grow and flourish, while the Protectorate continued to hold defense against any stray Wasteland attacks.

THE CODE OF HUMANITY

The Code of Humanity was written by Droua, one of the original forty-five Mystics, shortly after the forming of the Protectorate in 2081. While the Code has long since been abandoned as a philosophical and legal basis, it is still well-respected and upheld by the Mystic traditions. Originally, the treatise was intended as a system of governing the populace, as well as reducing the taint of energies that flowed to the separate Circles of Hell. With the forming of the Law, however, the Code of Humanity was formally abolished and the Zone Citizen-Rights Document instituted in its place. While all the Mystical Paths have knowledge of the Code of Humanity (as does anyone with a Mystical Lore of 3D or higher), only the True Mystics still uphold the Code in its original form:

“Having been found worthy of redemption by the Entity, Humanity shall henceforth attempt to stem the tides of Hell. We shall no longer give in to the debasement that feeds each of the separate Circles. The following sins are to be avoided and halted: Hate, Greed, Addiction, Envy, Sacrifice, Murder, Depravity, and Stagnation. It is the province of the Mystically Endowed to not only protect Humanity from Hell, but also to exemplify what it is to be enlightened in the eyes of the Entity. All people should be given access to Mystical Rituals, should they be found without Hell's taint. All people must prevent the extinction of mankind from the Daemons of Hell.

“Justice and truth are Humanity's final weapons. Armed with the swords of righteousness and mercy, we shall overcome and prevail against Hell. Let us all become enlightened.”

The Mystics immediately took this Code to heart, as do the True Mystics of today. The True Mystics see Hell as the cancer and the Kultist as the infected victim. While not above killing a Kultist if they are too malevolent, the Mystics are more than willing to use the Kultist until their burden exceeds their worth. Also, the killing of innocents is unconscionable to them—first and foremost, the Mystics must shield Humanity from that which is too terrible to know. Thus, the True Mystics often work secretly—behind closed doors or in dark corners—saving Humanity from opening portals or encroaching Daemons before Humanity knows that it even exists.

While the Code itself speaks in great length about Humanity's duty to cleanse the world of Hell's taint, it also speaks vaguely enough to allow some amount of latitude for the Mystics to interpret. Thus, shortly after the enforcement of the Code of Humanity became apparent, various factions emerged within the Mystical society. Some felt that in order to remove Hell's influence, the Kultists must be killed. Others felt that only through protection, fortification, and teaching all of Humanity would Hell be stopped. The proponents of these two ideas eventually formed the Paths of Alter and Vision.

THE PATH OF ALTER

More severe in the extreme, those of the Path of Alter believe that the Code is very accurate in stating the Mystics must wield a sword of righteousness. Brandishing weapons and whatever means necessary to eradicate Hell, the Path of Alter calls for a decisive militant strike against Hell. By killing the Kultists, they reason that no more Spirit will be damned and no more power will be given to Hell. Often flying into a rage at the mere mention of Hell, those of this faith tend to be very unsubtle. In contrast, others within the Path of Alter roam the streets and alleys alongside the Kultists, attempting to subvert the Kults from within, spying and killing quietly. Those of this belief are willing to kill two innocents, if it means they can destroy four Kultists. Acceptable losses are permitted for this Path, as long as the outcome is the death of Hell's minions. Violence is their weapon, and they have grown accustomed to a life of combat. To this end, their Rituals focus upon the destruction and detection of Hell. The Path of Alter has been disavowed by the Path of Vision and the True Mystics, and their own feelings toward the less militant paths are condescending at best. Still, the Alters are seen to do enough good that they are not hunted by the other Mystics, they are merely left unaided.

THE PATH OF VISION

Finding that enlightenment and protection can be taught to anyone, the Path of Vision believes that a staunch defense and a well-prepared mind is the best action against Hell. To this end, the Path of Vision learns Rituals to bring succor and peace, as well as enlightenment into problems and surroundings. Instituting complex and fortified defenses, the Path of Vision was responsible for much of the defenses and protections of the Zone during and after construction. To them, the towering structure is the finest example of their faith that could possibly be created. The Visionaries, while they may seem peaceful or benign, are actually quite intrusive and manipulative. Those of this belief learn how to deflect the attacks of those who wish them harm, and many can be found to have perfected their bodies into their own defense system of

rippling muscles or a razor-sharp wit. Probably the most learned, if not enlightened, of all Mystical Traditions, the Visionaries are often sought for advice or obscure knowledge, as well as protection when raiding Kultist compounds. Unlike their Alter counterparts, the Visionary can be trusted to execute exactly the proper amount of force to contain or eradicate the immediate threat. Often found in control of corporations or even working with the Law, the Visionary is an excellent bodyguard as well as advisor.

THE DARCHOMEN

It was near the time the Zone was able to stand on its own, rigged with thousands of heavy mounted battle-turrets and close by defensive Wasteland outposts, that the Protectorate disappeared. In place, the Law was formed. It may have seemed that the Protectorate became the powerful Law, but this was just to hide the real goals of the Divinity members from the populace.

In an attempt to regain a functioning society, the war must have ended, and the only way to do this was from the manipulative shadows. The populous remained naive to the fact that immense Daemons continued to flourish within the Zone walls, but this lack of information remains beneficial to the existence of Humanity. A Humanity that was constantly fighting a tireless foe might be extinguished of hope.

Under the unknown alias of "The Darchomen", the Protectorate control the Divinity Wars from inside corporate power structures. Using the resources of the Zone that they created, the Darchomen manufacture weapons, conduct research, and employ Mystics in the war to control the Earth Plane and abolish sin—all of this under concealment of the corporate zone. In fact, most corporations have some unknown contact with the ambiguous Darchomen, through the control of the Unity.

The original Protectorate members remain completely anonymous, even to those who have limited knowledge of the Darchomen. In fear of occult involvement, the Darchomen wipes out all traces of its existence. They use the Ritual "Visject" on those that have seen their face or heard their name. They display "Projection" when discussing any matter with those outside of the Darchomen. They invoke "Aitherios" to listen to those associates who might give hints of Daemon loyalty. Also "Phobius" and "Flux" are often enacted when outside of secure confines. The Darchomen hold extreme power, and make every effort to secure it while accomplishing its mysterious endeavors. Even those employed by these great Mystics can be assumed to have full knowledge of nearly every Ritual. The Darchomen members themselves can be assumed to have knowledge of Rituals long forgotten or never revealed to the general public. But even with such enormous power, they fear revealing their existence to the populous of the Zone. A target painted on the saviors of humanity could be disastrous to the survival of mankind.

SECRETS OF THE DIVINITY

Though only approximately one in ten are born Mystically enabled, any may learn to unlock the gift that has been passed down to them through ties of blood. The path is long and arduous, and requires self-focus and concentration. The first step is to raise the Mind of the hopeful Mystic to 5D. The

second, and sometimes the most difficult task, is to find someone to train the now mentally enlightened person in the art of Mystical Rituals. After attaining a Mind of 5D the person has unlocked their inner power and may now learn Mystic Rituals and is considered a True Mystic and not of the Alter or Visionary Path. Most scholars note this as believing that following a path is an unconscious decision on the part of a True-Born Mystic and mentally locks them out of a certain genre of Rituals. All people born within the Zone are potential Mystics regardless of their beliefs or motivations, though finding someone to teach a Kultist is incredibly difficult without proper connections or a great amount of subterfuge.

RITUALS

Rituals are the powers held by the Mystics. Given to them by an unknown Entity, these powers differ from Mystic to Mystic. The original Mystics, or "The Protectorate" as they were known, had each of these Rituals at mastery levels, but generation after generation weakened the powers attained. Now, without rigorous studies, the powers are weak or lost. While the Visionaries hold the powers to defend life, the Alters have the power to destroy it. In the middle somewhere are the True Mystics, those of diversified "True" power who hold the Rituals of both the Visionary and Alter.

Depending on the Ethos chosen, the Character allocates the allowed Ritual Points into those Rituals they will have knowledge of at the beginning of the Story. *Each Ritual point during the Character Creation process gives the Mystic an additional ID to any Ritual.* This is different from the use of Generation Points which give ID for every 4 Generation Points spent (up to 4D). Being of the Visionary Ethos requires the Mystic to allocate their Ritual Points into Visionary Rituals. The same goes for the Alter Ethos, and their restrictions. True Mystics, though, may allocate their Ritual Points to any Ritual: Alter or Visionary. It is important to note that it is more difficult for a Mystic to raise Rituals with experience than those of concentrated paths (Alter & Visionary).

The Rituals function within levels of accomplishment. Starting with 1D, the mastery is limited, and only small amounts of power may be exerted. As the Ritual is studied, new effects are attained. These new effects are advanced powers, separate from those abilities already mastered within the Ritual. Each effect a Ritual may produce is referred to as a **FACET**. Each Ritual has four Facets it may produce at near-complete understanding of the Ritual, though during the Creation Process a Ritual may only be purchased above 4D with Generation Points. Harnessing the energies of the Earth Plane, a Mystic will have a wide range of effects and powers to choose from.

Limits exist within the powers of Rituals. The Duration is determined in many ways. If there is a skill listed next to the **DURATION** then that is the number of Rounds the Character has before the Ritual ends. Also, after one Facet of a Ritual is performed the Mystic must restrain from using that specified power for a limited amount of time. The time needed before the Ritual Facet may be used again lasts a number of Rounds equal to the corresponding chart (See Chart). This is known as the **RECHARGE PERIOD**. This means that a Mystic wishing to heal another character, using Reconstruction 2D (the first facet), after using it on themselves must wait 3 Rounds. This time starts as soon as the *Duration* of the Ritual has concluded.

CHAPTER 4

A Mystic may continue to use any Ritual with the term “concentration” marked next to the duration, as long as they continue to think about it. Lost concentration will cause the Ritual to cease, and the Recharge time to commence. Also, “instant” Rituals take place at the end of the Mystic’s Turn, which is normally instantaneous, except in the case when two combatants have the exact same initiative roll.

RITUAL RECHARGE CHART

MENTAL RATING

	1ST FACET	2ND FACET	3RD FACET	4TH FACET
1D-	4 R	5R	6R	7R
2D-	3 R	4R	5R	6R
3D-	2 R	3R	4R	5R
4D-	1 R	2R	3R	4R
5D-	i	1R	2R	3R
6D-	i	i	1R	2R

Number indicates the number of Rounds before the Mystic may use the Ritual again. The “i” indicates that the Ritual may be used immediately as the character’s next action if desired. A 7D Mental reduces 3rd Facet Rituals to “i”.

RITUAL RANGES

Further limiting the Ritual is the means of enacting it. Though no physical components are necessary, a Range is usually involved. The **RANGE** is the distance the Mystic must be at to enact a Ritual. Usually it is broken down into: Touch, Sight, Self, Number of Feet, Radius, Voice, or Close Combat. All these are fairly self-explainable with exception to Sight. This type of Range is further broken down into three types:

NATURAL SIGHT- The Character must be face to face physically with the target of the Ritual. These Rituals cannot be used within the Spiritual Dimension.

SIGHT- These are only usable face to face with the target Character, but may be enacted while in Spirit form as well.

SIGHT (ANY)- These rare Rituals can be employed through monitors such as a vidphone, as well as in Spirit Form.

SELF- These Rituals can only be enacted directly upon the Mystic using it.

TOUCH- These Rituals can be used to affect anyone via physical contact. Spirits can also utilize these Rituals to affect any entity, although the Spirit must still “touch” them.

Example: Gabriel, a True Mystic, has found his way into a dark church, where it seems a Portal has been opened. Before him swirling clouds fill the Portal’s frame. Seemingly out of nowhere, the Portal Guardian lunges with a massive obsidian scimitar. Gabriel calls upon the energies of the Earth Reservoir to “Implode” the Daemon. Being the Third Facet of Derabus, it takes skill, but Gabriel has a 6D in Derabus, therefore has 6 dice to roll. Gabriel makes the Difficulty roll, but the beast resists. Gabriel now has lost his chance of instant destruction. He must wait 3 Rounds before he can attempt this Facet again. The number was gained by referencing the chart above (3rd Facet with a 4D Mental). On his next turn, though, Gabriel may employ any other Facet of Derabus, including Daemon Sate or Deprecari.



VISIONARY RITUALS

RECONSTRUCTION

Drawing upon the divine powers of healing, the Visionary brings succor to the suffering. At extremely enlightened levels, even death is no longer a barrier before the Mystic. Visionaries are best known for their healing abilities, Reconstruction being the most common.

ID-2D: SUSTENANCE: Years ago, battles against the ever-present Daemon horde were lost because of fatigue. The earliest form of Reconstruction aided in these efforts by sustaining the Mystics and their soldiers. With a mere touch, the Mystic may bestow upon anyone the benefit of a full night's sleep and necessary nutrients for the body. In other words, the recipient doesn't need to sleep or eat for the next 24 hours. Failure on the Mystic's part causes something akin to sleep deprivation and malnutrition to the recipient. Those that use this Ritual on a regular basis may begin to appear anorexic, but are actually quite healthy.

Difficulty- 6

Duration- Instant

Range- Touch

3D-4D: RESTORATION: Upon utilization, the Mystic may now reconstruct the human anatomy. Broken bone and scarred flesh are restored to a natural state as the body regenerates. With a wipe of their hand the flesh is mended—closing wounds and healing torn muscle. Those touched by the Mystic gains 3D6 Essence and Endurance when this facet is employed.

Difficulty- 12

Duration- Instant

Range- Touch

5D-6D: BENEFICENCE: Gaining the knowledge to Reconstruct the living body, the Mystic may now "regrow" severed limbs. After one uninterrupted Round, the chosen limb will regrow back identical to the lost one. This will reform any severed appendage, appearing as strands of woven flesh intertwining down the length of the new limb. This is also used to reform the human face or body if it has been excessively damaged. This is useful for Mystics with knowledge of "Sacred Touch", Aethir's third Facet Ritual.

Difficulty- 18

Duration- 1 Constant Round

Range- Touch (needed when attempting to Reconstruct others)

7D+: RAISING: Those who have mastered the art of Reconstruction have the divine ability to raise the dead. When this Ritual is used, the Spirit of the fallen is brought back into its physical body. It is as it was before it died, with exception to the loss of 1 Point of Spirit. If the Spirit has been obliterated, or if it is in the "possession" of a Kultist, it will not return. If a "weak" Spirit (Spirit Rating 1) is brought back into its body the Spirit is obliterated, and the body does not rise as there is nothing to bring back from the threshold of death.

Difficulty- 24

Duration- Instant

Range- Touch

PROJECTION

Once known as "The False Perception," Projection is the power of illusion and an ancient art known as "Ghost-Stepping," where legendary Visionaries teleport between False Images. In its earlier days, Daemons used this power to fool Humanity.

ID-2D: FALSE MUSE: When used, the Mystic speaks with no voice. Instead their voice is "placed" anywhere the Mystic chooses, as long as it remains in sight. It is similar to ventriloquism, with the bonus of no sound actually leaves the Mystic. Those employing a Voice Assimilator may throw the sound of any sampled sound in the same manner as above.

Difficulty- 6

Duration- 1 Round

Range- Natural Sight

3D-4D: APPARITION: At this level of enlightenment, the Mystic may now create illusory replicas of their own body. These images may not be changed from the Mystic's current image, but the Mystic may control their actions by taking a turn to manipulate any one of the apparitions. The images may speak if the Mystic so desires but cannot physically affect their surroundings. The number of images that may be created is equal to the Mystic's Mental rating, though less can be conjured forth if desired. The images last until concentration is broken or if physically contacted by someone or something. Mystics may concentrate both upon their Apparitions and walking at the same time. Apparitions walking in unison with their creator are referred to as a "Echoes".

Difficulty- 12

Duration- Concentration

Range- Natural Sight (at first)

Resist Skill- Sensitivity

Resist Difficulty- Strenuous

Success points out which is the Apparition, and which is the Mystic.

5D-6D: FALSE VISAGE: With knowledge of this Facet of Projection, the Mystic may now change their own appearance. By employing False Visage, the Mystic may look like any humanoid shape, be it another person or a Daemon of human stature. Equipment may not be altered, though clothing and features may. Terror Ratings may be applied to a Daemonic form, but none higher than 6 without use of another Ritual or effect.

Difficulty- 18

Duration- Concentration

Range- Self

Resist Skill- Sensitivity

Resist Difficulty- Difficult

Success allows penetration of the mask.

7D+: APPORTATION: Mastering this level of Projection allows total attunement to the Apparitions. The Mystic may now "jump" from their own body to that of any of their Apparitions. The body "jumped" from now becomes another Apparition. In order to utilize this Level of mastery the Mystic must first have an Apparition to Apport into.

Difficulty- 24

Duration- Instant

Range- Any Apparition

RIPOSTE

This Ritual is one of the most used powers of the Visionaries, aiding in turning back the flowing tides of overwhelmingly destructive disease and pestilence that brought Humanity to the brink of extinction.

ID-2D: SENSE INFESTATION: Much as the digital counterpart, the digiwatch, Sense Infestation allows the Mystic to gain insight into diseases or radiation effects. The symptoms and a pretty clear definition of the actual form of the Disease can be discerned, though a Medical roll may still be required. If the victim has contracted radiation levels, they are identified as well with the use of Sense Infestation.

Difficulty- 6

Duration- Instant

Range- Sight (Any)

3D-4D: RESPITE: Gaining mastery over disease, those versed in Respite have attained the ability to cure any pestilence of the body due to disease. By touching the afflicted person, the Mystic may cure the disease. If the roll to enact this Facet is failed, however, the Mystic must immediately roll Immunity against the Communicability Rating of the disease or contract it themselves. Victims have spoken of the wash of curing powers as being refreshing, or deliciously cold against fevered skin. This Facet also acts as a vaccine, preventing that particular disease from ever affecting that person again. Many Visionaries use this Ritual to distill toxins and poisons in their bloodstream. For game purposes, all drugs and toxins are eliminated immediately upon enacting this Ritual.

Difficulty- 12

Duration- Instant

Range- Touch

5D-6D: PURIFICATION: By granting the curative touch of those skilled in Purification, a victim afflicted with radiation is cured. All damage done by the radiation up until the time of Purification is sustained, but no new damage will occur as the radiation is dissipated. The experience can be slightly painful, but the after effects are usually well worth the effort. In addition, the victim is immune to radiation for the next five minutes.

Difficulty- 18

Duration- Instant

Range- Touch

7D+: UNTOUCHABLE: Upon attaining mastery of Riposte, the Mystic gains the ability to resist radiation and disease. No amount of radiation will affect the Mystic, and no disease will be contracted. This effect cannot be conferred to another, leaving the Mystic to be one of the few able to enter areas of contagion and/or radiation to help with the afflicted. This also insures that the Mystic does not ever contract Virus Rating points either.

Difficulty- N/A

Duration- Permanent

Range- Self

FENESTRA

Priming the ability of the Mystic's "mind's eye", Fenestra is the ability to see what is hidden and understand what is unfathomable. Mystics using Fenestra have come to realize very little is as it seems, leaving them skeptics and highly cynical.

ID-2D: ENHANCED INTUITION: Similar to the sixth sense, when enacted this Ritual bestows the user incredible intuition, as well as a sense of foreboding danger if it is present. For the duration of the Ritual, the Mystic is given a bonus of 2D to all Notice and Sensitivity rolls. Characters using this Ritual suddenly become aware of oddities and peculiarities such as a stealthy stalker, a hidden switch, or even an ambush in the waiting. Until the Mystic comes to learn "Flash of Insight", they will never see what exactly they have a sense of, only feel its presence.

Difficulty- 6

Duration- 1 Round

Range- Self Proximity (50 Ft)

3D-4D: RESPONSIVE ALLURE: Gaining a sense of the Circles, Visionaries with this Ritual may detect nearby Dimensional activity. With concentration, the Mystic can detect the Dimensional nature of nearby Portals and powerful Daemons, though the actual source is undetermined with this Ritual, leading Characters to investigate further. The Character only detects the strongest source of Dimensional activity in the area, this being the Daemon or Portal with the largest Diadem. Strangely enough, Kultists and their blades of corruption cannot be sensed in this manner. Many Visionaries see this Ritual as a curse, and a means of conjuring their own demise.

Difficulty- 12

Duration- 1 Full Turn of Concentration

Range- Self Proximity (100 Ft)

5D-6D: FLASH OF INSIGHT: This Ritual is commonly referred to as "Dance of Delirium" by those who have been witness to others using this Facet. All that is required for the Mystic to do is close their eyes and reopen them. For one full Round after the Mystic opens their eyes, everything in their line of sight that is disguised becomes translucent and revealed. Anything invisible suddenly appears in its true form to the Mystic only. As a consequence, Terror Ratings take affect as normal. Aside from the Mystic's reaction, there is no other way to tell this Ritual has taken effect. If those in witness possess Mystical oculi, the Mystic using the Ritual is perceived to have glowing white eyes.

Difficulty- 18

Duration- 1 Round

Range- Sight (Any)

7D+: NOESIS: At this point of enlightenment, the Mystic has come to terms with his or her subconscious. Controlling their mind's fears and insecurities, this Mystic never has to roll versus a Terror Rating. Whether it is by situation or Daemonic in nature, the Mystic has learned to understand the meaning of fear. Though this does not deplete the Mystic of any common sense, as they will still likely run from a conflict in which the odds are bleak. Once this Ritual is gained no rolls are needed, it is automatic.

Difficulty- Automatic

Duration- Permanent

Range- Self

CYBERRHEA

Those who control the powers of Cyberrhea are classified as gods of light and power. Wielding the energy responsible for early construction on the Zone, without these Mystics, the Zone would be nonexistent.

ID-2D: AUREOLA: When enacted, the Mystic radiates with a brilliant white light. Glowing from every pore, this light can illuminate a 50-foot Radius. In this form, the Mystic resembles a miniature version of the sun. No called shots may be made due to the fact no part of their body is seen. In addition, a penalty of 2 Difficulty Levels is applied to any attempting direct physical actions against the Mystic.

Difficulty- 6

Duration- Mental

Range- Self

3D-4D: PSYCHIC BATTERY: Focusing upon an object the Mystic may imbue electrical Energy where once it existed. Recharging cybernetics, equipment, and vehicles may be done with just a touch from this gifted Mystic's hand. When used, the Mystic may "charge" any electrical device with 2D6 Energy Points. This may also be used as an attack, but is rarely used as such due to its lethal intent.

Difficulty- 12

Duration- Instant

Range- Touch

Resist Skill- Stamina

Resist Difficulty- Difficult

If successful the victim takes no damage from this electrical attack.

5D-6D: TRANSFERENCE: Clenching tightly to any electrical device or unit, the Mystic who has achieved such an elevated level of Cyberrhea may transfer all the energy from the unit out into one victim. The Electrical Penance induced is equal to the amount of energy in the unit siphoned. Visionaries with Transference are very careful to use these powers wisely. Any object with an Energy Rating may be used.

Difficulty- 18

Duration- Instant

Range- Sight to victim & Object Touch

Resist Skill- Stamina

Resist Difficulty- Difficult

If successful the victim only takes half the Electrical Penance.

7D+ : VISCORPUM: By enacting Viscorpum, the Mystic transfers their body into a form of energy. In this form, they are invulnerable to anything that does not inflict Energy Penance or is inflicted by a Convokation or a Ritual. The body itself appears much as it would when employing Aureola, though it does not shine nearly so bright, and no Difficulty modifiers to strike the Mystic is affected. No increase to movement or other benefit ensues except for the ability to flow through walls or nearly any surface not insulated against electrical energy. The Mystic themselves may not inflict direct electrical damage, save through other Facets of this Ritual.

Difficulty- 24

Duration- Stamina

Range- Self



AITHERIOS

The expansion of the mind and attunement of the Spirit long ago gave birth to this Ritual. The Visionaries have long since cultivated and nurtured this power creating some of the most skilled and undetectable spies ever imagined.

ID-2D: AWARENESS: Allowing the mind to wander, the Mystic may gain a sense of their surroundings. The Mystic becomes aware of one desired object, or types of objects, within a 40-foot diameter. Doors and walls are no barrier when it comes to the Mystic's attunement with their surroundings. The Mystic may choose to search for an inanimate object, the Spirit Rating of any one Character, or the presence of all living organisms. The Mystic may also sense Spirits in this form if that is what they choose to attune themselves to.

Difficulty- 6

Duration- Instant

Range- 20 Ft

3D-4D: UNTETHER: This level of enlightenment pushes the Mystic out of their own body, allowing them to wander in Spirit form. In all terms of play, the Mystic is a Spirit until they return to their body. They may see, and communicate with, other Spirits only. They also have free movement unseen by the Human eye. This could be dangerous if the Mystic runs across any Spirit-sucking Daemons, or those equipped with Spirit sensing technology. These Spirits may not use any Natural Sight Rituals.

Difficulty- 12

Duration- Any (Remember to lose 1 Permanent Spirit Point for every hour Untethered).

Range- Any

5D-6D: VACATE: With adept knowledge of the Human Spirit, the Mystic may now force another person's Spirit out of their body. In effect, the victim's physical body falls lifeless and is prone to attack, while the victim's Spirit remains temporarily out of body for a number of Rounds equal to the Mystic's Manipulation.

Difficulty- 18

Duration- Manipulation

Range- Sight

Resist Skill- Spirit Rating

Resist Difficulty- Difficult

If successful the target Spirit may rejoin its body. This roll may be attempted once, each Round it is out of its physical body.

7D+ : SPIRITSWAP: When a Mystic never has the same appearance twice, they become consumed by a shroud of deceit. While Untethered, the Mystic may attempt to Vacate the Spirit of another. If successful, the Mystic may swap Spirits, leaving the victim without a physical body, and allowing the Mystic to enter the body of their victim. The Mystic now takes on the Physical Attributes of the body they possess. At this point, the Mystic's original body will be spiritless and lifeless.

Difficulty- 24

Duration- Permanent

Range- Touch

Resist Skill- Spirit Rating

Resist Difficulty- Difficult

If Resistance is successful the Mystic is denied access to this body, and is instantly transported back into their body.

FLUX

Concentrating localized raw energy into a focused place allows the Mystic incredible feats of defense. Mystics with this Ritual at enlightened levels are considered to be some of the most powerful among the Mystical entities. When this Ritual is used it creates a Power Circle with a 5 Ft Radius around the Mystic, these circles will not move with the Mystic, and will dissipate if the Mystic leaves the radius. The effects of the circle are stated below.

ID-2D: DISCONCENTRATE: Learning the basis of Flux, the Mystic has first learned how to defend against their own powers, as these are the most readily studied. By employing Disconcentrate, the Mystic automatically repels any incoming Ritual. Therefore, the use of ShadowSphere on a Mystic employing Disconcentrate is ineffectual unless the attacking Mystic is able to resist the Flux. Disconcentrate appears as a shimmering surface of blue and purple liquid to any with Mystical oculi. To the naked eye, a slight wavering appears in the air, but is only noticeable at very close range. When a Mystic Ritual is repelled by Disconcentrate, however, the shimmering becomes evident to everyone as the energies of the two Rituals are intense enough to penetrate the visible spectrum. A flash of light and the rippling of the Flux are seen by any that are watching. This Ritual can also affect the Spiritual Dimension.

Difficulty- 6

Duration- Insight

Range- 5 Ft

Resist Skill- Mental

Resist Difficulty- Difficult

If the Resistance is successful the casting Mystic has found a weakness in the Power Circle, and their Ritual effect is effective.

3D-4D: HAZE-SHIELD: At this basic level of Flux, the Mystic may create a Haze-Shield capable of "soaking" Penance from projectile weapons. While inside this barrier circle all Characters have an Armor Rating of +9. Armor piercing ammo has no significant affect. These effects are cumulative with multiple Mystics using Haze-Shield.

Difficulty- 12

Duration- Insight

Range- 5 Ft

5D-6D: FORFEIT: At this adept level of enlightenment the Mystic may dispel Convocations focused at those inside this circle. The Kultist's Convocation is siphoned and the Spirit used is allowed to Transcend. The eruption of Mystical and Dimensional energies brought forth by this Ritual cause all those to witness the effects using Mystical or Dimensional oculi to be temporarily blinded.

Difficulty- 18

Duration- Insight

Range- 5 Ft

Resist Skill- Sensitivity

INHABITANTS

Resist Difficulty- Near Impossible

If the Resistance is successful the Convocation takes effect as normal, for the Kultist has found a weakness in the Power Circle.

7D+ : SANCTUARY: By employing the highest facet of Flux, the Mystic creates a Sanctuary wherein nothing may harm those protected within. Only conversation, Convocations, and Rituals may enter or leave the circle. Time, radiation, disease, and all environmental hazards are repelled by the power of Sanctuary. Many wandering Mystics utilize this Facet when sleeping to preserve their bodies from the ravages of time and the outside world.

Difficulty- 24

Duration- Unlimited

Range- 5 Ft

DERABUS

This Ritual is probably the one reason the East was taken from the Circles of Hell. It allows the Mystic to both dominate and destroy Daemonic minions. A powerful Mystic with mastery of Derabus enslaves the Daemons of Hell to do their bidding.

1D-2D: DAEMON SATIATE: This Ritual is used by most Visionary Beast-Keepers. It satiates a Daemon's raging desire to fulfill its pleasures. This allows extreme control over such dimensional beasts. When successful, the Daemon loses all need to satiate its Sustenance Pleasures for the duration of 1 day. If this roll is ever failed, the Daemon must satiate itself regardless of future attempts with this Ritual for the duration of that day. This Ritual can sometimes cause Daemons to cease their attack, if they were doing so in an attempt to fulfill their Sustenance Pleasure.

Difficulty- 6

Duration- 1 Day (at which time another success must be made.)

Range- Natural Sight

3D-4D: DEPRECARI: Providing a limited protection from Hell's spawn, substance creates an invisible force to push a Daemon away from the Mystic. The instant it is used, any Daemon within a 10 foot radius is thrown back from the Mystic. In turn, any Daemon outside of 10 ft may not intrude upon the radius. Daemon effects and Rituals may still be focused at those within the radius, but no physical extensions may.

Difficulty- 12

Duration- 4 Rounds

Range- 10 Foot Radius

Resist Roll- Stamina

Resist Difficulty- Difficult

If the Resist roll is successful the Daemon may enter the Radius, and is not affected.

5D-6D: IMplode: Concentrating the focused energies of the Earth Plane upon one misplaced denizen causes it to implode. Only Daemons on the Earth Plane will suffer the effects of this Ritual. Within a matter of seconds, the Daemon is transformed from roaring beast to viscous, pulpy flesh. This is instant death if the roll is made and the Daemon's Resist was unsuccessful. Though implosion occurs, gore and bone is hurled at all those in a 10-Foot Radius.

Difficulty- 18

Duration- Instant

Range- Sight

Resist Skill- Mental

Resist Difficulty- Near Impossible

If the Resist roll is successful the Daemon only loses 2D6 Essence as its mind fights physical abolishment.

7D+ : INFERNAL COMMAND: Upon mastering Derabus, the Mystic gains command over those of Daemonic origins. When used, one Daemon will bow to the Mystic as its new master, as this effect severs the bond between Daemon and Circle. The Daemon is now considered to be bound to the Mystic at no Spirit loss\however, the Aversion is kept as normal unless the Mystic feeds it Humanity. Only one Daemon may be bound to a Mystic using this Ritual at any one time. As soon as this Ritual is enacted on a new subject, the previous one gains independence.

Difficulty- 24

Duration- Instant

Range- Natural Sight

Resist Skill- Restraint

Resist Difficulty- Near Impossible

AETHIR

The psyche of the Human Spirit is a great mass of energy. Analyzing this mass reveals much about a person's inner-being and Spiritual nature. This Ritual allows the Mystic conversations with Wandering spirits, and sight into the Spiritual Dimension also known as "TerraDaenime".

1D-2D: RESIDUAL: Upon placement of the hands over the deceased, the Mystic may detect the Spirit's existence. Whether it has transcended or it has been obliterated, the Mystic will feel the Spirit's anguish or delight. It is also possible to tell if the Spirit has not reached either of these two ends. If the Spirit is wandering or if the Spirit is contained in a Kultist's blade, the Mystic will become aware of the general location of the Spirit.

Difficulty- 6

Duration- Instant

Range- Touch

3D-4D: COMMUNE: To a Wandering Spirit everything seems blurred and out of focus. Those Mystics with the ability to use Commune appear clear and sharp, making them stand out from everyone else. A Mystic will sense when a Spirit is near just by having learned this facet of Aethir. When enacted, this Ritual allows the Mystic to converse with any Spirit based forms around them.

Difficulty- 12

Duration- Mental

Range- Voice

5D-6D: SACRED TOUCH: In an attempt to grant spirits a physical body, Sacred Touch may be used to draw a Wandering Spirit into a functioning (Full Essence), yet spiritless, body. While it can be difficult to find a body without a spirit, some Visionaries have been known to "Vacate" Kultists and put new spirits in the empty bodies. Or, in some circumstances, have released the Spirit from a Kult Blade, via "Beckoning", and put it in a convenient body to hunt down their tormentor.

Difficulty- 18
Duration- Instant
Range- Touch

7D+ : PHASE: Attuned with the essence of the human Spirit, the Mystic may now demanifest from physical being to Spiritual being. All possessions travel with them, as they step into the Spiritual Dimension. The Mystic may remain in this form for as long as they wish, though the dangers of the TerraDaenime exist for them as well. This is different from Aitherios's "Untether" because it is the entire body that demanifests, not just the roaming of the Spirit. Until they revert to physical form again, they are not allowed contact with physical entities by natural means.

Difficulty- 24
Duration- Any
Range- Any

IMPULSUS

Similar to the Alter Ritual Visject, Impulsus is mind- body manipulation. It is the ability to control another physical organism through violent mental intrusions. Those mastering this Ritual have been known to order slaves to act in their name.

ID-2D: TRANSCOMMUNE: By attuning their mind to another, the Mystic with knowledge of Transcommune may open a one-way telepathic link with another. The recipient may not respond unless they also employ Transcommune or have some other way of mental interfacing. This link is permanent until the Mystic chooses to link with another person. Many Daemonic spies with allegiance to the Divinities of Hell use this Facet to report activities of the Earth Plane.

Difficulty- 6
Duration- Unlimited
Range- Natural Sight (at first)

3D-4D: ANTISPHREN: Squeezing the victims temples with probing fingers, this Mystic may attempt to read mind patterns and stir surface thought waves. All immediate knowledge from within the last hour is uncovered. The victim must be living for this Ritual to perform correctly. Probing the dead results in a horrifying experience equivalent to a 12 Terror Rating. Failing the roll sends the Mystic into shock. This shock affects a person as if they had failed a Terror roll at 21 Points Under, which is described in Chapter Three.

Difficulty- 12
Duration- Instant
Range- Touch
Resist Skill- Mental
Resist Difficulty- Strenuous

5D-6D: TRANSENACT: At this level of mastery, the Visionary may now control other living organisms to do their bidding. This turn, if successful, the Mystic may take an action through another being. Only one Turn is used from both the Mystic and the victim. Any action short of other Rituals or Convokations may be used. Those who possess this Facet of Impulsus, are nicknamed "Puppeteers", and "Wirepullers". This Facet relies on an unspoken

mental commands from the Mystic to enact. Thus, any Skills commanded upon are rolled by the victim.

Difficulty- 18
Duration- 1 Turn
Range- Natural Sight
Resist Skill- Restraint
Resist Difficulty- Difficult

7D+ : DESPOTISM: By enacting the highest Facet of Impulsus, the Mystic may completely control another being. The user of Despotism need only issue commands, and the victim obeys. As soon as the commands are fulfilled, the victim returns for new orders. In effect, the victim becomes a dutiful and doting servant. The Darchomen makes extensive use of "reformed" Kultists and Daemon entities for high-risk missions or infiltration. This effect is permanent until the Mystic chooses another victim to play the slave, at which time the previous victim is released from the Mystic's command. Daemons under Despotism are not considered bound.

Difficulty- 24
Duration- Unlimited
Range- Sight (Any)
Resist Skill- Restraint
Resist Difficulty- Difficult
Upon Resistance, the victim realizes that someone attempted to invade their mind.

ALTER RITUALS

PUTREFACT

The eventual decay of matter and energy is usually a slow and drawn-out process. Putrefect introduces a catalyst to shorten the amount of time that these such processes take, reducing it to instantaneous. At enlightened Facets, Putrefect can turn living matter to dust within the blink of an eye.

ID-2D: DRAIN ENERGY: At its most basic level, Putrefect focuses upon the containment of power and the internal intricacy of an object. By focusing upon the object, the Alter can decay the power source of an object. The Ritual draws forth 2D10 Energy Points—the lost energy is not directed anywhere and discharges harmlessly into the air or grounded immediately upon leaving the object. This Ritual causes no lasting harm to the object, merely draining the energy from it.

Difficulty- 6
Duration- Instant
Range- Natural Sight

3D-4D: DISINTEGRATION: By touching an object and utilizing Disintegration, a Mystic may destroy the molecular structure of an object. This Facet lasts for as long as the Mystic maintains physical contact with the object in question (up to 2 Rounds), making it possible to destroy vast amounts of a

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structure given enough time. This power will destroy whatever is touched, but only in the amount that the hand of the Mystic covers, including such indestructible items as Spirit Blades and Tomes of Praenomen. If the Alter wipes the hand across the surface, more matter is destroyed. This power will not affect living matter in any way—Mystics speculate this is due to the constant change in the molecular makeup of a living being as cells die and are reproduced, ensuring that decay does not set in.

Difficulty- 12

Duration- 2 Rounds

Range- Touch

5D-6D: DECAYED TIME: Focusing upon the time-warping effects of Putrefect, the Mystic may generate a controlled time bleed. Targeting its victim, this Facet slows all movement to one individual, causing them to lose all remaining Turns/ Round for this Round. The effects of this Ritual take place as an extreme lack of movement. The target struggles against a sense of time-vulnerability, as they attempt to move faster than their time-space bubble will allow. Any Rituals, Convocations, or cybernetics which allow the target extra Turns/Round may continue to benefit.

Difficulty- 18

Duration- 1 Round

Range- Sight

Resist Skill- Stamina

Resist Difficulty- Near Impossible

7D+: CAUSTICUS: The most horrible and feared power of Alters is Causticus. By enacting this Facet, the Mystic may destroy living matter with a touch. The Alter swipes through a living being with no resistance, completely annihilating the chemical structure of the flesh, blood, and tissue contacted. A welling of blood and decaying flesh marks the passing of the hand as the Mystic strikes at a victim. Limbs may be severed, and people killed with but a touch to a vital organ by this truly destructive power.

Difficulty- 24

Duration- 1 Round

Range- Touch

SPIRIMUNDUS

In an attempt to regain the world of the unseen, Alters use Spirimundus to witness the presence of Spirits. This Ritual also allows them to afflict Penance upon malign Spiritual entities. Alters that abuse this Ritual, and obliterate innocent Wandering Spirits, are usually hunted by Mystic groups and the 9th Circle.

ID-2D: SHEPHERD'S EYES: Peering into the shroud of death, the Alter may see into the Spirit Dimension. All invisible or Spiritual entities become clear and crisp, the deceased wander aimlessly in a foggy haze of misunderstanding, and spiritual entities fade into view hunting Humanity and clinging to the near dead. Though the Alter may see all in the Spiritual Dimension, no sound is heard. The Narrator should remember that Terror Rating still take effect at half its normal value.

Difficulty- 6

Duration- Perception

Range- Sight (Any)

3D-4D: RETRIBUTION: At this Facet of Spirimundus, the Alter may now attack Spirits using hand and melee weapons while the Ritual is in effect. Shifting the energy from potential to spiritual sends a wave of unnatural pain to the spiritual recipient. All Penance is dealt directly to the Spirit, with exception of any Strength bonuses if using a melee weapon. Spirits destroyed in this manner are considered "obliterated".

Difficulty- 12

Duration- Stamina

Range- Melee combat

Resist Skill- Mental

Resist Difficulty- Difficult

5D-6D: SOUL COLLECTION: If ever an Alter is able to extinguish a Spiritual Entity, they may attempt to harness the powers released. In the moments after obliteration they must use "Soul Collection" to meld the Spirit into the weapon which killed the entity. This weapon now inflicts one extra point of Penance versus those of spiritual nature; the affects are cumulative for each Spirit used in this way. To those within the TerraDaenime, the power of the weapon literally screams at Spirits in an attempted warning of destruction.

Difficulty- 18

Duration- Must use this Ritual one Round after Spiritual Obliteration. Any longer and the energies have passed.

Range- N/A

7D+: LORD OF ETHER: At this level of mastery, the Mystic no longer requires a touch or a weapon to destroy spirits. The Alter with Lord of Ether may destroy any non-physical entity as the power summons forth a cleansing fire to surround and consume the Spirit. People with a high Sensitivity may hear a scream of agony, or the crackle of the flames, but the fire itself is contained to the Spiritual Dimension. No Spirit, or being in spirit form, may resist the power of Lord of Ether. This Ritual has no effect to those Spirits in a physical host.

Difficulty- 24

Duration- Instant

Range- Sight

Resist Skill- Mental

Resist Difficulty- Hopeless

DIEORVIUM

Perhaps one of the most insidious of all the Mystical Rituals, Dieorvium harnesses the power of darkness. By calling forth the darkness, the Mystic projects this forth, often calling unnatural creatures of no particular origin.

ID-2D: APHOTIC EYES: Controlling the basic elements of darkness, the Mystic may peer into the unknown abyss. With complete vision in the dark, the Mystic gains the advantage over most of their enemies, and the knowledge only a few will ever possess. This Ritual works in all types of darkness, including ShadowSphere.

Difficulty- 6
Duration- 3 Rounds
Range- Self

3D-4D: SHADOWSPHERE: For a limited duration, the Mystic may use the weight of darkness to slow, if not stop, their enemies. All those trapped within the radius of the sphere will find it incredibly difficult to perform simple actions. Unless they resist the effects each Round, they are immobile, and automatically lose ID6 Endurance each Round ensnared. If they succeed the Resist roll, they make take their action. This roll is made at the beginning of any Character's turn that is trapped in the Shadowsphere, with exception to the Mystic who enacted it (they are immune to the affects of the Ritual).

Difficulty- 12
Duration- 3 Rounds
Range- 20 Ft Radius
Resist Roll- Stamina
Resist Difficulty- Moderate

If the Resist roll is successful the victim may take one action this turn. If they are still encircled come next turn another roll is required to perform an action.

5D-6D: MASTICATING SWARM: Learning the greater powers of darkness, the Mystic may now manifest living things to swarm so thick the light disappears. Small flittering barbs and blurs of teeth make up the darkness, only now they inflict penance on all those within the mass. Each victim within this unholy manifestation takes 2D8 Penance each Round trapped, starting immediately the Round enacted. Unless Shadowsphere is also utilized, the victim is not prevented from leaving the radius of effect.

Difficulty- 18
Duration- 3 Rounds
Range- 20 Ft Radius

7D+: ANATHEMATIZE: Sending forth waves of viscous black energy, the Mystic covers their enemies with an incredible force of destruction. With a sweep of the arms, the Mystic pours forth the unknown energies in all directions—a rolling wave of terrifying nothingness extending 10-feet in every direction. Anything caught within the unfathomable creation is inflicted with 4D6 Essence Damage (Armor negated) as the rolling wave of blackness drains the very life from their bodies. Anyone killed in this manner disappears and is never seen from again, consumed by the strange force. Mystics have conjectured that the body is destroyed and dispersed at a molecular level and the Spirit of the victim is hurled toward transcendence.

Difficulty- 24
Duration- Instant
Range- 10 foot Radius

TEMPEST

Named after the ancient title of the wind spirits, Tempest commands the wind to harness objects and hurl them about. At greater levels of enlightenment, the Mystic may actually move as the wind amidst foes.

ID-2D: VORTEX: Focusing strictly upon the air around them, the Mystic may begin to generate a circling vortex. This begins to pick up debris and local objects (under 10 pounds). When released, the air and its contents are thrown at one victim. The penance inflicted varies—if no debris is present, this Facet just knocks the victim prone, but if used in an alleyway or on the streets of sublevel four, the victim is impaled with metal fragments, needles and trash for ID6 Penance to 4 locations. This also knocks the victim prone.

Difficulty- 6
Duration- Instant
Range- Sight
Resist Skill- Dodge
Resist Difficulty- Difficult

If the Resist is successful the victim has dodged the large mass of dangerous debris.

3D-4D: REAGENCY: Calling upon the Spirits of the wind once again, the Mystic may summon an object to their hand. This is similar to telekinesis, though those around the Mystic can feel the rush of the winds carrying the object. The object travels only to the Mystic's hand, and anything may be retrieved, as long as the Mystic may lift it physically. Any attempts to take an object from the hands of another may be resisted by the victim.

Difficulty- 12
Duration- Instant
Range- Natural Sight (100 Feet)
Resist Skill- Grapple
Resist Difficulty- Moderate

If successful, the object could not be pried from the owner's grip.

5D-6D: MOTUS LOCI: With the quickest of movement, the Mystic enacting this Facet of Tempest is hurled about by a maelstrom of speed—all actions taken are hastened by the natural forces of controlled winds. The Mystic gains 2 Extra Turns/Round, and any attempts to hit this moving target is raised by three Difficulty levels while they are in motion or dodging. The winds are felt by all those within a 5 foot radius.

Difficulty- 18
Duration- Mystic's Mind in Rounds
Range- Self

7D+: TEMPORAL BLUR: Focusing the power of the winds upon the body, the Mystic appears to be in constant movement, shifting their position at an incomprehensible speed, appearing as a blurred form to the naked eye. Any physical actions directed against the Mystic are automatically dodged, adding the Mystic's Dexterity Rating in Difficulty Levels to the action. The Mystic may not dodge as normal to any additional effect, but is considered in constant dodging action for the duration of the Ritual. This does not detract from the Mystic's Turns per Round, and the Mystic may still take actions as normal. Those with Mystical oculi see bluish forms of the Mystic swirling about a stationary person, allowing them to negate the effects of this Facet. Using this in Spirit Form has much the same effect on the Spiritual Dimension.

Difficulty- 24
Duration- Mystic's Mental in Rounds
Range- Self

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INFERNICUS

Concentrating on the increasing of agitation between molecules, Infernicus creates both heat and flames. This Ritual was once used to display a mastery of one's surroundings at a molecular level, but since the exile of Jerico Fayne and others enacting this power without remorse, it is perceived as an evil Ritual utilizing the powers of Daemons.

ID-2D: SCORIAE: Conditioning the air temperature and humidity, the Mystic may alter their environment. If successful, the Mystic may increase the temperature in any localized area up to 40 degrees. This effect also raises the body temperature of those within the area 6 degrees, causing fever and uncontrolled sweating. Each Round immersed in these sweltering conditions drains three Endurance points from all occupants (armor negated). Furthermore, Endurance is not regained as normal while in the surroundings touched by Scoriae.

Difficulty- 6

Duration- Unlimited, though it requires the Mystic's presence.

Range- 30 Ft

Resist Roll- Stamina

Resist Difficulty- Moderate

If the Resist is succeeded the victim does not lose the required Endurance that Round. For as long as this Ritual is enacted, the victim must roll a Resist each Round.

3D-4D: ANDIROUS TOUCH: Even at lower levels of Enlightenment, Infernicus can be devastating. With but a touch of flesh upon flesh the Mystic may burn into their victim. Their hands become concentrated heat which inflicts 2D8 Penance, and leaves a permanent scar upon the victim. Many times flame is seen lapping about the Mystic's fingers and the area of contact with the victim. To Mystical Oculi, the victim is consumed by a burning inferno of Mystical light and energies.

Difficulty- 12+ a successful Strike

Duration- Instant

Range- Touch (Skin upon Skin)

5D-6D: EMPYREAL BLEED: With gained knowledge of Infernicus, the Mystic now has the ability to harm victims at range. When enacted, this Ritual drains the essential liquids from one victim, causing 3D6 Essence damage (Armor negated). Water and blood are burned from the victim, leaving them a dried husk of flesh. These effects require rest, and the consumption of liquids to restore the body. Aside from Reconstruction, it is difficult to heal back to full health after enduring such an attack.

Difficulty- 18

Duration- Instant

Range- Sight (any)

7D+: KISS OF THE INFERNO: The highest Facet of Infernicus allows Alters to incinerate an entire room. Flames rise from around the Mystic's feet and radiate outward to 20' before rising upward and crashing down upon everyone within the radius of the Mystic. Anything coming in contact with the flames are charred and blackened as mystical flames burn about their flesh. Soft armors and combustible materials catch on fire, and explosives or ammunition erupt. Those completely covered in hard armor are safe for one Round as the

fires cling to the outer surfaces before melting through or heating objects to unbearable temperatures. The initial blast inflicts 5D6 Essence damage, as the flames consume and ignite everything in their path. Even after the first devastating blast, however, the victim must cope with burning objects or clothing. The Narrator may wish to inflict additional damage for exploding ammunition or detonation of grenades due to heat.

Difficulty- 24

Duration- Instant

Range- 20' Radius (from Mystic)

BECKONING

This Ritual is also known as “Daemon-Bane,” because of its ability to rob a Kultist’s Daemon-Lords of Spiritual Energy. This Ritual can not only unravel the very essence of a Spirit Blade, but turn stolen Spirits back upon their captors.

ID-2D: GHOSTSIGHT: At the basic levels of Beckoning, the Mystic may peer into the Spirit Dimension long enough only to see the strength of any particular Spirit. Whether it is the Spirit in a Kult Blade or a Daemon Spirit, the Mystic will sense the power behind it. It is important to note that the Mystic must have sensed or witnessed the Spirit, or see the Kult Blade for them to detect anything. This Ritual will not allow a Mystic to visually see a Wandering Spirit, just detect its Spiritual power.

Difficulty- 6

Duration- Instant

Range- Natural Sight

3D-4D: UNRAVEL: This Ritual provides Kultists with sheer terror. The Mystic may tear the Spirit from their blade and allow it to transcend. Only one Spirit from one blade is affected, but the whole Spirit is siphoned and released, while the Kultist is left powerless. Similar to Flux, this Facet temporarily blinds all those peering into the Dimensional or Mystic Dimensions using Oculi.

Difficulty- 12

Duration- Instant

Range- Natural Sight

Resist Roll- Call

Resist Difficulty- Strenuous

If the Resist was successful, the Spirit remains trapped.

5D-6D: SPIRITUAL VENGEANCE: By releasing the Spirit in the same manner as Unravel, Spiritual Vengeance allows the Spirit to attack its former captor. The Spirit, in a barrage of psychic attacks, inflicts XD6 amount of Essence penance; where X equals its Spirit rating. The Kultist’s blade is also drained of the Spirit as it finishes its attack and vanishes, left to the streets as a Wandering Spirit.

Difficulty- 18

Duration- Instant

Range- Natural Sight

Resist Roll- Call

Resist Difficulty- Difficult

A successful Resist allows the Kultist to keep their precious Spirit, locked within their blade, with no attack made.

7D+: REVERSE EXORCISM: At such an enlightened state, the Mystic may steal the Spirit from a Kultist’s blade, and place it in the captive Kultist’s physical body—the possessor now becomes the possessed. The Spirit may use half of the Kultist’s Turns/ Round (rounded down) to take actions. Most of the time the Spirit will use its actions in an attempt to destroy the Kultist, but the situation has occurred when the Spirit will try to live within their new body, placing the Kultist in a living hell.

Difficulty- 24

Duration- Permanent/ Instant

Range- Natural Sight

Resist Roll- Call

Resist Difficulty- Difficult

A successful Resist keeps the Spirit in the blade, with no effect.

PHOBIUS

Preying upon the fears and superstitions of the masses, Phobius is a Ritual of the terror within everyone’s soul. Alters who display this Ritual in public are often given a wide berth as rumors of an Alter’s abilities to kill or paralyze with a glance keep most from crossing an Alter’s path. Many Mystics use the Ritual to keep others from prying too deeply into matters of personal nature.

ID-2D: AURA OF FEAR: This Ritual instills fear of the unknown into any hapless victim. During the Duration, all Restraint roll Difficulties are raised by 2 Levels, and the victim becomes uneasy of their situation: that dark corridor seems a little too dark, or that borg might just be a little too much to handle. While under the Aura of Fear, Restraint should be rolled in any situation that would generally take courage or willpower.

Difficulty- 6

Duration- 4 Rounds

Range- Sight

Resist Roll- Mental

Resist Difficulty- Moderate

Those succeeding the Resist feel no Fear, as the Ritual fizzles out.

3D-4D: FORM OF TERROR: To anyone gazing upon the Mystic in this form, sanity is siphoned, and terror sets in. The Mystic gains 3D8 Terror Points for a limited time; this is caused by the distortion of their appearance to all onlookers, all features become Daemonic and twisted. All Characters gazing upon this hellspawned aberration find it difficult to perform any actions.

Difficulty- 12

Duration- 4 Rounds

Range- Natural Sight

Resist Roll- Restraint

Resist Difficulty- Terror Rating

5D-6D: SUGGESTIVE HELL: By naming one specific person, place, or physical object aloud, one recipient will become horrified with the thought of coming into contact with the named thing. Anytime the named thing is sighted, the victim will flee its presence without hesitation, and without any actions performed other than Movement. The Narrator has the final word in allowing what objects or things may be chosen that are found in Obsidian.

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Difficulty- 18

Duration- Permanent

Range- Natural Sight

Resist Roll- Restraint

Resist Difficulty- Difficult

A successful Resist roll means the suggestion was noticed and the effects are canceled.

7D+: BASILISK'S STARE: Calling forth the unrealized terrors within the human soul, the highest level of enlightenment of Phobius infects those near the Mystic with an undeniable fear and loathing. The Mystic, to each person inflicted, becomes their worst fears and hatreds. The victim is thus unable to take any actions as the terror of their own mind is magnified to an extent of paralysis. Anyone even glancing at the Mystic while this facet is enacted is subjected to their own suppressed fears.

Difficulty- 24

Duration- Sight

Range- Victim's Sight

Resist Roll- Insight

Resist Difficulty- Near Impossible

A successful Resist roll indicates that the victim has internalized their fears and accepted their own fragile nature and therefore are unaffected by this Facet.

VISJECT

Through stimulation and eradication of the brain's electrons, manipulation of the mind is achieved. This Ritual allows the Mystic a supreme ability over another person's memories and emotions. Overuse of these Rituals can lead to the Mystic gaining a pale dimensional aura, which is said to attract the Ninth Circle.

ID-2D: RESPONDENT: This Ritual allows the Mystic control over the emotions of others. They may implant a suggestive emotion about one person, place, or thing into the mind of anyone. The emotions will immediately be played out, though none will be strong enough to drive someone to act considerably out of the ordinary for their own morality and beliefs. Love, fear, hatred, and compassion are a few of the emotions employed by Mystics with Respondent. Placing fear into a victim temporarily gives the suggested person or item a 6 Terror Rating.

Difficulty- 6

Duration- One Segment

Range- Sight

Resist Roll- Restraint

Resist Difficulty- Moderate

3D-4D: ERASE: By probing deep into the mind of a sentient being, the Mystic may erase one thought about one person, place, or thing. This also includes one action the victim may have witnessed, as long as the action was brief. This Ritual allows the Darchomen their mysterious state of being. This works on memdisks as well, though it only erases one single thing as above.

Difficulty- 12

Duration- Instant

Range- Natural Sight

Resist Roll- Memory

Resist Difficulty- Difficult

5D-6D: FORFEIT: At such elevated levels of Visject the Mystic may now take pieces of learned knowledge. The Mystic wipes 2D from any one chosen Skill. Thus successfully eliminating an entire Skill over time if desired. The victim will not realize this is happening unless they succeed in their Resist, or they attempt to use the Skill drained. This Ritual is used by many Alter assassins before they even confront their target, weakening them.

Difficulty- 18

Duration- Instant

Range- Natural Sight

Resist Roll- Mental

Resist Difficulty- Strenuous

If the Resist is successful the character notices they are being Mind probed, and instantly gets a telepathic image of their assailant.

7D+: LOBODIEM: By attaining the highest level of enlightenment of Visject, the Alter has learned to change the very morals and ideals of a victim. Their four Motivations may be altered, changed, or completely deleted as the Mystic sees fit. Thus, a vile Internalist could become, at a moment's notice, a charitable humanitarian. Alliances and grudges mean nothing, and few beliefs are strong enough to resist the will of the Mystic who has entered the most precious part of a victim's mind. The victim will notice an odd sensation, as if something were being forgotten or misplaced, but no actual sign of intrusion will be noted unless the Resist roll is made. The Mystic must, however, touch the intended victim on the forehead, the restructuring of the mind being a communication of telepathic willpower.

Difficulty- 24

Duration- Permanent

Range- Touch

Resist Roll- Restraint

Resist Difficulty- Difficult

Upon a successful Resist roll, the victim is aware that the Mystic has attempted to invade their mind.

LACERATUS

The bioorganic chemistry of living tissue is complex in nature, but this Ritual allows an in-depth approach into the function they provide. Destroying the very fabric of a living being, the Mystic may sever the ties between limbs, and force the regenerative properties of a living structure to cease.

ID-2D: REND: Severing the tie that binds, the Alter may now Rend any location that is missing. Be it an arm, leg, or even head, the afflicted location can never grow back using Reconstruction. Cybernetics will not meld with the dead flesh, nor will limb replacements and bionetics. The Location must have been severed for this Ritual to take effect.

Difficulty- 6

Duration- Instant

Range- Sight

3D-4D: TEMPERED FLESH: The moment this Ritual is enacted, one person of the Alter's choosing is cursed by the ravages of Tempered Flesh. For the duration of this ability, the victim cannot heal in any way. Curative Rituals, Convocations and equipment hold no effect for the victim. At the conclusion of the Ritual, all healing effects attempted upon the victim will manifest as successful, but until then, the victim must pray to keep from suffering a terminal fate. It must be noted that those killed with Tempered Flesh enacted upon their body cannot be raised from the dead using the fourth Facet of Reconstruction.

Difficulty- 12

Duration- 5 Rounds

Range- Sight

5D-6D: LACERATE: If a Character has missing Essence, they become prey to the vile attacks of this Alter Ritual. The Alter destroys the regenerative properties of their victim, leaving them crippled and weak. Choosing a damaged area on their victim, the Mystic concentrates on severing the physical construction of the living organism. Any Essence Lacerated becomes a permanent Essence loss. The wound will never heal, though blood loss can be prevented.

Difficulty- 18

Duration- Instant

Range- Natural Sight

7D+: THE DEVOURING: The Devouring is simply the infestation of a festering wound upon a previous tissue-exposed area, but it is also an ancient term for a Spiritual parasite that would infest a victim's wounds, opening it wider and wider until skin was sloughed from the body and life fades away. This Facet of Laceratus is similar to Rending in that it requires an already existing wound to be enacted. For each Round inflicted, the Ritual increases the agony and torture of a cut, drawing out 2 Essence from a victim. By the end of the Ritual, an untreated victim has had their skin and muscle tissue consumed by the mystical parasite, leaving nothing but a bleeding mass of bones and half-eaten organs. If the victim survives the punishment, any Essence lost by The Devouring is rendered permanent and can never be healed.

Difficulty- 24

Duration- 10 Rounds

Range- Natural Sight

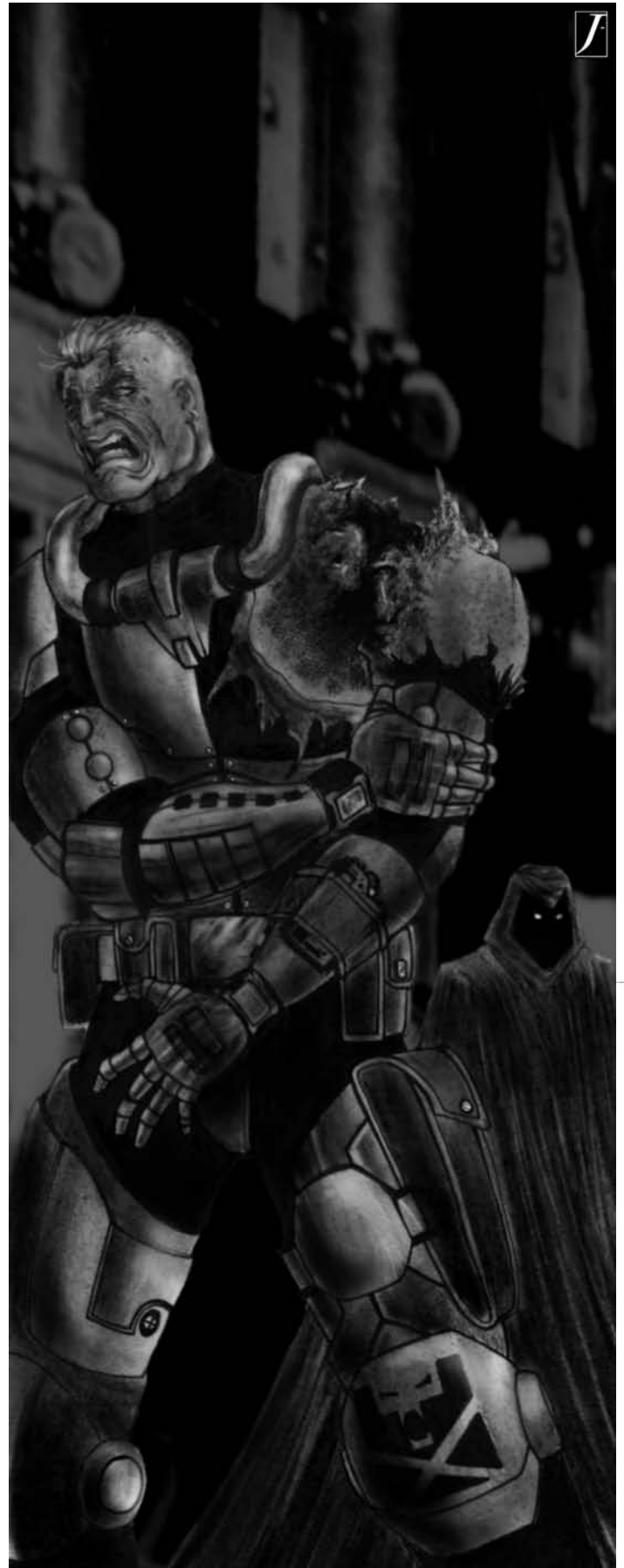
Resist Roll- Immunity

Resist Difficulty- Near Impossible

HAUTAE

Hautae has been used to track down and destroy enemies of Humanity for nearly a hundred years. Referred to as "Hunter's Vision", Hautae has been a feared Ritual for Kultists, and their brothers of evil. Peering into their very lives, a Mystic with this Ritual can gain the knowledge of murderers, and develop the Skills of practice.

1D-2D: IMPRESSIONS: Upon contact with an object, the Alter may gain a flash of insight as to what the owner may be seeing at the same time. Only seconds are seen, and even those are cloudy and vague. Many times investigators use this to find additional clues at a murder scene, or to discover ownership of occult items. The image of the owner is never seen unless they are looking in a mirror. Ownership requires possession for at least 24 hours.



Difficulty- 6

Duration- Instant (3 Seconds)

Range- Touch object

Resist Roll- Mental

Resist Difficulty- Moderate

A successful Resist blocks the Mystic's attempt, causing them to see nothing but clouds.

3D-4D: HANDS OF KNOWLEDGE: Temporarily stealing the abilities of others, those with this Facet of Hautae can become as skilled as any they come into contact with. Upon touch with another, they may "steal" their highest Skill. Though this has no affect on the lender, it raises the Mystic's knowledge of that Skill to the same numerical value. Any Skill may be stolen, but it only lasts for one Segment, and Rituals and Convocations cannot be taken in this manner. Mystics with the ability to use this Ritual tend to travel with others of diversified Skills. If more than one Skill is at the highest rating, the Narrator chooses one to be the dominant Skill.

Difficulty- 12

Duration- One Segment

Range- Touch

Resist Roll- Mental

Resist Difficulty- Difficult

5D-6D: PSYCHOMETRY: Creating a link with inanimate objects has been a specialty of the Mystics for a long time. Upon contact with a nonliving object, the Mystic may read residual information concerning the latest uses of it. The Mystic may also code himself into the object and allow his mind to travel with it. An initial roll is required, but afterward the Mystic may know the whereabouts and the user's intentions of the object. Only one object may be "encoded" at a time, and an upkeep roll must be made each hour. Alters generally code themselves into Kult Blades, and release them back onto the street to flush out new Kultists.

Difficulty- 18

Duration- Instant (one object)

Range- Initial Contact

7D+: NAGATAE: The belief that people leave something of themselves upon objects that are close to them, or that they possess for an extended amount of time, is the basis of the Facet known as Nagatae. The Alter skilled in this Facet may hold an object in their hand and inflict psychic damage to the last person to hold or own the object. The item must have been held or on the person of the last owner for at least one day and be inorganic—as the impressions left by stray hairs or cuticles are different and spiritual in nature. The Alter destroys the object in question, and the previous owner—where ever they are, or whatever they are doing—is bombarded by mental agony. The horrible pain inflicts 2D8 Essence damage to the victim, and the mental nature of the damage is such that it negates all types of armor. People killed by this Ritual have been seen to collapse in agony, with blood streaming from ears, eyes, and nose, screaming as their mind is burned away.

Difficulty- 24

Duration- Instant

Range- Touch object

Resist Roll- Mental

Resist Difficulty- Near Impossible

Upon Resistance, the victim feels an incredible stab of pain, but manages to block away the damage.

KULTISTS

Cultivating the soul has been a part of so many lives, including: Hitler, Jack the Ripper, The Zodiac Killer, Alexander the Great, and Ghangis Khan. These beings all had one thing in common: Power. The bidding of Daemons has benefited many, as well as destroying many. In the past, most of all the influential leaders made these pacts. Dealing with the "Crimson Skinned", and their associates became the only true form of power. Access into the ranks of Hell has always been held in secret and involves a confrontation with one of Daemonic origins.

For a Kultist to gain the powers that be, they must begin by taking a life, a Spirit. This is done when the Kultist reduces his victims Essence to zero. At this time, the Spirit is weak and begins to leave the body on its quest into **TRANSCENDENCE**. The Kultist then uses what he is taught, and Calls the Spirit to him. Through allegiance to a particular Divinity, a Kultist has at their disposal a battery of powers that they may sacrifice the stolen Spirit to gain. These powers are finite, requiring a repeated sacrifice on the Kultist's part to maintain and enact each time, driving them to give more and more Spirit in attempt to access greater power. The greater the source Spirit, the more the Daemon is willing to compensate.

THE ROAD TO DAMNATION

The Circles of Hell are malevolent and, for the most part, find Humanity to be nothing more than a great herd of cattle to be butchered at their leisure. Though this casts mankind as insignificant, each Circle grudgingly understands that the easiest way to conquer and destroy Humanity is to use Humanity itself. Therefore, the rise of the Kults emerged. Each section of Hell was defined and isolated, and each created their own version of ultimate power with which to tempt Humanity into their service with.

The process of initiation into a Kult is similar as a whole. Each Circle, however, ensures that the experience is in some way unique and horrifying to the new worshipper. The exact process for entering any of the Kults, save Box of Under, is as described in the steps below:

First, the prospective Kultist must find a Kult Blade of the desired Kult. This blade must be kept throughout the rest of the steps toward transformation into a Kultist. Next, the new initiate must locate a Daemon of the Circle from which their Kult derives its power. Once found, the Daemon has the option of accepting the initiate, or asking a barrage of questions to determine the loyalty and nature of the initiate. If they are accepted—which is the most common, as all those willing are generally admitted—the Divinity of that Circle focuses its own foul energies through the Daemon, which is used as a sort of gateway. At this time, the Kultist experiences flashes of hellish insight, subliminally being inundated by the mysteries and powers of each particular Kult. The horrifying secrets of the Convocations flash swiftly through the Kultist's mind, and the ultimate plans for the domination of Humanity is



etched into the mind of the initiate. Then the Divinity names its price for such power: a portion of the Kultist's Soul. If the Kultist accepts, one Spirit Point is painfully siphoned from the initiate (including those hopefuls of the Spiritual Essence), and in return for this sacrifice, the Kultist is granted a ID Call, with which they may use to Call Spirits as any other Kultist of the particular Kult. It is important to note that it is extremely rare for a Daemon to not allow a prospective victim access to a Kult, as the Daemon's Circle only stands to gain from the acquisition of Spirit and the sacrifice of the new Kultist's Spirit. After initiation, however, some Daemons have been known to kill the new Kultist and present the blade to a worthier prospect that the Daemon has been watching.

If the new Kultist was a member of another Kult, all previous Convocations for the old Kult are lost, but the Call Rating is increased by ID. They are now within the dark embrace of a new lord—all previous benefits and powers of the old Kult is lost; so, too, are the weaknesses of the previous Kult. If entering a Kult for the second time the Kultist regains the benefits and weaknesses but, as punishment for disloyalty, all Convocations previously granted are lost. Also, the Call Rating is not increased in this circumstance as nothing truly new or different is learned.

The Box of Under, however, has a different process. Instead of searching for a Daemon of that Circle, the would-be Kultist must die with the blade on their person. Upon death, the person has a ten percent chance (for each Ring blade collected) of manifesting momentarily within the Box of Under itself, where the initiate is offered a chance to live if they paint a symbol upon the Box. If they accept, a Spirit Point is siphoned and the new Kultist is returned to their body, alive, to serve the Box of Under.

While the process for becoming a Kultist may seem easy at first glance, it is important to note that most people who own a Kult Blade are more than a little hesitant to relinquish control of it for even a short while. Also, most Daemons are more intent upon slaughtering Humanity than initiating it into their services. Such is the way, when a potential Dark Savant comes asking for the infernal initiation, or a previous Kultist asks a Spiritual Essence Daemon. Lastly, a potential Kultist requires an Occult Skill of 4D or higher to actually know the process itself or the learned knowledge of such an act.

CONVOKATIONS

Through the power of their Divinity, the Kultists have been granted the unholy might of Convocations. While the Kultist cannot individually utilize the Spiritual Energy and mold it into a particular form, the Divinity of each Circle can. To this end, a Kultist hunts their fellow man, stealing the soul away upon the moment of death, and sacrificing the stolen Spirit to the masters.

The masters then consume the Spirit, utilizing a scant portion of the Spirit to manifest a temporal power for the Kultist to direct. This temporal power is known as a **CONVOKATION**. In effect, the Kultist has become a Spiritual trader, giving over the precious energy contained within the Human Spirit and receiving a small power for their service.

Each Convocation only requires the Divinity to utilize a portion of the Spirit being sacrificed to manifest each particular power. After creating a Convocation for the Kultist, another small portion of the Spirit is used to open a corrupted form of a Portal that opens for a scant moment to allow the power to be harnessed and directed by the hand or Spirit Blade of the Kultist. Each Circle maintains a different battery of Convocations that may be harnessed by

the Kultist. The last remaining portion—the smallest of the portions—is kept by the Divinity to use as the Daemon sees fit. This smallest portion, over time, is accumulated to send Daemons across the barrier or to embellish those Daemons who have proven their worth.

The lords hoard the Spiritual Energy granted to them by their Kultist followers for the day they might emerge upon the Earth Plane themselves, or to send their loyal minions forth from the Circle without the aid of Kultists and Portals. Over centuries, vast amounts of incredible Spiritual Energy have been stored throughout each Circle, being used sparingly as the Divinity sees fit.

There is a final form of the Convocation known as the Arcane Convocation. This power is often permanent, opening a stabilized rift between the Divinity of the Circle and the Kultist. These powers take years to create, requiring study and dedication to the Circle. The Divinity works with the Kultist to stabilize the minuscule rift, maintaining a constant source of power for the Kultist. These powers are often bizarre or obscure, as the Divinity grants the Kultist powers normally reserved for only the highest-ranking members of each Circle.

CALLING

Calling represents the beckoning back to the Spirit. This is nothing but trickery—the Kultist gives the soul hope of returning, when all they are doing is beckoning its Damnation. Starting Kultists have one point in this ability. This represents ID6.

For the Kultist to prepare this desecration of the human soul, the victim must have been killed recently. The Kultist must be within a five-foot proximity from the dead, or plunge their blade deep into their chest. With closed eyes, the Kultist begins to beckon the Spirit back. Take the Spirit Rating of the victim and multiply by 4—this is the Difficulty for the Kultist to Call the Spirit into their possession. Stronger spirits have a stronger will to Transcend. If the Kultist succeeds this difficulty, the Spirit is tricked into the Kultist blade or into their grasp. If the roll failed, the spirit has managed to Transcend. For Narrators having to discern the Spirit Rating of various non-generated people, roll a ID6 and add or subtract any modifiers necessary to determine the Spirit Rating. Characters Calling Spirits of extraneous people throughout the Story may find themselves Calling a more powerful or a weaker spirit depending upon the nature of the victim. What follows is a brief guideline to show the usual power-level of different archetypes:

RANDOM CALLING CHART (ID6)

- 1 for random Kultists (not Spiritual Essence)
- +1 for random Spiritual Essence Kultists
- 1 (or more) for cybernetically enhanced people
- +1 for True Mystics
- +1 for those of the Social: Spiritman

Those that have been dead for a time have already started Transcendence. Their Spirit has already left the body. This increases the Difficulty to Call. For each Round that the body has been dead, the Difficulty is raised by 2.

A Kultist who happens to Call a Spirit, and either does not wish to carry it within their Spirit blade, or already has a Spirit in occupation, may beckon the newly-Called Spirit to travel at their side as a sort of spiritual mist for a number of Rounds equal to their Call Rating. If at this time a Kultist comes across an empty Blade of their specified Kult, they may transfer the recently Called Spiritual energies of one soul into it. Any number of Spirits may be beckoned, but as soon as the number of Rounds equal to the Kultist's Call is exceeded, the Spirits become aware of their fate and quickly disperses from the Kultist's employment.

Spirits that have been freed from the Kultist's grasps are allowed to wander the Physical Realm, becoming **WANDERING SPIRITS**. Wandering Spirits cannot communicate with the living, or be seen by anyone other than those with dimensional detectors. Some Daemons have the ability to see such spirits as well—in fact many Daemons even feed off of these wandering spirits, obliterating the very Energy they are composed of. In short, wandering spirits may have evaded the Kultist, only to find themselves in a similar, or worse, predicament.

A successful Calling, while granting the Kultist the power of a Spirit to fuel their foul Convocations, also has another benefit. Each time an entire soul is sacrificed to their infernal masters, the Kultist is given another **DAMNATION**. Damnations are roughly used to display the power and services a Kultist devotes to their Circle. When learning a new Convocation, the Kultist must have a number of Damnations equal to the new Convocation's level. These Damnations are considered spent, and the Kultist must gain another amount of Damnations to learn another Convocation. The Kultist normally only gains one Damnation for each Spirit expended to gain the powers of a Convocation. However, if the Kultist sacrifices a Spirit to their Circle without gaining the power of a Convocation, they gain a number of Damnations equal to the sacrificed soul's Spirit Rating.

Combining Spirit to use a more potent Convocation is referred to as "melding". In order for a Kultist to meld Spirits they must have **SPIRITUAL SOLIDARITY**. The number of points a Kultist has in Spiritual Solidarity is equal to the number of cumulative Spirits they may damn to gain the benefits of one Convocation or Summoning. All Kultists start with a Solidarity of one—this means they are able to damn one Spirit at a time unless they spend Generation Points (or Experience Points) to raise this ability. Spiritual Solidarity is commonly used when summoning, which usually takes a lot of Spiritual energy.

For Example; Overload, a Kultist of the Machine, has just survived a Mystic attack in which he was badly injured. With enhanced hearing, he recognizes the rumble of a Law precinct. Trapped in the bathroom of a posh hotel, Overload feels it is necessary to employ the Convocation "Encrypted Form". He has 1 Kult blade with a three-point Spirit trapped within. "Encrypted Form" is a five point Convocation, which means it requires the Energy of five Spirit points in trade for the power. Needing two more points of Spiritual energy, Overload plunges his blade into the dead Mystic he had just been in combat with. It has been 2 Rounds since he has died, adding four to the Difficulty to Call, but because Overload's Blade is deep within his fleshy tissues, he gains a bonus of +2 to his Call roll. The Narrator determines the Mystic to have had a 3-point Spirit by rolling a six-sided die. This makes the Difficulty to Call 16 (Spirit Strength x4 +4 since he was dead for two Rounds). Overload closes his eyes and beckons the Spirit back. He has a Call of 4, so he rolls four

six-sided dice resulting in a 15. He almost lost the Spirit to Transcendence, had he not had his blade inside the Mystic's chest which adds +2, giving him a 17 to Call. The Spirit of the Mystic is now in the Kultist's bloody hand. With a Solidarity of 2, Overload can meld up to 2 Spirits together during one Convocation, so he Melds the three point Spirit in his blade with the 3 Point Spirit he just Called to gain the equivalent of a 6 Point Spirit. He Convokes "Encrypted Form", and settles in the corner of the room completely encoded into the visual layout of the room, safe for now. This still leaves one point of Spirit in his blade for future use. Overload opts to damn the remaining point for a Damnation.

Spiritual Solidarity can also be used with other Kultists of the same Circle, enacting the effects of one Convocation or one summoning. In group summoning, each Spirit may be melded into a circle of Energy, called the **PRAEBERE SPHERE**. A Kultist may donate a number of Spirits (not Spirit Points) for every point of Spiritual Solidarity above one that they have (thus a person with a Spiritual Solidarity of 2 may contribute one Spirit to the collective). When all the Kultists have finished in their donations, the Tome involving the particular Daemon is read and the energy of the Praebere Sphere is obliterated to summon the Daemon forth. This differs from using more than one Spirit to enact a Convocation, as when multiple Spirits are used to gain the power of Convocations, the Spirits do not actually merge into a greater whole, they are merely sacrificed en masse to the Divinity of the Circle. During summoning, the merging of Spirits into a Praebere Sphere allows the melded Spirits to form into a greater entity that is used to breach the Planes, allowing a Daemon to emerge from the temporary Portal.

For Example; Overload and four other Kult of the Machine have gathered in secret in hopes of summoning a Satellite of Torment. Having a Diadem of 21, the Kultists must spend a cumulative 21 Spirit Points to summon this abomination. Though, each Kultist only has 5 Spirit in their Blade, they may meld their Spirit with those of the other Kultists. In order for this to be possible each Kultist of the Machine in this gathering must have a Spiritual Solidarity of at least 2. At the time the Spirit is spent and the Tome of Praenomen read, the Kultists have an accumulated 25 Spirit Points to summon the Daemon to the Earth Plane.

THE SPIRIT BLADE

The only way to lengthen the period of Spiritual imprisonment is to possess a Spirit Blade. These blades are built for the purpose of entrapping and sustaining Spirit, and only one Spirit may be stored in one blade at a time. Keep track of this Spiritual Energy, for as soon as the entire Spirit has been traded, it makes room for a new one. Spirit Blades are extremely rare, due to the fact they are created within the Circles of Hell, and deliverance to the Earth Plane is uncommon. In fact, to buy one during the Creation Process costs the Kultist 5 Starting Points or 2500 Credits. Sometimes the Greater Daemons will give a blade to one practiced in the art, but this usually only occurs after the Kultist has done a deed worthy of notice. This consists of aiding in opening a Portal or summoning one of the Greater Daemons themselves.

These blades are also beneficial to Calling. When the blade is deep within its victim, the Kultist may add 2 to their Call. These blades help in the

beckoning process, as they actually create serene visuals to allure the Spirit. This process has been known to generate a slight blue haze around the blade when a Spirit is being drawn toward it.

Kultists should keep in mind the dangers of owning one of these blades—they are powerful and give off evil energies. The Darchomen has manufactured cybernetics to detect such energies. Almost as highly prized as owning a Kult Blade, however, is the Admonium Sheath. Made of materials of an enigmatic and possibly other-worldly origin, these sheaths mask the dimensional glow of a Kult Blade. A good thing to have, as those that are proved to be Kultist meet an unfortunate end—there are powerful agents of the Darchomen out within the Zone, keeping a wary eye out for the telltale blades. Those without one, may have an easier time outwitting these agents.

All Kult blades are indestructible, and each Kult has a different form of blade. The Kultist cannot use a Blade from another Kult, but they may use anyone's blade from within the same Kult. Each of the Kults' blades are described below:

Kult of the Internal: By far the most intricate and ornate of all the Kult Blades, this blade is a long, razored klaive. The blade itself appears to be fashioned out of untempered iron, leaving a dark color to the metal. Strange unearthly symbols adorn the cutting edge and continue across the hilt and cover the handle. This blade inflicts ID6 Essence + Str.

Kult of the Chemical: Appearing to be carved from a blackish crystal, the resin-blade of the chemical appears as a spiraling, patterned icicle. Not possessing a cutting edge, these blades are used to stab and puncture. This type of Kult Blade inflicts ID4 Essence + Str. (Many Chemical Kultists coat their blades with hallucinogenic toxins).

The Box of Under: Easily concealed, the Ring-Blade of the Box of Under appears as a simple ring with a small blade or spike protruding from one side. The ring sizes automatically to each finger and may be turned toward the palm or outward. These blades are useful for the necessary self-mutilation required by the Kult. The rings themselves inflict the Kultist's Strength in Essence.

Kult of the Undead: Probably the most diverse of all the Kult Blades, the Kult of the Undead styles their Blades from bones of the dead. Though the actual nature of the dead creatures from which the bones are styled from vary, and some are carved to maintain a cutting edge, while others are chipped to sharp points for stabbing. Most have an ebony or obsidian handle, though some prefer to wrap one end of the bone in cloth. The deceptively resilient bone blades inflict ID6 Essence + Str. (Many blades have been known to create festering wounds.)

Kult of the Machine: Appearing as a Circuit Blade, but without the power switch, the Kult of the Machine's blades appear quite mundane to the casual observer. The faint crackle of energy and the hum of power seem to induce a slight hypnotic or trance-like state in those standing near. These blades inflict ID6 Essence + Str, and inflict ID6 Electrical Penance.

Kult of the Lost: Flagrant and unsubtle, the Kult of the Lost lovingly caress their enormous swords. The blade honed to a razor's edge, almost seems to scream as the metal bites into flesh. The unfortunate drawback to this blade is the fact that anyone with Dimensional Oculi seems

drawn toward these blades as they fairly declare a challenge toward any authority. These mighty blades inflict ID12 Essence + Str.

Kult of the Spiritual Essence: Often overlooked in the heat of combat, the blades of the Spiritual Essence appear as glass knives. Perfectly transparent and carved from one long piece of unknown crystal, the blades of the Spiritual Essence are crafted to a sharpness unheard of by mankind. The blades inflict no immediate pain, as they slide softly through flesh and bone. Often, the blades are used to perform mercy killings for those allies dying slowly without hope for saving. The enigmatic blades inflict ID6 Essence, but due to their incredible sharpness, all soft armor is negated by these blades.

THE KULTS

There are many Kults, and each one is unique in a special way. Some Kults have derived themselves in the image of the Mystics. While others allow the Daemons presence to determine their effects. In all, each Kultist possesses a wide array of effects depending on their philosophy, Kult background, and Daemon controller. Below are most of the Kults controlled by the Dimensional Circles:

KULT OF THE INTERNAL
KULT OF THE CHEMICAL
BOX OF UNDER
KULT OF THE UNDEAD
KULT OF THE MACHINE
KULT OF THE SPIRITUAL ESSENCE
KULT OF THE LOST

There may be more undeveloped Kults, but for the most part there can only be 9 total; one for each Circle. As stated, all Kults are unique, and each demand differs. Most of the Divinities are unknown. The following pages explore the possibilities for each Kult—learn of perceptions unseen by the passerby, and remember Kultist's themselves know little about who or what they serve.

KULT OF THE INTERNAL

Clinging to their heritage as the first Kult, the Internalists have spent years perfecting the subtle art of intrigue and manipulation. The power behind the Kult of the Internal has been lurking within the dimensions of Hell for nearly ten-thousand-years. This Kult belongs to the quintessential Hell: fire and rock, crimsoned Daemons, and the torture of souls. Those who follow the Circle of Avarice are among the most evil of all Kultists.

They are promised power, and they demand it. They kill to satiate their own lustful desires, be it power, extended life, sex, or valuable resources.

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Within one year of joining the Kult, even friends or lovers are seen as merely tools to be used and discarded as necessary.

Each Internalist is totally independent, and if the need arises, will kill another Kultist of the Internal. A lust for power is branded into every one of their minds. Throughout history, most wars and conflicts have been sparked due to an unbalancing of an Internalist's powerbase or influence. Spawning some of the most terrible people throughout history, the Kult of the Internal keeps a huge record of notable members, and the Kult's ties to the multitude of contacts known. Internalist corporations stand at the forefront of secrecy and cutthroat politics, with other corporations, whether controlled by others of the same Kult or the hated Spiritual Essence, are merely pawns to be used and discarded as each Internalist sees fit.

A trait unique to the Internalists, however, is the structure of Houses within the Kult. Each House is ruled by a council of anywhere from three to thirteen lords and headed by one overlord. Each House holds dominion over a certain aspect of Zone society, such as the Territory House, that runs the largest extortion ring in history, as well as comprising the specialty of hostile takeovers in rival corporations. A total of thirty Houses exist, with the lords having anywhere from a few, to hundreds of Internalists retainers, willing or unwilling, knowing or unknowing. Every Internalist is in service to at least one House, more than likely without knowledge of it, Player Characters included. New Houses must be approved by a majority vote of all the existing Houses, and often must rally for power by catering to the whims of the overlords and promises of future favors. The most powerful House, the House of Sanguire, has thirteen lords, each having ruled for over forty years. The overlord, known

amongst the other lords only as Anticles, remains the ruler since the Openings in 2026. The House of Sanguire has a multitude of holdings, even a few Level 6 corporations and holds dominion over Spiritual Acquisition on a corporate level.

A House has the benefit of a circle of allies, though assassination and infighting is commonplace. Houses are also assigned a rare Liege from the Circle of Avarice with powers not even rumored upon. This Liege aids the House to its fullest extent, but is often working behind the scenes to sow the seeds of dissent into the ranks of the lords. A House's power is inviolable, and they are granted the final decision in their area of specialty. Any Internalist going against the ruling of the House in question finds himself facing not just one House, but all of them as they are angered at the affront to their pride.

Others gain power through swaying impressionable masses. By donning the robes of faith, the Internalists have learned what it means to hold sway over the very center of a person's beliefs. Religions are rife within the Kult, and various perversions of true religions have been solely the responsibility of the demented Internalists attempting to gain even greater power. Recently, the Kult of the Internal has started a new power circle called the House of Souls, which gathers once each year to discuss their religious endeavors and is rumored to be responsible for the bombing of a major Church of the Heralds on Sector 52.

Though sworn to secrecy, this Kult may know more about Hell than the Darchomen themselves. With the infusion of knowledge gained by the Daemons and the will of Ighalli, this Kult is blessed with the names and identities of various Daemonic beings, and the powers of other Kults. With



visions of each Circle's landscapes and Ighalli's wishes regarding each Circle, the Kultist experiences exactly what it means to be a creature of Avarice.

Most importantly, the Kult of Spiritual Essence is infused into the mind of the Internalist. The centuries-old hatred for the uncorrupted Kult is imprinted into every mind of the Kult of the Internal. The suffering of the Christ on the cross, and the overwhelming contempt for the Azure Hyaline's sacrifice is granted. The hatred is such that the Internalists find the Spiritual Essence easier to Call into their blades than other victims. In effect, the Spiritual Essence are Called as if their Spirit were two points lower than it actually is, though the full amount of Spirit is channeled into the blade if the Calling is successful.

DAEMON IN CONTROL- Ighalli

DOMINATING CIRCLE- Avarice

MOTIVATION- Control and dominate thy surroundings. Obey only Ighalli and thy House, the Kult of the Internal bows to no others.

GENERAL APPEARANCE- They tend to dress in expensive clothing and travel in extravagant vehicles. They flaunt their power, and command others to bow before them.

BLADE- Large Razored Klaive

WEAKNESSES- Internalists must spend double the experience or Generation points to gain any more than one point in Spiritual Solidarity. All Kultist of the Internal wish only to be the most powerful and therefore have little need or desire to work with each other. Also, every Internalist owes fealty to a House of the Internal—these secret masters wield incredible power and may demand services of the Kultist should they choose. This is very rare, though the Houses of the Internal are also noted for rewarding a faithful Kultist as well as punishing failure.

POWERS- Because of their constant studies, Kultists of the Internal gain an additional 2D to Occult Knowledge. This may exceed 6D during the Creation process. As an addition, should the player desire to have this bonus, those of the Kult of the Internal gain 8 Corporate Points. This bonus reflects the favor of one of the major Houses of the Internal, which has managed to place the Internalist in a position within a Corporation in return for past loyalties.

CONVOKATIONS OF THE INTERNAL

I POINT SPIRIT

HINDER SPIRITS- Summoning very minor Spiritual entities, the Kultist of the Internal may cause one victim to become hindered in their sight. The Spirits dance around the victim's line of sight, causing all Difficulties based around physical interaction to be raised one level. The Spirit generally gets bored and leaves after a number of Rounds equal to the Kultist's Call Rating. The manifested Spirit is only visible to those inflicted with this Convokation, and cannot inflict any sort of damage. They do, however, have a tainted Spirit Rating of 1 for those who wish to destroy such a hindrance. The Effects of this Convokation are cumulative, beckoning an additional Spirit each time. This can only be used upon organisms that use sight to see.

INFERNAL CONTRACT- When used, the Kultist becomes the owner of a yellowed sheet of parchment. Written in blood, the terms of the contract are decreed. Whoever signs the X at the bottom of page signs their Spirit over to the Kultist upon death. When the signer dies, of whatever cause, their Spirit instantly travels to the Internalist. Whatever the Spirit Rating, no Call roll is required. Once signed though, the Contract is consumed by the flames of Hell, and the signer can do nothing to alter their fate. Those gazing upon the victim of this Convokation with Dimensional detecting equipment will notice the entire white portion of their eye has turned to a deep swirling black.

***ACETAMINE-** Upon Convokation, the Kultist creates a strange mineral, manifesting from the palm of their hand. It pulses like a heart and is warm to the touch, though it radiates a taint of evil so thick that those around the Kultist in possession may begin to feel uncomfortable with their presence upon succeeding a Moderate Sensitivity roll. This jewel, when placed under the tongue of the recently deceased, adds 4 to the Kultist's Call roll when attempting to capture the Spirit. After the Spirit is called, the crystalline mineral disintegrates under the victim's tongue, leaving only a blackened char to mark its existence. These crystals are considered to radiate the same amount of Dimensional activity as a Kult Blade. Up to three of these crystals may be placed in one person's mouth.

EVIL PRAYER- While in a combat situation, the Kultist begins chanting aloud. During the chants, one victim is cursed. The curse which takes effect for one Segment—manifests as stiffness in the joints and a painful loss of one Turn each Round. The effects of Evil Prayer are cumulative, and have been known to cause seizures in victims if more than six Spirit is donated to Ighalli. Internalists use this Convokation to scare followers and punish servants, but more so to evade combat situations.

REDEMPTION- Upon convoking, one target is violently thrown prone against all will. The victim, in this act of deific gratification, is inflicted with 1D6 penance (Armor Negated) as their mortal body is hit with a ripple of force. The Internalist also uses this ability to invoke fear in their minions (Those inside Stabilizing Mechanical Armors will still take the penance, but will not be knocked prone). These effects are also cumulative, raising the distance thrown by 10 feet for each Spirit sacrificed to Ighalli.

2 POINT SPIRIT

FAITH- Internalists demand respect and punish lies. With this Convokation, the Kultist may ask a series of questions to one chosen person. All questions must be answered to the best of their knowledge, truthfully and completely. The number of questions the Kultist may ask is equal to their Mind. Half-truths are not accepted, as one of Ighalli's loyal ranks probe the victim's mind and speak through the untrusted. Those employing a Mind of five or higher are able to restrain themselves from answering any questions asked, though the Mental intrusion by the Internalist lord can be quite unsettling.

***DECEITFUL LITTLE TOY-** Taking a portion of the Damned Spirit and imbuing it inside any object turns it into a Spiritual siphon and container. The first Round the item is in the hands of any living individual other than the Internalist, one Spirit Point is drained and placed within the

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item. The process is chilling and nearly painful. The victim may drop the object at any time after the initial touch and loss of Spirit, though the Deceitful Little Toy cannot drain any more Spirit from that person. Any Spirit within the object may be used by any Internalist, though it must be used all at once. Any Spirit not harnessed at the time the item is used is lost as a tribute to Ighalli. Those of this Kult will feel the power within the object upon touch. Those detecting objects for Dimensional taint will recognize this container as it glows brightly, even more so with each extra stored Spirit.

INCUBUS—Those affected with the power of Incubus are implanted with a large parasite, which manifests as a microorganism at the time convoked. It eats away at the host for two points of Essence every hour as it gradually increases in size and appetite. This effect begins to feel like a bad stomach-ache after the first 2 Essence are inflicted. It lasts until the victim can no longer stand and needs medical attention. The Incubus will kill the intended victim if no actions are taken to remove it. Immediate surgery can carve the larvae out of the host, but a Difficult Medical roll is needed to operate. Only one Incubus may inhabit a host at any one time. Derabus can also be used to force the Incubus to implode or die.

ELEVATION—The Kultist may push themselves off the ground 40 feet and access limited flight. Movement is possible at half the normal rate. Elevated for as long as they wish, the Kultist may walk in the air or hover just above the ground. This Convocation lasts until the Kultist next touches the ground and requires no further concentration once convoked. Many Internalist spies enact this Convocation to gracefully glide over pressure plates and other such security nuisances.

INFLUENCE—Through subtle gestures and slow refined speech, anyone listening to the Kultist is entranced to a point of awe. Anyone failing a Moderate Mental roll will become a servant to the Kultist for the duration of the Convocation. Those controlled by the Kultist will not take any violent actions unless it is in their nature. This Convocation cannot be used during any combative situations, for the mood must be relaxed. This lasts for a number Rounds equal to the Kultist's Manipulation Skill.

3 POINT SPIRIT

***UNYIELDING LIFE**—Through the Internal powers of Ighalli comes strength and resilience. This Convocation adds two Permanent Essence and Endurance points to the Character each time it is called on. Every ten times it is used Ighalli takes one of the Kultist's Spirit points as trade. Many ancient Internalists have devised methods to wield more than one hundred Essence and Endurance. The Kultist will grow to the Large size level upon gaining an additional 40 Essence.

DELAY—It is truly unsettling to witness this delay of reality. Upon spending the Spirit, the Kultist may move using a three second delay. If they are in movement, everyone witnessing them see only where they were three seconds in the past. The Difficulty to target them is raised by four levels, unless the attacker is taking advantage of Dimensional oculi, in which case they can see a red outline of where the Kultist truly is. Even the Kultist's speech is delayed. Succeeding in a Near Impossible Notice roll, Characters may notice displaced shadows and feel as though there is someone else in

the vicinity. Water may also appear to ripple before the Kultist walks through it. This Convocation lasts for one complete Segment.

FERVOR—This is quite possibly the closest a human will ever get to accepting Ighalli's blessing. This Kultist may double their Turns/ Round for a number of Rounds equal to their Strength. After the effects wear off, the Kultist must make a successful Moderate Stamina roll or lose 1D8 Endurance Points. Using this Convocation twice triples the Kultist's Turns/ Round, though the Internalist must succeed a Difficult stamina roll or lose 2D8 Endurance upon conclusion. Witnesses to a Kultist with Fervor have described them as nearly teleporting from one victim to another. Daemons may only use Fervor once each Segment.

BETICENT—Any one victim of the Kultist's choosing is silenced. Any vocal commands, cries, or effects involving the voice are cancelled. The silence lasts for 1D6 Days, with no medical cure. Built-in vocal devices are also, oddly enough, disabled. At the time convoked, the victim's throat immediately dries out, nearly cracking the soft flesh. This is evident as the victim coughs up blood and dried tissue from time to time during the duration.

***TONGUE OF BEZEL**—In the spoken language of Avarice, Bezel communicates through the Internalist. Ordered by the commander of Hell, any Daemon from Avarice is temporarily bound to the Kultist for one day. No rolls are made, and the Aversion of the Daemon is inconsequential. At the end of the 24-hour period, the Daemon is released from its binds. The language spoken to the Daemon is incomprehensible, unrecordable, and forgotten after it has taken affect. This Convocation cannot be used upon Avarician Daemons with the Rank Liege or above. All previous binds the Daemon may have to another human are broken for the duration.

4 POINT SPIRIT

THE BEAPING—Probably the most insidious of all infernal powers, this Convocation is the most feared by the Darchomen and Spiritual Essence. Normally at the time of death, the Spirit leaves the body and either begins to Transcend, or it resists and stays within the TerraDaenime as a Wandering Spirit. This Convocation does not give the victim the chance or opportunity. Instead, the Spirit is obliterated upon death irrevocably destroying them. This must be used the moment the victim is killed.

FLESH OF CHRIST—Damning the Spirit, the Internalist may deceive everyone into believing that he is a member of the Spiritual Essence. His appearances change, and his Kult blade shifts to form a Crystal Blade. The Kultist appears innocent and attuned, when in fact he only wishes death and murder. In this form, also known as "Masque of Deceit", the Kultist may use Burial Rights as a true Spiritual Essence, as well as any of his own Convocations. Internalists use this form to penetrate Mystic corporations and a Spiritual Essence's sanctity. This lasts for 24 hours, but if this Kultist ever Calls Spirit or convokes an Internalist power while in this form, his true nature is temporarily revealed for one Turn. If for any reason the Kultist's blade is removed from his presence, it reverts back into the Internalist's klaive. Those succeeding an Impossible Sensitivity roll will detect abnormalities in the Internalist's behavior, and will always feel as if they are lying.

INHABITANTS

BREATH OF IGHALLI—In a great exhaust, the Breath of Ighalli pours forth upon its victims from the Kultist's open mouth—it hovers in the air and seeks out living souls. It travels into its victim's mouth and other orifices, sucking the Spirit from the body. This painful exhaust inflicts 3D6 Essence Damage (Armor negated), and those killed lose their Spirits to Ighalli. The range includes all those within 10-feet. Only those in air-sealed armor are safe.

* **SPECTER**—This Convocation draws upon the power of Avarice to sever the bonds of morality. The victim of this Convocation is surrounded by a black shadowy energy that clings to their skin and flesh, slowly forcing itself into the victim's orifices. The shadows draw forth 1D8 of the victim's Humanity, pulling away their emotion and empathy. Should this drain be enough to draw away a Spirit Point from the victim, the stolen energies coalesce within TerraDaenime as a Specter (Daemon Spirit) bound to the Kultist. For statistics on the Specter, see Chapter 6.

DAEMON SIGHT—Calling upon Avarice for divine knowledge, the Kultist may name aloud one person. In billowous echoing whispers, the location of that individual is revealed. At the Convocation, the Kultist must close their eyes and focus on the physical image of the individual. Also at the time of Convocation, the person discovered feels a cold chill. Those with the ability to see into the dimensional spectrum will notice millions of red unblinking eyes on all the surfaces surrounding the victim. They soon fade away as the Convocation completes itself.

5 POINT SPIRIT

IMPRISON—Tracing the entrance of a room with a single finger, the Internalist may create a prison from Mystic Rituals. While inside this room, no Ritual may be enacted; Mystics are helpless to the confines of reality. This Convocation lasts for the duration of 1 day, at which time power is restored to those within. Rituals may not be directed at those within the room, and those employing Rituals lose them while in the chosen room.

GRIEF—Drawing upon the power of Ighalli's dominion, the Internalist may incite an irrational and unreasoning need for something. The Internalist discovers what motivates a person and proceeds to manipulate those desires. The victim of this Convocation will find himself insisting upon magnified urgings. The Kultist may take any one of a person's Motivations and place either the second, third, or fourth Motivation as the highest desire instead of the current one. The Motivations switch and the person begins to act accordingly, though the desire of the new primary Motivation is such that it overshadows everything else currently surrounding the victim. This Convocation will not work on someone with a Restraint of 5D or higher.

* **PHYSICAL REBIRTHING**—Kultists of the Internal tend to conserve Spirit if they possess this Convocation. If the Kultist should be killed while in the possession of the 5 Spirit Points necessary to use this Convocation, their body is reborn at full age at the last place they slept a full 8 hours. They are naked and without any possessions left on their dead body. Their soul cannot be Called, and communing with this Kultist's corpse reveals nothing. It takes 1 Round to regenerate all Essence lost. It is wise to kill an Internalist where they sleep, or when they are without a Spirit Blade, otherwise you may just see them again.

IMPRINTED SPEECH—At the moment Convoked, the Internalist must speak three words being proper nouns. Each word echoes intensely through the mind of their victim as the Kultists speaks them. After completing this process, the victim is cursed to never mention again any of these three words. If for any reason, the victim relates these words through speech or writing, they are turned to a dust so fine that Reconstruction has no effect. This Internalist curse allows them sanctity from gossip and backstabbing treachery. This power will not work upon any with a Mind of 5D, and is canceled if the person ever obtains a Mind of this magnitude.

ATHANASIA—Upon Convoking, the Kultist calls upon the power of Avarice to sustain and keep life flowing through Ighalli's minion. With the use of this Convocation, the Kultist rejuvenates to any age desired, as long as they are is not made more than 20 years younger. This allows for Kultists to maintain their prime far beyond their years. The youth lasts for one week, at which time they begin to age at a rate of one year per day until the original and true age is reached. The Convocation must then be maintained by further uses of Athanasia. Many Internalists also use this power on the elderly, in return for a signed Contract. Using this power twice will allow a person to be granted up to 40 years of reversal in the aging process and extends the duration to two weeks before the re-aging process begins. Daemons with this power may only use it once on a person, and may not extend duration.

6 POINT SPIRIT

* **BODY FLAY**—With the powers of Ighalli, any one person (in the Internalist's line of sight) targeted for this Convocation is destroyed in a bath of their own blood. Seconds within convoking, sharp serrated utensils are created inside the victim's body. In a violent explosion they rip from inside the victim, turning them inside out. The utensils continue to be attached to the skin as they carve their way into the surroundings of the victim. When all is done, the victim is pinned to the ground wall or ceiling, held by flayed skin and silver utensils. This power will inevitably kill a person inflicting 8D6 Penance.

* **DEVOTION**—Upon convoking, the target of the Kultist begins to worship and serve the Internalist. No price is too high when it comes to fulfilling the Kultist's desires. The Devoted minion will do anything to please their new master and will endure whatever abuse is served. Those with a Mind of 5D are not affected by this Convocation, and the Convocation is canceled if the victim ever attains this status.

* **PROMISE OF PRAENOMEN**—Releasing this great amount of Spirit to Ighalli, the Kultist uses a small portion of this power to open a momentary portal that Ighalli uses to send forth a Tome of Praenomen. This power does not allow the Kultist to control what Tome is summoned, or what type of Daemon is contained within the tome. It is Ighalli's whim what Daemon's Tome is given, and up to the Kultist to summon forth the creature. Only Tomes of Avarice may be given through this Convocation. Ighalli, however, is wary of sending powerful Tomes through, as occasional use of this by Avengers and Dark Savants have robbed Avarice of many capable Sergeants and other powerful leaders.



KULT OF THE CHEMICAL

Almost never found in solitary company, the brood of the Chemical live their lives through constantly pushing the edge of their vices. Existing almost exclusively in a euphoric sense of pleasure and pain, the Chemicalists are the undisputed masters of addiction and debauchery. While most favor a burned-out look to match the hazy air of the pleasure dens and whorehouses they own and inhabit, some can be found even in the highest echelons of pharmaceutical companies.

While some of these corporations even operate under legal basis, creating innocuous or beneficial drugs for various ailments, it can be assured that a portion of this pristine corporation's profits are funneled into much less savory enterprises by other groups of Chemicalists. Though, it seems many Chemicalists of this Kult remain unemployed or work for unsavory company.

The Kult of the Chemical are different from most Kults, for the fact that they serve different Daemons, rather than one. Some of the main Daemons dealing with the Human Spirit are Dermant "Lord of Ulva", Signant "Devourer of the Spirit", Xerxant "The Peasant", and Ledgant "The Untamed". Each Daemon works together creating an abundance of power for all of their follow-

ers. In addition to these four, there are many other Daemons striving for the power and opportunities of being a fifth Divinity of Stimulus.

Though their appearance might suggest that they are easy prey, when in danger their eyes suddenly lose their faraway look, and their movements become anything but languid. An attack on one Chemicalist is an attack on all of the Chemicalist's fellow Kultists as well. Their methods of dealing with offenders is harsh, and their memories resilient in matters of revenge. Most of these Kultists work in packs or larger groups, enforcing their freedom and rite to pleasure.

Just as their lords, the Kult of the Chemical is separated roughly into four main Broods—one for each lord, and each of these groups works together with little or no friction. While infighting has been known to occur, it is rare and always short-lived. Many times rumors circulate as to new broods led by up and coming Daemon Lords. Each of these Broods has devoted themselves to the particular Daemon of the Circle, though they accept all others in a similar religious manner. Many Kultists swear to have Convocations of different powers serving the varied Daemons of this Circle. Player Characters should choose a Brood to follow.

A close relationship exists between the Daemons of their Circle and the Kultists. The two minions can be found working hand-in-hand, with the Daemons controlling situations as often as the Kultist. Often, a Daemon of Stimulus that is normally extremely hostile to mankind, is much more tame toward Chemicalists, who many Daemons almost adopt into their Hellish Circle, seeing the Kultists as a new breed of Daemon.

Sometimes, the Divinities will create brood with no purpose but that of filling Earth with chemical entities. The Daemons of this Kult wish for

all of their brood to enjoy themselves in sex, drugs, and relaxation. This is the largest reason many join into this unholy orgy of pleasure, known as the Kult of the Chemical.

DAEMON IN CONTROL- Many (Dermant, Signant, Xerxant, and Ledgant)

DOMINATING CIRCLE- Stimulus

MOTIVATION- Indulgence is supreme. Nothing in this existence is quite as glorious as excess.

GENERAL APPEARANCE- Chemicalist are burnt out, intoxicated, and fried. They wear the same thing day after day, and care not about physical appearance—most of their skin is singed, and burnt. Chemicalists travel in large packs—if one is spotted, expect others to be close by.

BLADE- Resin Blade

WEAKNESSES- The Chemical Kultists have lead a life of indulgence and stimulation. As a result, the Kultist begins with one addiction (drug, dirty sex, money, etc.) for every die of Call the Kultist has. Most should fit the Character's life-style and should be approved by the Narrator before beginning to play. These vices should never be overcome, except through extreme circumstances and extensive role-play. For more examples see Daemons Sustenance Pleasures.

POWERS- Brood of the Chemical group together as do their Daemon Gods, they start with 2 points in Spiritual Solidarity. As an addition, the Brood of the Chemical has developed some amount of resistance to chemicals and foreign matter introduced to their bodies; as a result, those of this brood gain an additional +3D to Immunity.

CONVOKATIONS OF THE CHEMICAL

1 SPIRIT POINT

RESIST- Sacrificing the Spirit within the blade, the Kultists of the Chemical may restructure their biological chemistry to withstand the harmful effects of radiation. Though they still soak the level dosage into their skin, they gain no ill effects and are in fact invigorated, healing all lost Endurance. Those in their proximity still gain the radiation dosage if stated as such. The level of radiation is slowly leaked from the Kultist's body at a rate of one Level for every ten Rounds that have passed. This Convokation may be enacted upon others, though those not of this Kult do not gain their Endurance back, instead, they gain an uncomfortable heat, which pervades their entire body.

BLOOD OF SLUMBER- Over a period of five minutes, all the blood in the veins of this Kultist turns to a highly potent sleep agent. If swallowed or injected, the victim must succeed a Difficult Stamina roll or fall asleep for 1 Segment, though shock to the victim's nervous system will awaken them (meaning Essence damage). The Blood only remains potent for 1 Segment after it is affected. During the chemically induced slumber, the victim experiences dreams of shifting forms that are committing horrible acts upon the victim's body and mind.

CATALYST- Embracing the Convokation "Catalyst", any Chemicalist may double the amount of Essence or Endurance healed by any curative source for the next Round. Upon use, the processes of biological regeneration and

medical adaptability become enhanced allowing for greater acceptance of healing Rituals, Convokations, and even medical aids such as the E.M.K. This must be used the Turn during which the healing effect takes place, or up to one Round before the healing, and will not regrow severed limbs. Strangely enough, the Chemicalists have found a secondary usage of this Convokation. Damning the Spirit during the time of drug intake has been found to double the Duration of the particular drug's effect. These effects may be given to anyone the Kultist wishes, though those not of the Chemical Kult will feel a strange tingling sensation for days after the Convokation was enacted. This Convokation has also been noted to double the potency of drugs and toxins within the affected person's system, causing double the normal effects.

REVIVE BODY- This Convokation allows the Kultist to feel as if they have slept a full night's sleep, when in fact they slept none. They may ignore all sleep deprivation effects until they grow tired the next day. Normal effects of sleep deprivation include the inability to regenerate Endurance, fatigue, loss of Perception, and, over greater spans, hallucinatory effects.

MORTATE- Using this Convokation gives the Kultist a Temporary ID8 Terror Points, and those interacting with him must roll to contain their fear. Should the victim fail their roll, they are affected as given on the Terror Rating Chart in Chapter 3. The Kultist using this effect does not change appearance, but instead radiates pheromones in a 20-foot radius that induce fear within the minds of victims not able to employ restraint. Anyone in air-sealed armor or helmets are immune to this effect. The Kultist gains these effects for ID6 Rounds; these effects are cumulative, though 6 Spirit points spent upon this effect has been known to permanently alter the Kultist's neurochemical makeup, causing them to react oddly to seemingly normal situations. Though, this side effect has only been noted in about one percent of users, but has caused them to become increasingly irrational over time.

2 POINT SPIRIT

PURGE- This Convokation allows the Kultist to purge any diseases riding their body. This Convokation is also effective against drugs and toxins. Expelled material, regardless of former effects, is inert and will not harm anyone.

ADRENALINE- After performing this Convokation, the Kultist gains a temporary ID4 bonus to their Strength; this Adrenaline rush lasts for as many Rounds as the Character's base Strength Attribute. The chemical inhibitors against adrenaline are temporarily blocked, causing extreme agitation in addition to the Strength increase. During this period, the Kultist has the same mannerisms as someone under the effects of Red Haze (see Drugs & Toxins in Chapter 5), though they do not gain the Terror nullification and Turn per Round bonus. It is important to note that additional Essence and Endurance for higher Strength Attributes are not gained through the use of this Convokation, and does not change the Kultist's physical appearance. Daemons using Adrenaline may only use it once a Segment, the effects are not cumulative.

TRAIL- The power of chemical impressions, able to be left wherever the Kultist chooses, is granted through the use of this Convokation. These impressions may be seen only by those of the Chemical Kult or by those

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with Dimensional sensory equipment. People or objects affected with this power radiate a painfully bright red aura to any with Dimensional sensing equipment. To Chemicalists, this effect is not painful to look at, but most often any Chemicalist or Daemon of Stimulus understand that the person or object affected is to be destroyed. A person or Daemon with this ability that can turn invisible are still able to be seen by Chemicalists. This effect will also expose someone in complete darkness if the Dimensional spectrum is accessible. The emissions last for one day before they fade away.

THRALL—The power of chemical emissions are the province of Chemicalists, and may be exploited as the Kult sees fit. This Convokation allows a Kultist to exert their control over this dominion. A Kultist either able to see Dimensional or Mystical emanations or having the knowledge of such emissions may alter the aura to appear as its opposite (meaning Mystical becomes Dimensional, or vice versa) for the duration of one Story. Placing this upon a Mystic causes any Rituals used for the duration to appear Dimensional. The reverse affects a Kult Blade, allowing any Convokations to appear Mystical for the duration.

ADDICTION—Damning the Spirit during the usage of any drug makes the user automatically fail their Addiction roll. Craving the burn of Neuroacid, Crystal Fix, or any other addictive drug turns any part-time junkie into a full-time client. Chemicalists rely on this Convokation when peddling on the street; like any addiction, however, it may be overcome with time and effort.

3 POINT SPIRIT

GAS CLOUD—Materializing out of thin air, this mesmerizing yellow cloud covers a 10-foot radius, and inhabitants within the cloud fail all Mind and Perception rolls attempted, whether they are defensive or offensive. The duration of the cloud is 4 Rounds—Mystics within the cloud may not recharge their Rituals, and Terror becomes mind-numbing while in the confusing fog. Many become turned around in the thick fog, unable to pinpoint the source of sounds, and seeing vague shapes flitting about the backdrop of swirling gas. This power will not affect Chemicalists in any way other than the physical cloud which only slightly impairs vision.

CHOKE—Drastically reducing the oxygen supply to the brain, the Kultist produces the same effects as vertigo. The victim must fight for consciousness, succeeding in a Moderate Stamina Roll—failure results in loss of consciousness. The duration of the vertigo effect lasts for 1D8 Rounds, and the victim must roll once at the beginning of each Round they are affected. During the effects of this Convokation, any action attempted by the victim is at +1 Difficulty Level.

TRANSINJECTION—Turning to drugs or poisons to incapacitate an enemy, the Chemicalist may now inject any chemical in their possession into anyone within their Natural Sight. No physical intrusions are apparent to the victim's body, and the victim may still roll versus the addiction. The Kultist must be in possession of the intended drug, and it is considered expended after convoking.

TABULA RASA—This effect, often creating mindless drones, reduces a person's Memory to 0D and forces them to forget any relevant facts for why the person is where they are. They might find themselves behind a desk that is unfamiliar, or staring at a data-screen that they can no longer remem-

ber the password for. Where the person lives, why they are there, and how they got there are all lost. Rituals and Convokations are still known, but confusion as to whether they used their powers to benefit or destroy Humanity will arise. For the duration of one Segment, anyone failing a Difficult Mental roll is lost within this temporary amnesia.

LEACH—Drip two Essence Points worth of blood into a container—if this container is placed within a 5 foot proximity of anyone besides the Kultist they lose 2 Essence Points each Round until the Blood is set aflame; this process is painful and noticed immediately. This Convokation remains potent until it leeches away a total of 15 Essence from any number of victims, at which time it must be refilled with the Kultist's blood and convoked again. The stolen Essence is transformed into a fine dust which must be emptied from the container before filling it for a new Convokation. Many Chemicalist packs place one container for each of the members in allegiance around the entry point of their den. This forces an immediate Essence loss of any person intruding upon their domain, with the exception of another Chemicalist.

4 POINT SPIRIT

DOPPLEGANGER—This Convokation, when enacted, allows a Kultist to alter their appearance to resemble anyone within their Natural Sight. This effect actually changes the Kultist's body to appear as the intended person. Though their genetic makeup will not change, there are very few ways short of a thermal sweep that can detect the chemical differences. While this power is useful, and has caused a great amount of confusion with the Law, many Doppelgangers have met an untimely end when they shift back into their actual form in front of the unknowing. This effect lasts for one Segment and may be canceled prematurely if desired. Those with Dimensional oculi see the Kultist's face superimposed beneath the new body, and those of the Chemical brood can sense the corrupted form of the Kultist. Kultists attempting to resemble a Daemon do not gain any of the Natural weapons normally bestowed upon those of the infernal nature, and Clones created in the altered body still resemble the original Kultist.

***VIVANT**—If the Kultist is killed while holding the necessary Spirit Points, they become reanimated. They have one Segment before their body starts to stiffen—in which case they may move no longer. The Kultist will only truly die in this state if consumed by fire. The Spirit Points are immediately lost from the blade if the Character ever dies and has knowledge of this Convokation. The Kultist is still affected by Essence damage, losing limbs, or being fragmented, but they still able to move any portion of the body attached to the head. Many Chemicalists are wary of learning this Convokation due to the horrors they have witnessed of friends begging for mercy, yet unable to die.

SHELL—This Convokation must be projected at a victim in motion, who then temporarily passes through the Chemical Realms and is coated by a shell of hardened chemicals. The shell has 30 Armor Points, which must be broken if the victim is to breathe. The victim must succeed an Effortless Stamina roll while inside the Shell with the Difficulty going up +1 Difficulty Level for each Round trapped. Each time the victim fails this roll, they lose 1D10 Endurance and 1D4 Essence.

INHABITANTS

AMORIS—Through Chemical stimulation, the Kultist may induce feelings of love and adoration. The victim must succeed a Difficult Restraint roll, or fall into the dreamlike trance—the victim will then do everything in their power to please the Kultist. Memories of their actions during the effects of this Convokation are not retained—instead, it is remembered as a period of blackout. Whether the command is the death of their family, or the dissolution of their Corporation, anything is done to please the Kultist. Only those within a religion are protected, and then only in regards to that religion's Motivation. All other Motivations upon a Character are considered suspended until the duration is over. This effect lasts for one entire Story.

* **TERRASHIFTER**—This roaming organism, known as a Terrashifter, manifests within 5 feet from the Kultist. Upon command, it will seek out one victim. Acting as a liquid, the Terrashifter slithers towards the victim in an attempt to get under them. This Daemon is actually a ground-based Dimensional Portal—when it manages to move underneath its victim, he or she falls into the Chemical Realm, never to be seen again. The Terrashifter is considered bound to the Kultist for all relevant means. The Terrashifter will never attempt to swallow a Daemon, and may not affect anything larger than large-sized. Once the Daemon takes a human victim it is sent back to the Circle of Stimulus. The Terrashifter has a Movement of 3D, and a Dexterity of 2D.

5 POINT SPIRIT

RIFT—Convoked only upon those in motion, this horrific display of Dimensional coexistence causes its victim to pass through a rift into the Chemical Dimension. Contact with the noxious vapors and acidic clouds of the fifth Circle forces those unfortunate beings to become afflicted with 3D12 Essence damage (Armor negated). As the person comes out of the other side they generally resemble a gooey husk and fall forward, breaking upon contact with the ground. Though rare, the victim may survive this painful process, enduring a red burning glow to their skin, in addition to absorbing a dose of Level 3 Radiation.

KULTIST COMBINE—When convoked with other Kultists of the Chemical, they merge bodies into one hideous monstrosity. The controlling Kultist begins with their base Attributes, then adds one to Strength, Dexterity and Perception for every Kultist added to the aberration. They may also add all Essence and Endurance together. The Kultist with the highest base Mind controls the construct, and should more than one Kultist both have the highest Mind Rating, the Kultist who rolls highest by rolling their Mind Attribute gains control. This effect is permanent, until five Spirit Points are spent by the originating Kultist to separate the mass. Individuals may also spend this Spirit to leave the construct, though only they emerge and not the entirety. After being divided, the damage done to the construct is divided evenly among the Kultists. This may be done with any number of the Kult of Chemical brood, though the Spirits must be spent for each additional one. Should a Daemon have this ability, it may only combine itself with others of its same type.

FORM OF LIQUID—This Convokation, treasured by the Chemicalists, allows the Kultist to gain the Circle Ability of Chemical Form. This power is described in the Daemon Creation section of this Chapter, though it is more of a plasma than a chemical. Use of this power—along with “Blood

of Slumber” or “Evanescence”—turns the entire mass into the chosen chemical. Kultists with the Arcane Convokation “Chemistry” are likewise an entire mass of Methadone. The Kultist may take any action a Daemon with this ability normally may, and is unaffected by anything but fire, strong acids and bases, Convokations, or Rituals. This effect lasts one Segment, and may only be used upon the Kultist. The Kultist's belongings are dissolved as well, including their Kult Blade. If the Kultist is contained in an area where they are incapable of turning back into human form at the end of the Segment, they are killed.

EVANESCE—Upon use, the blood of the Kultist becomes a clear liquid. When digested, the consumer gains the powers of invisibility. Each Essence point extracted from the Kultist is enough to make one dose, which will affect a person for 5 Rounds. Any blood not extracted from the Kultist after one Round returns to normal. No type of sensory equipment can be attuned to this type of invisibility, for it is a shifting of unearthly pigments making them completely translucent. Those under the influences of Evanescence can be detected with the use of Rituals or Convokations. This blood may be extracted and stored for an indefinite period if kept in the proper conditions.

IRRADIATE—Those affected by this Convokation suffer from high doses of radiation. They immediately gain five levels of radiation, and stop all actions and are enslaved by the pain of mutation. They are unable to take any actions for 3 Rounds after this effect starts due to involuntary spasms and convulsions. This effect can be seen in the Dimensional spectrum as a wave of glowing plasma that slowly fades as it turns into normal radiation. Most victims of this Convokation die trying to find succor.

6 POINT SPIRIT

* **CLONE**—With such an expenditure of Spirit Points comes true power. This Convokation allows the Kultist to create a servant made from their own blood. The process is initiated by spilling an amount of blood upon the floor equivalent to that the Kultist wishes the Clone to have. Rising from the pool of crimson plasma, the Clone is a degenerated version of the Kultist who spawned it. The Clone has all the same Attributes and powers as the original Kultist at 1D less—this includes Rituals and Call, although they start with no Convokation to use. The Clone is 100% loyal, and will do anything requested by the original Kultist. Clones radiate Dimensional emanations to those with such detection devices, but in all other ways are perfectly human. One point of Spirit from the blade of the convoking Kultist is transferred into the new cloned body. This is all the Spirit the Clone may have unless a sympathetic Spiritual Essence grants more.

* **DEBAUCH**—Used as a curse to those who offend the Kult of the Chemical, the victims of this Convokation lose all of their senses save vocal ability. They become blind and deaf in addition to losing all sense of tactility and scent. This power is permanent, placing the victim in their own private Hell from which they may only scream their fate to others that they will never again know. Those found to be Avengers or Dark Savants (see Socials in Character Creation of Chapter 2) are often given this fate and turned to wander the depths of sublevel four without any hope of redemption.

VIRAL OVERDOSE—When convoked, the Chemicalist may transform one dose of any addictive drug into an airborne disease. As soon as the drug is taken, the user then begins to excrete an airborne version of the drug. The effects and duration are the same as the drug, though everyone breathing the air is affected. This disease acts in every way as an airborne disease, though victims inhaling the toxins must roll versus the Addiction Rating. The virus continues spreading until the duration has expired on the last victim. The CDC has recently issued memorandums offering double the normal reward for Kultists of the Chemical released into their custody. Also, Kult Blades of the Chemical are rewarded with commendations and high credit bonuses due to this Convokation.

THE BOX OF UNDER

The most enigmatic and mysterious of all Kults, these Kultists serve the Circle known only as the Box of Under. They do not praise any Daemon as the other Kults do; they instead follow a predetermined road set forth by the Will of The Box.

The Box of Under holds its power in each of its minions. Each Kultist is given their own Seal, or Symbol, and it is this Seal that holds the power for this Kult. Spirits are still used to activate the power of each Seal, but it is believed that the Box does not desire the Spirits as much as the lost Essence required by the Kultist upon Convoking.

Each Kultist in The Box of Under has their Seal painted in blood in the Dimension known as “Under”, though none dare teleport their physical bodies there. The victims sent to “Under” are drained of any existing Spirit, and lay dead and waiting.

Aiding in the power of Sacrifice, the Kultists of Under ritually mutilate themselves, horribly scarring their flesh in attempt to gain greater favor from the Box. Minions of this Kult can often be found as Acquisitors, watching with a maniacal gleam as innocents are sacrificed to the insatiable hunger of other Kultists.

A Kultist of the Box of Under has been resurrected from death to serve the unknown entity known as The Box. It is this act of giving life to those who should be dead that grants a unique loyalty unheard of throughout the other Kults. This loyalty is such that the Kultists would willingly die in service to their master. In fact, those of the Box know the exact time and date of their death and act in ignorance to such knowledge.

Each person the Kultists kill or watch die, is another person dying in Sacrifice. To this end, those of this Kult can be seen in the company of influential members of every other Kult—including powerful Mystics—serving the unholy visions of their master and witnessing the Sacrifices of both Kultists and Mystics as they fight for dominance of the Divinity War. While most of these Mystics and Kultists are extremely wary of the devoted minions of Under, they are also mindful of the Kult’s ability of predicting the future.

While they have amazing powers of short-term prediction, and willingly serve these premonitions of the Box, the Kultists are also granted incredible amounts of knowledge from both the past and future when they are



inundated into the Kult as their bloodied fingers trace the lines that will become their DomineSymbolis on the wall of the Box. Only through months, or even years, of meditation and contemplation can the Kultists discern the insights granted to them through the separation of the Spirit and Body and the intervening presence of the Box.

Though usually acting as a solitary entity, sometimes small groups of the minions of Under will act in concert if the Box grants visions commanding such actions. As a whole, those of this Kult tend to avoid each other, afraid of tainting another minion of Under with their own visions. This solitude from others, who understand the horrible knowledge granted by the Box, tends to cause a certain amount of eccentricity, or even antisocial behavior, as they sometimes forget that everyone else is not granted the same insights.

DAEMON IN CONTROL- Unknown (Disraeli)

DOMINATING CIRCLE- Under

MOTIVATION- The whims of Disraeli are thy own commands. Existence, loyalty, emotion, and death are all measured by Disraeli's designs.

GENERAL APPEARANCE- Ornate Black hoods, wrapped around mysterious figures cloaked by the effects of Empty. Most servants of Under have scarred and mutilated hands, and wrists.

BLADE-Ring-Blade

WEAKNESS- The Brood of The Box of Under lose a *minimum* of one Essence Point for each Convokation used, due to bodily mutilations. Each activation of a Convokation requires the Kultist to make a blood sacrifice upon themselves at the time the Convokation is enacted, therefore, these points, are lost at the time the Spirit is used, not Called.

POWERS- When in the presence of one of their Seals, all Call roll Difficulties are reduced by 4, and the Kultist has one extra Temporary Perception Point, lost when they lose line of sight with the Seal. Also, the Kultist gains one Seal already in place at their residency or in the local vicinity thereof. In order to have the benefit of already having a Seal, the Kultist must have knowledge of the Convokation: DomineSymbolis.

CONVOKATIONS OF UNDER

1 POINT SPIRIT

Disturbance- When convoked, the Kultist may change one of their DomineSymbolis to a neural alarm trigger for one day's time. The Kultist will now be alerted when a disturbance is made in the room with the Seal. Any intrusion to the room will set it off, including the presence of a Spiritual entity. In order for the Kultist to uncover the origin of the Disturbance they must employ the Convokations Hadj or Missive.

Hadj- The Kultist may now see into any one of their holdings marked with a DomineSymbolis. This second sight last for an entire Segment, as the Kultist obtains a sense of the whole room and everything occupying it. Any images seen may be saved to memdisk if a Neural Rack is installed, but the images are distorted slightly when viewed by anyone but the Kultist. Hadj also allows the follower of Under to witness things within

the room radiating a dimensional taint as well. This includes Spiritual entities.

Missive- With this Convokation the Kultist may communicate with those within earshot of one of their DomineSymbolis. The Kultist must speak audibly, as does those on the other end. Should those near the DomineSymbolis not wish to communicate, the Kultist hears nothing. This power lasts for one Segment and anything heard may be saved to memdisk with the same effects as Hadj. This ability allows the Kultist to communicate with those in spirit form if they are near the activated symbol.

Auripsych- After being convoked all those within a 20-foot radius of the Kultist begins to hear sounds conjured from the Box itself for the next 10 Rounds. Most of the sounds are taunts and screams from tortured souls, while many more are growls and savage shrills never before released into the mind of man. Those in the radius must roll versus a Terror Rating of 12 and suffer the consequences of such incomprehensible horrors. Those with unnaturally high Sensitivities (5 or higher) have told of voices within the terror speaking in foul languages, though translations have yet to be uncovered. Those of the Box are completely immune to the effects of Auripsych.

Empty While wearing a hooded cloak or helmet, the Kultist's face cannot be seen through the murky shadows created by this Convokation. In place of facial features, all that is seen is a swirling blackness, a void of unclarity. Even in direct light, the Kultist is shrouded by the near liquid darkness that covers his face. This effect lasts until the Kultist pulls down the hood or takes off the helmet. This is the only Convokation in which no Essence is lost when enacted. Throughout history, this has led the Box of Under into being the most enigmatic of all the Kults.

2 POINT SPIRIT

DomineSymbolis- This is the Box of Under's major Convokation. By expending two Essence Points (Blood) the Kultist draws their Seal. The placement of the Seal differs from effect to effect, but it is permanent unless revoked by the powers of the Spiritual Essence. The DomineSymbolis, or Seal as they are often referred to, are often simple designs that may be etched in blood quickly. Others tend to be flowing and intricate patterns, taking the Kultist months to perfect in drawing at rapid speeds. Unlike most Convokations, the DomineSymbolis typically takes two Turns to create, requiring the Kultist to actually paint the symbol upon a large, flat solid surface.

Minor Conflagration- This Convokation allows the Kultist to conflagrate, or explode, one of their DomineSymbolis. The Seal is not destroyed, but everything in a 20-foot radius explodes for 2D8 Essence and Endurance penance. This is ignited by thought and causes unearthly black flames to ignite within the room. The fire burns just as if it were normal flames, but instead of radiating light it seems to draw in available brightness, momentarily plunging the room into darkness as the flames are thrown outward briefly before drawing back into the DomineSymbolis.

Cache- Reaching within his robes, the Box of Under Kultist can pull out objects that were not there seconds ago. The Kultist just reaches from within his robes, and calls the object that has been Cached. The item is then teleported from anywhere to the Kultist's hand. This seal must be preprinted on an item, but afterwards may be "called" upon at any time. Any object small enough to be drawn forth from the Kultist's robes, and able to be lifted, can be Cached, though organic material

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cannot be teleported. This Seal is permanent upon the object, allowing the Kultist to access the object at any point after placing the symbol upon the item. This seal is separate from that of the DomineSymbolis.

Fallen Wisdom- One of the most common Box of Under abilities, this Convokation allows the Kultist a brief insight into the near future as far as they are concerned. According to Disraeli's plan, this is the outcome of its doing. As with all future occurrences, the outcome could be changed if a greater power were to intervene, but for the most part, the Kultist is witness to an occurrence which is to happen at some point during the next 24 hours. Voyeurs into the deaths of their friends or the destruction of their belongings, the Kultist of Under can make no remark of their visions. No attempt may be made to disengage Disraeli's desires, as fate is fate. This leaves the minions of Under to be seriously deranged as they continue the day with knowledge of the horrible future.

The Raising- This Convokation causes the power of Under to reach from beneath the ground and grasp its victims with an effective Grapple of 4D. This effectively prevents any movement or kick maneuvers, and in addition all actions are at +1 Difficulty Level due to unbalancing. This lasts for 1D6 Rounds and takes the form of skeletal hands reaching from the ground or nearby wall, holding the victims at the ankles or shoulders. The hands can take any amount of damage, since any hand that is destroyed is instantly replaced by another. The skeletal hands are often jagged and sharp, as many of the hands are chipped or broken. The vicious nature of the grappling inflicts 1D6 Essence each Round grasping the victim.

3 POINT SPIRIT

Hidden Markings- By sacrificing the necessary Spirit, the Kultist may perform this Convokation upon any existing DomineSymbolis. This Convokation causes the Seal to fade from view, making it undetectable to all but the Dimensional Spectrum. Anyone entering a room with the hidden Seal may attempt to succeed at a Difficult Sensitivity roll to gain a sense of being watched and extreme danger. This effect is permanent.

Dermabene- Upon contact with a DomineSymbolis, the Kultist calls on the power of Under to regenerate their body. Taken from the flesh and life of those sentenced to the Box, the essence of the sinews and muscle of the dead is enough to restore all Essence and Endurance to the fell Kultist. If this Convokation is performed upon another person, that person loses one Humanity as dead flesh and bone take the place of what was once their own. A select few have spoken of a pervading evil that haunts them forever after having this mixture of curse and blessing bestowed upon them, as their replaced limbs seem to occasionally move of their own accord. None have as yet seen the result of someone losing all of their Humanity to the workings of the Box of Under.

Spines- This Convokation allows the Kultist to open their robes and reveal the darkness within. Out of this darkness, shoots a myriad of barbs that pierce the flesh of their victims. The barbs strike 6 locations, for 1D4 Essence each strike. The spines are sharp enough that all soft armor is ignored, though the fragile nature of the Spines causes any hard armor to cancel all penance. Any range may be chosen as long as the victim is within the Kultist's line of sight.

Drawing the Breath- An insidiously evil Convokation used often by the Box of Under, this Convokation curses a Skill of a person. Many Kultists

use this during a meeting or uncertain instances to insure good behavior. The next time the victim attempts any action using the cursed Skill, the Convokation takes effect. All the air is forced from the victim's lungs, and a momentary panic causes the pulse rate to increase. The combination of lack of oxygen and high pulse rate serves to knock most victims unconscious, inflicting 4D6 Endurance Penance. The frightening nature of the effect causes most to collapse to the ground, clutching at their neck and chest, hoping to breathe again.

Adder's Tongue- The victim of this Convokation is condemned to speak falsehoods and lies for the next Segment. Anything he says erupts from his mouth as the opposite of the intended statement. Furthermore, the victim does not even realize this is happening, and may well think everyone else has gone insane. If by chance the victim is made aware of the Convokation and attempts to circumvent the effects, they find themselves still speaking the opposite of what they wish people to understand. The Difficulty to detect lies told by one under the influence of this Convokation using Psychoanalysis is Near Impossible. For reasons unknown, this Convokation has no effect upon minions of Avarice, Kultist or Daemon.

4 POINT SPIRIT

Symbol of Decay- Placing the Symbol of Decay upon any object will cause it to begin disintegrating. This Convokation will not affect organic material, though this will corrode and destroy any other types of material (including Kult Blades)—no matter how strong or powerful—within the course of one Round. The Symbol of Decay is drawn in blood, which immediately begins to crawl about the surface of the object to cover a circular area with a diameter of seven feet. The blood then contracts, leaving nothing behind as it slowly draws inward and finally vanishes as it reaches the center.

Spiritual Investment- This Convokation, when a Seal is placed on any living thing, will grant the recipient +2D to any one Attribute. This lasts until the Seal wears off, and unlike most Seals, this will be erased by normal exertion, such as perspiration, loss of the limb, friction of armor or clothing, and because of this, the Convokation is only effective for one Segment. This Convokation may be used up to six times consecutively—increasing a different Attribute each time. This will allow Attributes to be raised beyond 5D, though benefits of 5D Attributes do not apply to Attributes attaining 5D through the use of this Convokation.

Shroud- By utilizing this dread Convokation, the Kultist creates the illusion that they are a hideous creature, spawned from the depths of Under. They gain twice their normal stature, and their features are distorted into something unrecognizable and inhuman. The visage is so horrifying, that all who even glimpse its Daemonic form must resist a Terror Rating of 21. Only those in the immediate vicinity of the Kultist and looking in their direction are affected. This horrific appearance lasts for a number of Rounds equal to the Kultist's Mental Skill.

Acumen- By invoking this Convokation, the Kultist increases any one Knowledge Skill by 1D. This increase is permanent, however, every third time this is used causes the Kultist to lose 1D to Restraint, due to the horrible strain on their sanity, as this knowledge is gained through a mental bombardment by Disraeli, who forces its way into the Kultist's mind to impart a portion of its eternal wisdom. The Kultist has their

knowledge increased in mere seconds, often collapsing into seizures during this time or screaming in horror. Others, however, who have used this power repeatedly, seem almost comforted by the brush with the void within their mind.

Khabashift– This Convokation allows the Kultist to instantly teleport to any location marked with their own DomineSymbolis. This location must be marked with the Seal being placed upon either a wall or a floor without any obstacles obstructing the view of the Seal. With every additional Spirit Point expended, the Kultist may bring another along with them. Anyone brought through with the Kultist find themselves ripped and torn along their skin, having been inflicted with ID4 Essence Penance, which negates armor and is unavoidable by any who are not Box of Under themselves.

5 POINT SPIRIT

Major Conflagration– Similar to Minor Conflagration in most respects, Major Conflagration ignites a room up to a maximum of a 20-foot radius for 5D6 Essence and Endurance Penance. These flames no longer fully exist in the physical dimension, though Spirits in such explosions have said that the flames do not damage them. The fire, however, flows through armor and barriers to sear flesh and burn away life. The damage of Major Conflagration inflicts its damage immediately, and does not continue to burn, though it negates armor in its blast.

Barrier– By spending 3 Essence in blood, the Kultist creates a hovering Seal that acts as a barrier which cannot be forced or moved and has the equivalent of 80 Armor Points. This Barrier is permanent until destroyed, or until the Kultist dismisses it. The Barrier may, at the Kultist's desires, expand up to 10 feet upward and outward, or contract to a minimum of one foot across. This Barrier can be rather disconcerting to look at, as it appears as a floating DomineSymbolis made of blood and static.

Whisper of Babel– By speaking an inhuman tongue, the Kultist may completely control another person as if he was that person, meaning every movement by the Kultist will be mimicked by the victim. Only physical actions may be affected, though the Kultist does not necessarily have to have the same equipment or functionality as the Kultist, or vice versa. This Convokation will affect anyone with a lesser Mind rating than the Kultist and will last for 10 Rounds. Victims are aware of their uncontrolled actions, but are powerless to resist. Unless specifically controlled by the Kultist, the victim is normally quite able to cry out in horror or warning against their uncontrollable actions.

Spiritual Weaving– With this Convokation, the Kultist gives any organic thing the ability to regenerate 5 Essence and Endurance every Round by painting an arcane symbol of blood on the person or creature. This lasts until the current Segment is complete. The process is unsettling, but not painful, as bones knit and skin closes over wounds. Most choose not to watch, though unlike Dermabene, the flesh is merely regenerated, not replaced. Those with high Sensitivities have said that the symbol seems to whisper unintelligibly to them.

Mind Flay– By enacting this Convokation, the Kultist needs only to make eye contact with the victim. As they look into the eyes of the Kultist, they are driven insane as the terrors and anguish of those condemned to Under flood their minds. For ID10 days, the victim can do nothing but

contemplate their own fate. In addition, they will do everything in their power to stay away from the Kultist who did this forever. All others of the Box of Under will see by a scar in the shape of the Kultist's Seal, and know that the victim has been... conditioned. This power has no effect upon Daemons.

6 POINT SPIRIT

Sacrifice to Under– This Convokation teleports a victim to the Kultist's personal DomineSymbolis within the Circle of Sacrifice itself. The victim is ripped apart and their Spirit consumed, though this is speculation. This is the reason the brood of the Under do not manifest within the Box of Under themselves. This Convokation was thought to be the reason for many of history's sudden disappearances of prominent figures.

Legion of Under– By standing upon a DomineSymbolis and expending their Blood Sacrifice, the Kultist summons 1 Large-Sized Legionnaire (See Circles of Hell: Chapter 6 for Statistics) from the Box to serve and fight for them. The Legionnaire is created from the thousands of shredded remains of those sacrificed to Under. The warrior is faithful, and will serve until destroyed or is called away by Disraeli. This Daemon is considered bound to the Kultist.

Symbol of Petrification– When convoked, the Kultist transforms an existing DomineSymbolis into a twisted version of its old form. The blood used to create the Seal writhes and crawls across the surface it was painted on to form an ancient symbol of power. This symbol causes all who gaze upon it with Natural Sight to be turned to stone if a Strenuous Stamina roll is not succeeded. If successful, the victim contains the agony long enough to look away. This Convokation may be canceled at any time by the Kultist, though those turned to stone are left as statues.

KULT OF THE UNDEAD

Originating eons ago, the Kult of the Undead has acted separate from most of society since its mysterious and undocumented beginnings. Often loners even before induction into the Kult, the physical changes and loss of physical sensation drives them away from their fellow man and into the darker confines of dank alleys, and rundown sections of Sublevel Four. Turning to their undead companions, the Kult is granted power through its creation of zombies. These zombies are not necessarily in human form, as any Kultist with a high Medical rating may surgically alter corpses before using the Convokation "Reanimate". This enables the Kultist to create zombies that are not even remotely human, but instead woven muscle cascading across a wall or countless other permutations. Using "Attach Limbs", or other Convocations to these zombies can create truly hideous undead security systems for a home or business.

Seen as callous or cruel by others, those of this Kult are often detached because of an abused childhood or a hard life. The Kult of the Undead



continue their ostracism, but in a much more sinister manner. Scouring the alleys and streets for dead or dying scraggs, the Kultists of the Undead stalk victims to play host to the many Daemon Spirits that hover about them, waiting for their chance to be infused into flesh. Based on the resurrection of the deceased, the Kult of the Undead rely on corpses for power and strength. For now, the zombies perform actions for the Kultist, playing servant in return for the host's body to grant them form. These zombies are likely the only friends the Kultist has, but sadly, one day Hazlia will call to his minions to rise against their masters and claim the Earth Plane as their own.

Until such time as Hazlia calls, the zombies serve and follow their Kultist creators, acclimating themselves to the new flesh. While in this new body, the Daemon Spirit has limited use of the Host's sense of Perception and Physical abilities. After time in their new body—ranging anywhere from one week to a month—the zombie learns how to control the vocal cords and communicate words of its own free will. Though withered and decayed, the vocal cords produce raspy and often unintelligible words, speaking only of servitude and occasionally whispers of murder or a need for human flesh.

The Kultist of this Circle creates these zombies to protect, enforce, and dominate the populace. Through other Convocations the Kultist may build upon the abilities of their "Creations". This allows for longevity, power, and a strengthening of their senses, and is one of the main reasons the zombies remain in service to the Kultist and why Hazlia holds back his commands of action. Kultists use the power of enhancing Convocations to reward faithful service.

The Kult of the Undead go about their own ways. Servants of this Circle live in relative independence, but sometimes combine efforts to handle difficult tasks. These Kultists are followed, and protected, by an entourage of the dead.

Rotting in a bone-sculpted throne, Hazlia, controller of the 7th Circle, watches the Earth Plane through the eyes of his minions. He is very patient and content, therefore he rarely manifests his will upon the Kultist of the Undead.

DAEMON IN CONTROL- Hazlia

DOMINATING CIRCLE- Requiem

MOTIVATION- Death is but a rebirth. Open the way for Hazlia's armies. Every death is a new opportunity.

GENERAL APPEARANCE- The Kult of the Undead are hard to tell from their minions. They take the white pallor skin, gray lips, and eyes of the dead, but retain the strength and fluidity of the living. Kultists of the Undead with a Call of 5 or higher lose the color in their eyes as a milky film covers them.

BLADE- Thick sharpened bone blade

WEAKNESSES- This Kult has a serious flaw; they cannot naturally heal. Time has no effect, nor do medical procedures and medicines. This is due to the lack of regenerative cells as the body has been sent into a state of suspended decomposition, much as their zombie counterparts.

POWERS- Pain and physical sensation is nonexistent to members of this Kult. Damage modifiers are ignored and, like their undead servants, the Undead Kultists do not lose Endurance due to fatigue or physical punishment—though

bones may still break if the Endurance capacity for a location is exceeded. The Kultists also need very little sleep and food, nearly one-fourth that of a normal human.

CONVOKATIONS OF THE UNDEAD

I POINT SPIRIT

Cry of the Banshee- When used, the Kultist wails a horrible sound. Any unfortunate being in a 30-foot Radius falls victim to ID8 Endurance Damage. This wail has, on rare instances, been known to shatter glass with its unearthly pitch, and many survivors have described the noise as a keening that begins as a quiet hum, and quickly rises into a horrible crescendo. This Convokation may be given to *one* of the Undead permanently at a cost of 2 Spirit Points. They may then use the Cry as an action. Multiple zombies using this power at once have caused many to become either permanently deafened, or die from shattered bone and ruptured organ by the resonance produced by the wail.

Vapor- Dustings of decay are breathed-out upon the Kultist's prey through the use of this Convokation, filtering out up to five feet. Unless they succeed on a Moderate Stamina roll the victim gags and vomits for ID6 Rounds, thus raising all Difficulties by two levels; filtered helmets cancel this effect. Zombies imbued with this permanent Convokation are allowed to use this as an action each round. At any given time, a victim may only be suffering from one dose of vapors. It costs 2 Spirit Points to imbue Vapors into one zombie.

**Attunement*- Only usable upon the dead, this Convokation raises one of the zombie's attributes by one, though no attribute may exceed 5. This allows for greater assimilation of the Daemon Spirit in its human host, and gives the Spirit more control over their new senses and physique. For those zombies who are imbued with a Mind of 5D, or in some manner gain any amount of Humanity, fluent and capable speech is enabled. This benefit does, of course, depend upon the zombie having the physical components necessary for such speech. A zombie may only begin to learn Mystic Rituals if they are able to attain a 5D Mind.

Betrayal of Allegiance- When used, any one Zombie not under the control of the Kultist is forced to obey. That Zombie loses any allegiance it once had, and is replaced with a new Undead Daemon Spirit of Requiem. Any enhancements already made are kept. This may be used upon Circuit Zombies, though they lose all their Daemonic Abilities and Convocations of the Machine. This single Convokation has caused an incredible amount of distrust and seclusion by the Kultists of the Undead. It is rumored that certain Kultists of the Undead have created a sort of bartering system based upon Zombies in certain darker Districts.

Sense Interment- Upon utilization, the Kultist may mask themselves from any form of electronic detection. This includes Infrared scopes and scanners, as well as Nightvision oculi. In effect, the Kultist appears dead or non-existent to any life or heat-sensing equipment. This Convokation remains in effect for one Segment, and does not change the physical form of the Kultist in any way. The power is granted through the blessings

of Hazlia, who imprints its effects upon the machines. Zombies have a natural Sense Interment.

2 POINT SPIRIT

Reanimate- This is the most common Convokation among the Kultist of the Undead. With but a touch, the dead rise to serve their new master (the true being is described in the Daemon Appendix). These undead all start with the base Statistics of a zombie (also found under Daemons: Chapter 6). This power has instilled an inconceivable amount of creativity by artistic or sadistically-minded Kultists, who sculpt their creations into horrible parodies of their former selves. Creations consisting of meticulously crafted muscle forming a tapestry of quivering and bloody tissue have become a staple in many Undead homes. Many Kultists hunt Daemons in the search for the perfect body to host their Undead Daemon Spirits.

Rigormortis- Touching their dead flesh upon their victim's skin, the Kultist of the Undead or their zombie counterparts may instill an effect similar to Rigormortis. Permanently reducing the victim's Turns/Round by 1 for each full Round the Zombie clings to them, the victim begins to feel a cold chill cascade through their body as they slowly lose their mobility. During the initial contact between the undead and the victim, the victim is allowed one chance to save their grace. The victim must succeed a Difficult Stamina roll within the first contact, otherwise they are subjected to the permanent Turn/Round loss each Round without an additional roll. This Convokation may be bestowed upon one of the Undead's zombies at a cost of 3 Spirit Points.

Carapace- In dire situations, the Kultist of the Undead may change the chemical structure of their skin to that of mummified flesh. Once convoked, the Kultist is encased in a temporary shell equivalent to 12 Hard Armor Points. Though due to its stiff nature the Kultist loses one Turn/Round until the Convokation wears off. Lasting the length one Segment, the Kultist resembles a preserved ancient dead body with a Terror Rating of 4. Zombies may be given this ability permanently at a cost of 3 Spirit Points, but the Zombie only gains 6 Hard Armor, though it does not endure the loss of one T/R. This Convokation may not be used cumulatively.

Ashes to Ashes- Only usable upon the Undead, this Convokation turns any one zombie into a sentient dust. Upon vocal instructions, the dust will reconstruct into the zombie form. This power is permanent, as a zombie may shift to or from either form at will (though, this requires a full Turn/Round). The amount of dust fills both hands, and can be mixed with others in the same state safely. While visual acuity is impossible in this form, zombies in dust-form are aware of approximately a 10-foot radius per ID of Perception they possess.

**True Presence*- Rending the barrier temporarily, the Kultist calls upon the hideous nature of death to manifest around them. Employing a Terror Rating of 15, the Kultist grows dark and is covered in cold shadows. They talk with a multitude of overlapping voices ranging from high-pitched to low-bass vibrations. Though this lasts for only 10 Rounds, those witnessing such a personification of death are sure to cower and reevaluate their own life and existence. Zombies are blessed with this Convokation a little differently—instead of opening the barrier temporarily to reveal a spiritual manifestation, the Undead Daemon Spirit in-

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habiting the body is granted a sort of limited manifestation. They meld with their host body to create an unnatural version of the human figure, or an emphasized, darker form of a Daemon structure. This permanently gives a Terror Rating of 6 to any Human zombie, or embellishes a Daemon host, or those with preexisting Terror, with an additional Terror Rating of +6. The use of this Convokation upon a zombie or Daemon of Requiem costs 3 Spirit Points, and may only be bestowed once upon any creature.

3 POINT SPIRIT

Sensory Telemetry- A Convokation that, while seeming innocuous, is extremely feared by the Law and institutions requiring secrecy. By invoking this power upon a dead body part, usually an eye or ear, the Kultist gains its perceptual ability at half its normal capacity. For instance, a dead ear will translate sound to the Kultist at half the body part's normal hearing range. Eyes able to see Spirits or different spectrums maintain this power and grant it to the Kultist. Though this power is useful for gaining information and intelligence, auditory pain or terror factors due to visual or auditory sources are translated as well, at half effect. This power will not affect oculi.

Bulk- This Convokation, only usable upon zombies, bestows increased physical size and brawn. Each use of this power, which is cumulative, grants the zombie an additional 10 Essence and Endurance. This manifests as the creature growing in height and girth. Soon, with repeated usage, zombies appear as inhuman forms of muscle and flesh, wrapped about a warped and distorted skeleton. The zombie itself gains an additional Size Level every fourth time it is used. In addition, a +1D to Strength is gained with each new Size Level. A zombie may not have this power bestowed upon them more than eight times.

Trespass- One of the stranger of the Undead Convokations, Trespass allows the Kultist to meld into large structures. Whether it is a wall or a vehicle, the Kultist may pass through one barrier. Taking one full Round to enter the surface and pass through the other side, this Convokation gives the Kultist the ability to become one with the floor or wall, if desired. The Kultist may stay within the structure as long as they wish, but as soon as they leave the surface on either side, the ability is lost until Convoked again. They can only move *through* these surfaces, traveling down the walls of a hallway is not within the possibilities. Zombies are imbued with this Convokation at a cost of 4 Spirit Points, though there is no limit to the number of times they may meld in and out of any structure. Kultists of the Undead generally use zombies with Trespass to guard narrow hallways and living quarters, exiting the walls if an intruder enters upon the room.

Attach Limbs Taking the limbs from the dead, the Kultist may attach the dead flesh and bone to their own "missing" appendages. Full operational control returns in 4 Rounds. The limbs cannot be from a different Size level, and they must be undamaged other than the attachment portion. This power will not allow more limbs than are normally allowed to be restored, though the limbs do not necessarily need to be human.

Omophagia- Upon consumption of living flesh, the Kultist or their Undead minions may heal Essence and Endurance. When convoked, the Kultist gains this ability until the next time they sleep. To use this Convokation on one zombie costs 4 Spirit Points, but is then permanent. The

Undead may also consume the living or those who died less than an hour ago to gain Essence and Endurance. The Kultist and their zombies gain one Essence for every two Essence consumed. Use the Location chart to see how much Essence is in each part of the body. It takes 1 Round to consume 2 Essence for the average human.

4 POINT SPIRIT

***Scarecrow-** Usable only upon a controlled Undead minion, this Convokation gives it the visage of the Kultist. Their appearance changes immediately. Only those Undead minions of the same size may masquerade as a Scarecrow. There is no way to tell which is which if both are still and silent. This power is permanent and will alter itself to take the form of their master. Should their master change, the visage of the zombie will alter to resemble their new master. If the master is damaged, the Scarecrow will not be similarly affected.

Decay- More of a curse for the Kultist to bestow on enemies, this Convokation forces Decay upon the target. Anyone in sight of the Kultist may play victim to a loss of 3 Permanent Essence each day afflicted. Each point lost reduces the substance of the victim, as he start to wither and decay, the skin turns gray and eventually rips to reveal organs that begin to loosen. The process starts at the time convoked for 1 Essence loss. This power, while not truly a Disease or Radiation, is cleansed through the use of Cleanse Body (Spiritual Essence Convokation) and the use of Purification (Riposte 3rd Facet).

Black Mass- Harnessing the flocks of Daemon Spirits that follow the Kultist, they may unleash them in a barrage of physical attacks upon one target. The Spirits manifest in a physical form resembling shadows and swirling black masses. They pull and rip at their victim for 3D6 Penance and 1D4-1 Spirit Points. This attack drains away a victim's strength and soul as the Spirits cover the body of the victim and absorb the energies of earth into their own forms. Drained Spirit is added to the Spirit Rating of the Undead Daemon Spirits as if they had drained a Wandering Spirit as normal. The attack is vulgar and painful, and recipients tend to fear unlit or shadowed places for months afterward.

Mists of Requiem- Calling the very mist which blankets Requiem, the Kultist creates a rolling fog, encircling their surroundings in a 10-foot radius. All those in the fog, or those who step into the fog, instantly lose all but one Endurance until they step out. Any damage done to those in the fog will knock them unconscious, if not kill them. Those knocked unconscious will fall prone into the swirling mists, where they are consumed by acidic parasites for 3 Essence/Round submerged. The fog lasts for 4 Rounds before it dissipates, generally leaving skeletons or half-eaten corpses. Filtered helmets do not cancel this effect.

***Black Casket-** Upon enacting, the Kultist raises a marble casket from the floor before them. Sliding open the lid reveals a plush velvet interior. The trick with the Casket is that it can only be opened from the outside. From the inside, the Casket is impervious to attacks and leaves those locked within helpless, though it completely sustains life. Kultists of the Undead use the Black Casket to keep victims restrained until they need Spirit. The Casket will only fit Human-sized organisms or smaller. It is believed that the first Kultist of the Undead is buried in a Black

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Casket in the Wasteland waiting to be released. The Casket may be destroyed from the outside, although this will more than likely kill anyone trapped inside.

5 POINT SPIRIT

Impervious- When convoked upon a zombie, they gain a superior fortitude to physical attacks through the blessing of this power. They no longer require Essence or Endurance—they simply exist until completely destroyed. These abominations must now be consumed by flame, or be fragmented—though even the pieces will continue with a bloodthirsty course. The zombies still have an Essence capacity for limbs and body parts, though destruction of such areas will not kill the creature.

Voice of Hazlia- Sitting upon his throne in Requiem, Hazlia will speak through the Kultist. In a raspy whisper, audible only to those within five feet, the Divinity of the Dead will reveal the true nature of death. It is not in the text, but theory that will horrify those present. All victims go insane, ramble about death, and eventually find a nice hole to crawl into and die. In effect, the victim must resist a Terror Rating of 21—anyone failing to resist this power is inflicted with the penalty of their failed roll for a period of a week. For instance, a person who fails their Restraint Roll by 3 has a +1 Difficulty Level modifier to any action they attempt for a period of one week. The reason for this is the horrible plans and machinations of Hazlia are imprinted into a person's mind, causing many to lose faith and hope as the voice of a Divinity foretells their doom. This cannot be enacted upon one with a Spirit Rating of 5 or higher.

***Soul Coffe-** Though the dark powers of calling the Spirit are normally reserved for the Kultist, through the power of Soul Coffe the Kultist becomes a Divinity in their own right. Convoking the power of the Spirit, the Kultist may imbue one of their Undead minions with a limited use of the Call ability. It may Call the Spirit as if it has a 1D Call per use of this Convokation. If successful, a Convokation must be chosen and used immediately. There is no period of containment, but the zombie may use Spirit upon Convokations as if it was the Kultist. Should the Zombie use the power of Trespass, for instance, they may invest it into themselves permanently for only 3 Spirit Points instead of 4. These zombies may not use Kult Blades, or access Spirit from a Kult Blade. This Convokation is cumulative up to six times.

***Sarcophagus-** Upon convoking, a large, elaborate stone Sarcophagus rises from the ground. It is very heavy and impossible to transport (Near Impossible Lift roll/ Round). While inside, the Kultist of the Undead will regenerate 1 Essence and Endurance every hour. Missing limbs will regenerate if the Kultist remains in the Sarcophagus for 8 Hours after being fully healed already. This Convokation is essential to those who follow the Circle of Requiem, and rumors have circulated that those who spend too much time within the Sarcophagus have been known to attract more Undead Daemon Spirits than regular.

Incisor- Zombies with Incisor convoked upon them are permanently bestowed with the ability to bite a victim and drain their Mind. Each Round biting into the flesh of their victim, they drain a permanent 1D from the victim's Mind. Upon draining the last Mind point, the victim becomes a

zombie under the control of the Kultist. The bite itself inflicts 1D6 initial Essence damage, as flesh is torn and muscle ripped. This process is noticeable immediately by the victim as their memories pour from their mind, and their willpower is sapped by the bite of Hazlia's minion.

6 POINT SPIRIT

***Exorcise the Living-** Through visual contact, the Kultist may push the Spirit of their victim out of their physical body—this allows a waiting Daemon servitor to enter, and the victim becomes a Wandering Spirit (see the rules for Wandering Spirits). The lifeless body then rises again as a zombie under full control of the Kultist. This zombie, because of the lack of rigormortis and decay, retains its Dexterity for a limited time; they lose 1 point every 5 Rounds, until it is reduced to 1D. This power will not affect someone with a Spirit of 6 or higher.

***Necrocircle-** Painting the ground with a circle composed of dead blood, the Kultist forms the ultimate creator of the dead. Any corpse placed within the five-foot radius of the crimson circle immediately rises. It is considered a zombie controlled by the creator of the circle. Those zombies already under control of another also become controlled by the creator the second they pass into the circle. The only provision for this Convokation being that the body reanimated must fit completely within the ten-foot circle. Upon closer inspection of the Circle, dried blood crawls and shifts, mingled with black Spirits writhing with impatience.

***Enter the Scarecrow-** Any zombie that has been transformed into a Scarecrow becomes a necessary tool in the "resurrection" of the Kultist they resemble. When convoked, the Kultist may exchange their Spirit with that of any Scarecrow. This allows the Kultist to escape death by jumping into another body. As soon as the Kultist enters this new body, it becomes a permanent host. The Scarecrow body is now the Kultist's own with all the same attributes as the Kultist maintained in their previous body. This power has no range and may be used upon any Scarecrow at any time, provided the body of the Scarecrow is still functional. Damage inflicted to the body remains with the body, and is not carried over to the new form.

KULT OF THE MACHINE

Using technologies to drain Humanity is a concept forged by the Circle of Torment. Envious of the Human Spirit, Silesia bestowed the invention of cyberware. When removing essential bits of the Human anatomy, the Borg also sacrifices their Humanity. With Spirit, Silesia can siphon this would-be-lost energy from the energy sphere of Humanity. So in its attempt to become more human, Humanity suffers, becoming lobotomized and discarded.

Silesia's Human minions care not in its goals, as long as they become more attuned to the working machine: productive, efficient, and reliable. Most work within corporations, raising in power and Rank incredibly fast.

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Some are part of a larger network of silent assassins, while others are praised by multitudes of envious Industrialists, and worshipped like gods.

Operating in solitude, or small clusters of three to seven called amalgams, the Kult of the Machine works methodically and relentlessly at any task. The groups maintain mental links to each other, renewing them once each day through prior decisions. The linking is such that the first Kultist contacts a second, establishes a link; the second contacts a third, and the process continues until the final Kultist contacts the first once again to complete the circle. These amalgams then work together through diverse means, occasionally across different Sectors, accomplishing their tasks with numbing efficiency.

Solitary Kultists often act as assassins or bodyguards, killing or draining away precious Humanity from their targets before finally killing them. With the ability to enhance the body through the blessings of Silesia and the science of cybernetics, the Kult of the Machine approach, dangerously so, the merging of the Human Spirit with that of a machine.

Yet, with no emotions being evident, and often not existing, the Kult of the Machine gains little to no pleasure from serving their Circle. Instead, the Kult sees their task as a duty or service to be performed. As their Humanity approaches levels of completely dissolving the Spirit from the Body, the Kult of the Machine feel increasingly connected to Silesia, as they transform from human to Satellite of Torment. In the end, a Kultist who has sacrificed their Spirit and Humanity in service to Silesia becomes a true minion of Torment as a Daemon.

As the Kultist attempts to become increasingly machinelike, Silesia, ironically, is attempting to become increasingly human. By emulating emotion, pain, and human reaction, Silesia hopes to one day become a truly humane creature. However, by Its very nature It is doomed to fail, and one day Silesia's artificial rage will tear across the surface of the Earth Plane.

Until that time, Silesia's Daemons are constantly emulating the human form, and imperfect replicas or metallic statues are increasingly common. Flesh clamped over a metallic frame, or fleshy eyes painstakingly wired into electric receptors in a startlingly humanlike skull have become Silesia's latest failures.

While the Kult and the Divinity seem completely opposed in principle, the Daemons of Torment actually find themselves drawn into a sort of kinship with these imperfect humans. As a Kultist drops lower and lower in terms of Humanity, and approaches the inception as a Daemon of Torment, existing Daemons of this Circle grow to almost protect the Kultist as a mother protects her young. It can be assumed that any Kult of the Machine with a Humanity of 5 or less cuts a Daemon of Torment's Aversion Rating in half, as the Daemon feels an instinctive protectiveness for the Kultist.

Most Kultists of the Machine never know what awaits them at the end of the spiral as they lose their Humanity, but as they draw near the loss of their final scraps of emotion and passion, they feel almost pulled toward the ultimate loss. In effect, it would take an Occult Rating of 8D to ever even guess the truth of Humanity loss, and those who know seem to accept their fate.

DAEMON IN CONTROL- Silesia DeuMachinus

DOMINATING CIRCLE- Torment

MOTIVATION- Solace may only be regained by ignoring the frailties of man. By merging one's self with metal and technology, one becomes perfect.



GENERAL APPEARANCE- Covered in Mechanical Armor and Cybernetics, the Kultist of the Machine appears fairly ordinary, with exception of their stiff nature and soft, monotone voice.

BLADE- Circuit Blade

WEAKNESS- In an attempt to become more like the Machine, the Machinist must audibly command each Convokation with the corresponding name. This weakness has exposed many Kultists of the Machine, causing the Law and most Mystic groups to keep a record of each of the Convokation names for the Kult of the Machine, listening in industrialist circles for the monotone voices of the Kult of the Machine.

POWERS- Numb to fear and intimidation, the Machinist uses their lack of Humanity to benefit himself. Therefore, Terror Ratings have no effect. The efficiency and machinelike metabolism of the Kult of the Machine increases blood flow and circulation rate. In effect, the Kult of the Machine has twice the normal Bio-Electric Energy flowing through them at any given time. The installation of a Bio-Doubler cybernetic will compound this even further, allowing the most incredible cybernetic enhancements ever.

CONVOKATIONS OF THE MACHINE

1 POINT SPIRIT

SEARCH DATABASE FILES- By uncovering suppressed memories, the Machinist may alleviate the problems of the forgetful mind. Anytime they wish to recall a past memory or experience, they may spend the Spirit to remember anything their eyes might have seen, yet their brain didn't comprehend at the time. Any uncovered information may be saved onto a memdisk.

PROCESSING- This Convokation allows the Kultist to delve deeper into their Knowledge base. With the brain functioning as a computer, all impertinent information is temporarily ignored and the desired information surfaces. Any Knowledge or Mechanical Skill roll is now three Difficulty Levels easier.

GLITCH- Keeping on the trail of a Kultist of the Machine is near impossible when they have knowledge of such a Convokation as Glitch. When used, all locating detection equipment fails its user. Movement trackers fail to detect the Kultist's movement, and AI weaponry loses all Lock-on capability. Any electrical detection device is affected, including oculi. This lasts for as long as the Kultist is within "Sight" of the equipment.

SENSORY DEFRAGMENTATION- Immediately after being convoked, the Kultist gains the awareness of a programmed mind. For the duration of one Segment, they gain a bonus of +1D to their Perception. Audio and visual stimulus is increased, as well as an innate awareness of the general vicinity. These affects are cumulative, granting effects similar to a sixth sense at a 5D Perception. Daemons who have this Convokation may only use it once every Segment.

STRUCTURAL INTEGRITY- Calling upon the powers of Silesia, the Kultist obtains knowledge towards the structure and molecular makeup of an object. Through this Convokation, the Armor Rating of an individual or object is made known. Kultists use this to gauge the proper ammunition and weaponry needed to eliminate a target. Weak points may also be

determined through the use of this Convokation, allowing for more penetrating damage to be inflicted by the Kultist. In effect, making a called shot to the weak area divides the Armor rating in half.

2 POINT SPIRIT

CRASH- Detrimental to Humanity, this Convokation separates its victim with their own Humanity, feeding it directly to Silesia. The Kultist calls forth a 1D4 Humanity loss on their chosen target, which manifests to the person targeted as a sudden draining of their stamina for a moment, followed by a profound sense of loss. Those watching this act through the Dimensional spectrum witness golden flakes peeling away from the victim's flesh. The effects of Humanity loss are noted in Chapter Three.

ACCESS DENIED- This Convokation blocks any altercations or manipulation to the Kultist's mind by rerouting the neural impulse away from the brain. Thus, any time the Kultist would need to roll any Skill under Mind, the effect being impressed upon them is negated. This effect may also be used to negate any Convokations that tamper with the mind of the Kultist.

INTERFACE- This Convokation turns the Kultist's brainwaves into digital pulses with which they may share with one other person. The chosen one gains the ability to see what the Kultist sees, just as the Kultist can see what they see. All data perceived is transmitted: sight, sound, and touch—though no damage is ever taken from either. The mind is closed to the other, though thoughts may be transferred, if desired. If the receiving end is in the possession of a Neural Rack with a memdisk, data transferred from the other may be recorded. This effect lasts for one day, and may only be convoked on one person at a time.

BYPASS SYSTEM- Through utilization technological safeguards are instantly bypassed. Any security system device is temporarily shut down for ten Rounds. Only one device may be chosen, and any device that requires a passcode may also be bypassed. Backup systems cannot detect this breach of security as energy still courses through the machine. In effect, this power grants Silesia temporary control over the electronics of the device, allowing the machine to only show what Silesia wishes to those in the Control Room.

GROUND BODY- For the duration of 24 hours, the Kultist is completely immune to Energy-based attacks. All Electrical Penance dealt to this Kultists is harmlessly grounded out into the floor. Depending on the conductive nature of the floor, Electrical Penance could be shot out into surrounding victims, at half damage.

3 POINT SPIRIT

MACHINE HUM- Producing a hum identical to that of a machine, the Kultist siphons 1 point of Humanity from all those within the 10-foot Radius for each Round the hum is emitted. Those trapped within the hum become slightly less spirited each round, until they fall comatose and become lobotomized. The Machine Hum last for 10 Rounds, and has no affect on other Kultists of the Machine.

ERROR- Translating the human thought pattern into biosignals resembling a machine, the Kultist may edit one action taken by another person. The action has been taken, but it fails. The Kultist must see the action taking place or know that another person is attempting one. This may be used to affect any action requiring a die roll to enact.

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SYSTEM OVERRIDE—Commanding electrical objects to act in the Kultist's favor is the basis of System Override. When enacted, the Kultist may completely control one piece of equipment, cybernetic, or vehicle for 1 Turn. Through use of their mind the Kultists may force a memdisk to erase, jolt the Bio-boosters or Constrictors of another Character, or control an AI Weapon. There is an unlimited amount of possibilities, but the Narrator always has the final word.

***BODY OF MACHINE**—When Convoked, all muscles and tendons in the Kultist's soft body tighten to a point of incredible duress. Acting with an extreme amount of kinetic energy, the body is nearly thrown forward while running, and limbs snap toward victims with deadly force. The Machine Kultist gains a bonus of +1D to both their Strength and Dexterity while in use, and are given these machinelike abilities for the duration of one Segment. These effects are cumulative, though Essence and Endurance are not granted for higher Strength Ratings, as this strength is given through Silesia's influence and not actual body mass.

BIO-SYSTEM ANALYSIS—Upon gazing at one specified living thing, the Kultist may determine the following things: the numerical Attribute statistics, the maximum and current Essence and Endurance, all Cybernetic enhancements, and Humanity Rating (or Aversion Rating if a Daemon is the target). The Kultist can also detect diseases and any Radiation Levels currently afflicting the target. Coupled with the Convokation "Structural Integrity", this power can give incredible knowledge to a Kultist about their current victim.

4 POINT SPIRIT

LIVE WIRE—Upon Convoking, the Kultist transforms their interior surroundings into a jungle of lashing electrical cables and razorwire. Everything within the 20-foot radius takes 1D10 Penance to 3 locations from the razorwire, and 2D6 Electrical damage from the cables. The area resumes normalcy after one Turn, leaving many pulpy, unconscious victims. This Convokation does not affect the Kultist using it, or others of the same Kult.

ASSIMILATE ENERGY PATTERNS—With the Energies of the Earth Plane working to birth and grow, the machine converts such Energy into a readable data form. Assimilating the data provided, the Kultist may absorb Energy from any device through touch and gain an equal amount of Essence equal to the Energy Rating siphoned. After convoking, the Energy is gone from the item, compounded with the organic chemistry of the Kultist. Limbs may be regrown if the entire Essence of the limb is assimilated at once.

NEURO-OPTIC ORDNANCE ADJUSTMENT—After damning the Spirit, this Convokation allows the Kultist to succeed in one Called shot with any weapon. The shot must at least be an Impossible or easier attempt for this Convokation to take effect. All damage is dealt as usual, and only one shot may be fired: no bursts or fully-automatic shots. The Kultist doesn't even need to aim in the least to succeed. All they need to do is point the gun in the general direction, and the Convokation will do the rest.

***STEEL FLESH**—This bestowed power grants the Kultist with a bonus of 1 Permanent natural Armor point. This Armor is considered a Hard armor, but does not hinder Movement or weight in any way. The more times this Convokation is used, the more the Kultist's skin takes on a metallic coloration—making this Convokation very conspicuous when used too many times. Multiple enhancements are cumulative.

AUTO INSTALL—Upon Convoking, the Kultist may meld a piece of cyberware into their body. By pressing it into the flesh, the Cybernetic is fully installed in the normal location. The Kultist still loses Humanity and any Spirit necessary, but saves on the high cost of a professional installation, and the new implant takes only a few seconds to get used to. Only non-damaged functional cyberware will install in this manner, and it may only be installed on the Kultist using the Convokation.

5 POINT SPIRIT

CIRCUITRY VIRUS—After being convoked, microscopic computer chip-like patterns begin to develop all over the victim's skin like a rash. With each Round that passes, the patterns spread and multiply. These "microchips" are actually a virus consuming the Character's Humanity—for every 5 Rounds, one point of Humanity is drained from the victim, and as soon as the victim loses all their Mind, Spirit, or Humanity, they are completely taken over by the virus. They are considered dead, and are controlled now by Silesia. "Circuit Zombies", as they are referred to, are described in the Daemon section of Chapter 6. Though they aren't yet bound to the Kultist, they will not attack their creator.

OVERLOAD—This Convokation is focused at one target. All Energy within 20 feet of that target is directed towards them in the form of Electrical damage. Streaming from every possible source of electricity, bolts of energy dance around the flesh of the intended target. All Energy from Cybernetics, equipment, vehicles, and the items within the environment come alive, leaving all technology in the 20-foot area drained completely of energy. This Convokation transforms the Endurance of any Daemon of Torment into electricity for the effects of this power, and though it will only render the Daemon unconscious, sticking around for it to come back on-line is an unwise decision.

LOCAL MAGNETIZATION—Selecting a metallic surface within an enclosed room, the Kultist may activate an electromagnet that attracts all metallic objects within the room. The magnet is so strong that all attempts to Grapple attracted items is Impossible, and must be rerolled each Round, and all electronic data is erased. The surface selected can be an entire wall or ceiling, but only one such area may be chosen. Those in metallic armor are held prisoner up against the surface, and are unable to move any areas of their body covered by metal. The magnetization lasts for one Segment, at which time the Convokation abruptly ends.

ENCRYPTED FORM—For the duration of one day, the Kultist's physical body becomes encrypted to the human eye. While motionless, the Kultist may completely disappear, encoding themselves to all who look over them. If any action is taken or if they move for any reason, they may be seen temporarily. A successful Difficult Sensitivity roll will cause any Character to feel as if someone is watching them. Electrical-based detection devices will detect the Encrypted Kultist inducing most Kultists to employ glitch. When utilizing both of the mentioned Convokations, only Mystical Rituals or other supernatural powers will sense them.

HUMANITY'S PARIAS—The "Curse of Silesia", as it is referred to, is granted to cause trouble for the victim. This Convokation causes the target to become a living, breathing producer of "Machine Hum" (3rd Level Convokation). Anyone—Kult of the Machine not included—within 10 feet of the victim loses 1 Humanity/ Round. The target produces a humming



sound, as if a Cybernetic is malfunctioning. This horrible curse lasts for a duration of one complete day.

6 POINT SPIRIT

***TECHNO HELLSCAPE-** Creating a breach in the barrier similar to a Portal, this Convocation allows a limited extent of Silesia to manifest within the Earth Plane. Techno Hellscape envelopes the entirety of a normal room, which may not exceed dimensions of more than thirty feet to a side, with a landscape of circuitry and chrome. Those who enter the room, save Kult of the Machine, lose one Humanity point each Round, in the same manner as though being affected by "Machine Hum". Daemons of Torment are also at half their Aversion while in this dormitory of digital design. This manifestation is permanent.

***GREMLINS** A term invented during World War II, this Convocation infuses a portion of the sacrificed Spirit into an object giving it a limited sentience. The object now owes fealty to Silesia, who grants this loyalty, in turn, to the Kultist. Through unspoken mental commands, the Kultist may permanently control the actions of the object in every capacity it is capable of. For instance, a gun may be made to fire, or a vehicle can start and move about on its own. However, the object can take no action not directly within its capacity. A credbase, for example, cannot access additional credits at a register, or access a door-lock it does not have the code to. Any action an object may take that would require a roll to succeed is considered to function at 2D. This Convocation is permanent.

HOT-WIRE- All of those that have blessed Silesia with their expulsion of Humanity are remembered with this Convocation. After damning the required Spirit, the Kultist may "jump start" a fallen comrade back to life. Though the target of this Convocation loses one Spirit Point, they regain absolute functional use of their body, which is healed completely. The only prerequisite being that the target must have had a Humanity of 15 or less upon death—this is Silesia's only postulate. Those brought back to life with no Spirit left become Circuit Zombies (described in Chapter Six), loyal to the redeeming Kultist.

SPIRITUAL ESSENCE

Attempting to thwart Hell over two thousand years before the creation of Mystics, the Spiritual Essence is often looked to for advice or aid from the Mystics. Their heritage is long and illustrious, and their vendetta against the other Kults is eternal.

Tenuously balanced between purging the other Kults, and never giving in to the Hatred that stems from their eternal crusade, the Spiritual Essence must be ever-vigilant for those of their Kult who fall too far into the throes of power and Hate. The Spiritual Essence maintains its ancient stance as the only uncorrupted Kult. Since the creation of Mystics, however, the uncorrupted Kultists have found an ally after standing alone for so long against the tainted Kults of Hell.

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Usually, the Spiritual Essence follow one of two basic philosophies, thought largely to be the original basis for the Alters and Visionaries. The first and more rare of the two paths believes that Hell should be fought and purged from its tainted elements through violence. The second, and far more common path, follows a code of sorts to protect Humanity and enlighten the masses. These two paths, unlike the Alters and Visionaries, work together to destroy Daemons and Kultists of the other Circles.

The second path tends to work in small secretive groups and hold sacred a set of rules known as the Covenant. While not all follow all five of the rules, most do. The first rule is that the Kultists shall own no more than what is necessary for survival and donate excess credits to a friendly or Mystically-oriented religion. The second rule is to help those who are found to be in need, be it through monetary or teachings. The third rule to remember and understand is that each and every person can be redeemed at any time by merely relinquishing sin or ties to sin and making a genuine effort at counteracting any wrongs they may have committed. The fourth rule is to always undo the work of Kultists wherever possible, and remove their taint from this world. The fifth rule is to kill, without rancor or anger, and only those who refuse redemption and continue to sin even after being taught the horrors and evils that sins create.

The Spiritual Essence, while they seem to be fighting alone against overwhelming odds, find help and aid through a multitude of areas. The Unity and Law are sympathetic to Spiritual Essence organizations or dealings. Various religions and organizations offer open shelter to those of this Kult in need. Many of this Kult are amazed to find the amount of doors that are opened by merely revealing their crystalline blades to the correct eyes.

A massive collaboration called "The New Kingdom Project" searches for and finds members of the Spiritual Essence to send into the Wasteland in groups of ten to twenty, asking them to reclaim what territory they can; most of these groups never return. Though the Spiritual Essence can be hard to find, the organizing group also trains members of this Kult in return for agreeing to accompany one of these groups. As an added incentive, this strange corporation also donates up to 10,000 credits in the name of each Spiritual Essence to a church decided upon by the individual Spiritual Essence joining the group. Members of these groups are forever remembered by their colleagues as Divine Regents, and are spoken of with pride and respect.

Regardless of the Kultist's individual philosophy, those of the Spiritual Essence all understand and respect those who have attained Saint-hood. This honorary position is given to those who have learned every Convocation of the Kult within this book (not including Arcane Convocations). Those given this honor are treated with deference and respect by their brethren, though this does not necessarily extend outside the Kult. Often, Saints are offered a cadre of young Spiritual Essence to train and protect, though this is not always true.

DAEMON IN CONTROL- Shepherds

DOMINATING CIRCLE- Azure Hyaline

MOTIVATION- Hell hath no fury to conquer thee. Anger, debasement, and hate are thy enemies. Do not hate our fallen brethren, we must pity them, even as we destroy them.

GENERAL APPEARANCE- Often appearing clean and well-kept, the members of this Kult always seem to feel emotion much greater than everyone else. Their

mindset, however, usually keeps these emotions from manifesting too heavily. Nonetheless, it is always reflected in their crystal blue eyes.

BLADE- Crystalline Blade

WEAKNESSES- Ancient enemies of the Internalists, the Spiritual Essence has never recovered from the great blow to their power over two millennia ago. They are hunted down by these foul predators because of their reputation of being very Spiritual, and because Internalists can Call their Spirits as if they were 2 less. *For example: a Spiritual Essence with a 6 Spirit is Called as if they have only a 4.*

POWERS- Struggling to free Humanity from the chains of the other Kults, the Spiritual Essence may spend a number of Spirit from their Blades equal to the level of the incoming Convocation and cancel that Convocation. The Spirit Blade energy of the opposing Kultist is still spent, however. The Spiritual Essence Kultist may also dispel any Convocation already in use, or the product of a Convocation. Arcane Convocations may also be dispelled by sacrificing a number of Spirit points equivalent to the Spirit Cost of the Convocation.

SPIRITUAL ESSENCE CONVOKATIONS

I POINT SPIRIT

PEACE- By sacrificing the lesser of Spirit, the Kultist fashions the Spirit into a sphere of peace and silence around them. This barrier allows the Kultist to enter a meditative trance regardless of surroundings. A feeling of calm pervades the Kultist as if the world around them is insignificant. All Insight rolls are at +1D while inside this sphere. This Convocation lasts for as long as the Kultist maintains a meditative trance. Multiple Spirits expended upon this Convocation grants a cumulative Insight bonus, though Daemons with this power may only use it once per meditative trance.

EYES OF HEAVEN By releasing the Spirit from their blade, the Kultist alters their visual perceptions to encompass that which is usually unseen. For the next Segment, the Character may see any Spirit or Spiritual Daemon as if they were material. To Spirits and Daemons of Spiritual form, the Kultist appears sharp and distinct, unlike most who are apart from the Spiritworld, who are blurry and unfocused. With this Convocation, the Kultist may not affect Spirits, only see them. Anyone looking into the Kultist's eyes during this period will note that they appear clear and glasslike, without pupils or retina.

BURIAL RITES- Upon convoking, the Kultist unchains the Spirit from their blade, allowing it to escape to the Azure Hyaline. As the Spirit leaves, any one newly dead person whose Spirit has not been called is persuaded to follow the teachings of the Circle of the Azure Hyaline. The Spirit is immediately severed from the dead body and forced either to Transcend or exist as a Wandering Spirit. To those who attempt to remain as a Wandering Spirit, their Spirit Rating is infused with the power of the Azure Hyaline, transforming these Wandering Spirits into Spiritual Daemons of the Azure Hyaline. This insures that the Spirit of the person transformed will not diminish with time.

* **GENTLE WHISPERS**-By sacrificing the entire Spirit of the Kultist's blade, regardless of power level, the Kultist may attempt to Call any Spirit of a newly killed person within the Kultist's line of sight. By whispering of the duty and need of the Spirit to those who have defended them, the Kultist tries to convince the Spirit to fulfill its responsibility to the Azure Hyaline. If the Call roll was successful, the Spirit is summoned into the Kultist's blade.

SENSE FLOCK-By looking past the flesh, the Kultist stares directly at the very essence and Spirit of the victim. The state of the Soul tells the Kultist how at peace the victim is. In effect, the Kultist may discern the Spirit Rating and Humanity Rating of the target. As an added benefit, the Kultist may also discern if the person in question is of the Spiritual Essence. If the person is of the Kult, they appear more defined and distinct, drawing the eye of the Kultist to their brethren. This power, however, will not reveal the true nature of those employing "Flesh of Christ".

2 POINT SPIRIT

FLAGELLATION-Drawing upon the power of an ancient ritual for purification, the Kultist forces repentance from a victim in the form of flagellation. As the Kultist stares at the victim, spiritual lashes lacerate the victim's flesh, flaying the skin and drawing blood. The horrible attack inflicts ID6 Essence and Endurance Penance for every Spirit Point the victim has under 5 (Armor Negated). For instance using Flagellation upon a victim with a Spirit Rating of 2, would incur 3D6 Penance. Those witnessing this violation of the flesh through Dimensional oculi see the Spiritual lashes tearing and ripping the skin of the victim. Daemons are unaffected by this Convokation, unless they have a tainted Spirit Rating, in which case they take ID6 Penance for each point they have.

LIGHT OF PURITY-By calling forth the shining might of the Azure Hyaline, the Kultist balls this energy in the palm of their hand. The light shines incredibly bright, focused outward in a thin beam that strikes at a victim's eyes. After striking the victim, the light dissipates, leaving a blinded and writhing person behind. The blindness of the victim recedes after ID6 Rounds, but until then they cannot see anything save the startlingly bright light. Daemons not of the Azure Hyaline affected by this power are inflicted with blindness for 2D6 Rounds instead of ID6.

* **DONATION OF THE SPIRIT**-By sacrificing the necessary Spirit, the Kultist creates a bridge of bright light between themselves and another person within 10-feet. This light, painful to look at directly, transfers a soft blue glow from the Kultist to the beneficiary. This soft blue glow is the material form of a Spiritual Fragment of the Kultist. One Spirit Point is lost from the Kultist, and given to the person linked. This process is moving and tends to give all who witness the effect a new understanding of their own mortality and the tangible and fragile nature of their soul. Those employing "Eyes of Heaven" or other powers enabling the Kultist to see Spirits may donate their Spirit to a Spiritual Daemon. This blessing grants the Spiritual Entity 2 Spirit Points to add to its total, though this immediately becomes corrupted by the nature of the creature, and is forever lost to Humanity. Many Spiritual Essence use this power to create incredible forces within the Spiritual Dimension.

* **SILENCE OF THE TEMPLE**-Upon meditating within a room for five minutes and concentrating upon eliminating the imperfect and inharmonious sounds of mortal man, the Kultist may sacrifice the Spirit for this Convokation and banish all sound from the room meditated within. This allows for an inner calm and peace to pervade those within. All sound is prevented from entering and originating within the Sanctuary for one day's time.

* **DIVINE RIGHT**-Placing a resolute hand upon their blade and releasing the Spirit, the Kultist is bolstered by a sense of purity and duty. Confident in their knowledge that they work for the greater good and for forces beyond comprehension, the Kultist ignores any attempt to dissuade them from their current actions. Any Terror or Fear & Respect Ratings currently affecting the Kultist are nullified when the Kultist enacts this Convokation.

3 POINT SPIRIT

BANISH-By releasing the Spirit of the blade, any Spiritual Entity within sight is attacked as the released Spirit embraces the chosen target, attempting to pull the target with it as the Spirit is Obliterated. The pain of Obliteration's touch inflicts ID8 Spiritual Penance to the target. Any Spirit destroyed is given to the Azure Hyaline. Obviously, this power only affects those in Spirit form, be they human or Daemon. This will not affect a Spirit within a body under any circumstances.

* **SHEPHERD'S MARK**-By tracing sigils of Spiritual Energy upon the forehead, the Kultist creates a ward against the elements of Hell. Any Daemon seeking to harm anyone so marked finds themselves transfixed at the power and might revealed within the ancient symbol understanding that they may not harm such a person. Even the Spiritual Essence do not fully understand the nature of this symbol, but do not argue at its effectiveness. This mark fades in ID10 rounds; the duration should be rolled by the Narrator, and not revealed to the Kultist or those marked as they have no prior warning as to when it will vanish. The Kultist may mark themselves or others with this Convokation.

* **RECANT**-By placing their hands upon any area installed with Cybernetics, the Kultist frees the Spirit within the Blade, infusing its power within the skin of the recipient. Any Cybernetics implanted to the area touched is immediately disintegrated and the flesh removed for implantation is restored. Any Humanity lost upon installation is regained.

* **INNOCENCE FLAME**-Taking approximately an hour's worth of mental preparation, the Kultist ignites candles to fully illuminate a room. After lighting the last candle, the Spirit is released from the Blade to infuse the candlelight with power. Any Energy entering the room affected by this Convokation is immediately drained. Any shadows cast by the candlelight are not affected by this Convokation, though anyone in the light of these candles are instantly drained of all Energy on their person. This Convokation lasts for one day and may be cancelled by extinguishing the flames. Any Daemons of Torment with a Diadem of 20 or less that walks into the light of the Innocence Flame explodes in a ball of burning energy and is obliterated.

CHAPTER 4

* **ANGELIC WINGS**—Upon releasing the Spirit, the Kultist fashions the soul from the blade into a pair of ethereal wings. While not fully tangible, it would be a stretch to call them transparent. These wings attach to the Kultist just between the shoulder blades, and they enable the Kultist to draw them about their body, encasing them in ethereal armor. No actions may be taken while encased in the wings, but the Kultist gains 20 Soft Armor while cocooned. This Convocation lasts until the Kultist spends an additional one Spirit Point to dispel the power. While these wings do not grant the ability to fly, the Kultist does gain the ability to glide. By leaping from a height over twenty feet, the Kultist may glide up to twice the height leapt from before reaching the ground. Thus, a Kultist leaping from a thirty-foot ledge may glide up to sixty feet before touching the ground. No falling damage is taken by the Kultist with Angelic Wings employed.

4 POINT SPIRIT

CLEANSE BODY—By placing the hands over the heart of the victim and praying for the salvation of the Spirit and purity of the Flesh, any one Disease or all Levels of Radiation is instantly cured. Radiation poisoning is reversed as the contaminated flesh returns to its original form and the mind is cleansed of impurity, and Diseases are purged and expelled through the mouth or other orifice. This Convocation will cure the effects of “Incubus”, “Circuitry Virus”, and “Decay”.

* **PAIN SYMPATHY**—By intertwining the pain receptors and innate sympathy of the human Spirit, the Kultist creates a one-way link between the target and the mind of the Kultist. The link transfers any pain inflicted upon the Kultist to the target. Unfortunately, the reverse does not hold true—for the next Segment, anything the Kultist feels, the target feels; any Penance the Kultist receives, the target receives. Only Penance is shared, not the removal of limbs or other side-effects due to the nature of the damage. Fire burning the Kultist does not actually burn the victim, they just take Penance as if they were burning.

DIVORCING FLESH—Created originally in attempt to allow another to understand the physical and true nature of the Soul, this Convocation has since found some use as a defensive strike. By convoking this effect upon a target, their body immediately begins to dissipate until by the end of the current turn, the body is completely demanifested. All equipment held by the target is dropped to the ground and the victim is trapped in this form for 10 Rounds before remanifesting into their physical form.

* **LAYING HANDS**—By placing their hands upon the victim’s chest, the Kultist mutters a brief prayer before sacrificing the Spirit. The Azure Hyaline allows its healing energy to flow through the Kultist to the person touched. The Convocation restores 3D6 Essence and Endurance and will regrow lost limbs and organs. The Spiritual Essence may affect themselves with this Convocation.

* **HUMANITY’S RETURN**—By unleashing the Spirit of their blade, the Kultist draws the residual Humanity of the trapped Spirit into the target’s body, thus granting the recipient an additional Humanity Point. There is no limit to the amount of Humanity that could be granted, though

with ratings above 20, the person is prone to extreme bouts of emotional outburst. In addition, at truly high levels some people claim that they instinctively respond to other’s emotional state as well as their own. For the specific effects of Humanity ratings above 20, see the Humanity section of Chapter Three.

5 POINT SPIRIT

* **SANCTITY**—By burning incense within a room and spreading clean water across each threshold, the Kultist is able to charge the smoke and water with Spiritual properties. The protective nature of this Convocation creates a barrier that prevents any other Convocations from originating or entering the room. For the length of one day, the smoke and water do not dissipate in any way. Also, no amount of force will move the water from the thresholds. Any attempt to use a Convocation within the room or to affect someone or something in a room drains the Spirit but does not take effect. This power does not affect the Convocations of the Spiritual Essence.

* **BLOOD OF FAITH**—Upon convoking, the Kultist’s very blood becomes the Essence of the Savior. Anyone imbibing one Essence of the Kultist’s blood is healed three Essence. Lost limbs will be healed, and a feeling of peace and righteousness will overcome those who drink the blood with a clear mind. Those who have stolen or attempted to force the blood from the Kultist will find it vile and devoid of beneficence. In fact, one Essence of the Kultist’s blood will inflict three Essence damage to those who steal such liquids, and the Blood of Faith will always inflict damage to an Internalist. The blood of this Convocation lasts one day and will not affect the Kultist. This power is one of the only ways to reveal an Internalist using “Flesh of Christ”, as they will still be inflicted with the Essence damage even in their false form.

* **FORM OF SPIRIT**—Possibly considered the most sacred by the Spiritual Essence, this Convocation allows the Kultist to transcend mortal bounds and traverse the Spiritworld. After releasing the Spirit from the Blade, the freed Spirit grasps at the Kultist’s body and pulls it away from the physical world, and any items carried demanifest as well. The tenuous nature of the Kultist in this form causes the Spirit to only maintain this form for up to 5 Rounds for each point they have in their Spirit Rating before the Kultist must remanifest.

* **SIPHON SOUL**—By sacrificing the necessary Spirit, the Kultist opens a bridge of holy light between the person and the Kultist. The target of the Convocation feels a drawing of their body toward the Kultist as a bright light appears to emerge from the target’s chest. The target during this time feels an emptiness that manifests itself as a loss of one Spirit Point from their own Spirit Rating—this Spirit is permanently added to the Kultist’s own Spirit Rating. While this effect is not painful to the target, it is incredibly invasive, penetrating and severing the most sacred of all things: the soul. This Convocation cannot be used to affect Spiritual Daemons in any way, including Spirits of the Azure Hyaline, as that Spirit is

corrupted and unusable by Humanity. This power is used primarily as punishment by those Spiritual Essence who actively hunt minions of Hell, while those who follow the Covenant would never use this Convokation except on those who are willing.

* **DIVINE INTERVENTION**—By sacrificing the necessary Spirit, the Kultist with this Convokation may call upon the power of the Azure Hyaline to shield and protect the body and mind of the Kultist. A thin, ghostly haze appears between the Kultist and one source of harm, preventing all damage from that source for one turn. So, for one turn, a gun would do no damage to the Kultist, or an explosion would not even ruffle their clothing. Only one source of damage, and all incidental damage stemming from that source of damage is affected and cancelled. For example, a Kultist could use this power upon an explosion, thus being unaffected by the blast—the Kultist also becomes unaffected by the debris thrown about by the blast, and is protected from dying if the roof of the building collapses as well. The Kultist will still be trapped until someone saves them from under the building, but will still be alive. This Convokation is enacted at the time the damage would normally be taken, and only if the Kultist is aware of the attack.

6 POINT SPIRIT

* **WRATH OF GOD**—Simplistic in its execution, terrifying as a spectacle, this Convokation calls upon the great might of some long lost and unknown entity known only as God. As the Spirit is sacrificed, the Blade empties as the unchained Spirit temporarily appears as a ghostly white form to all witnessing the scene. The Spirit flies into the victim, entering the mouth and nose. The body of the victim folds inward upon itself, as if rapidly dehydrating. Whatever process comes next is unknown, but the Spirit is Obliterated. With the proper equipment, however, small shards of Dimensional and Mystical matter can be seen to fly about in every direction from the now-soulless husk that was once a person.

* **SECOND SPIRIT**—The bane of all Kultists, the target of this Convokation undergoes a rebirthing of sorts. Nothing visibly happens, and the target, if they are a Kultist, will feel only a dull ache and numbing hollowness. However, soon the truth will become horribly evident: the target has been stripped of all Kult powers—their Call has been reduced to zero and all Convokations lost. Most Spiritual Essence feel that this is a chance to start anew, and for the target to choose their sides more wisely next time. Most targets of this Convokation feel it is a sure way to gain a patient and hateful enemy.

* **THE LIFE**—By sacrificing a great amount of Spirit, the Kultist may bring back the Spirit of a person. In order to do this successfully, the body must be restored to a condition in which the person could live under. As the Kultist whispers softly to the air that the Spirit of the deceased person is still needed and must return to complete their destiny, the Spirit released from the blade flies outward to retrieve the dead Spirit. The body reanimates with the original Spirit, which loses one Point, and the person is restored to life. If the Spirit of the dead person has been Called or Obliterated, this Convokation has no effect.

KULT OF THE LOST

Suffering from loss of rational thought and blinded by the desires of Hell, those of the Lost have given their sense of morality to the Circle of Carnivoria. Committing heinous acts of depravity and punishing the weak for no other reason than existence, the followers of this Kult live for the hunt. Whether it is Human or Daemon in nature, the pure rush of adrenaline and the stimulation of endorphins keep these beasts active as murderers and depraved psychotics.

Serving a master with no agenda other than utter destruction has kept these Kultists from gaining any sort of monetary greed. The only priority they are concerned with are sacrifices and the pain of others. True to their Circle, only the fittest may survive. Testing their limits, they hunt the strong and powerful in an animalistic attempt to prove superiority. Those who cannot defend themselves or survive the rigors of life in the Zone were not meant to be.

Their animalistic and cruel nature causes them to be solitary by necessity, but occasionally, a cause has been found to work in small packs. These packs are controlled by the strongest and most worthy fighter, being decided through ritual combat. Afterward, the alpha, or leader of the pack, rules unquestioned unless challenged by one of the lesser members of the pack.

While most see this group as merely bloodthirsty killers, some are quite cunning and clever. The Kult of the Lost has declared open war on the Mystics, deciding that Mystics should be killed before they can kill the Kultists. To this end, they have honed their senses, and developed Convokations to keep the hated powers of Rituals from attacking their bodies and minds.

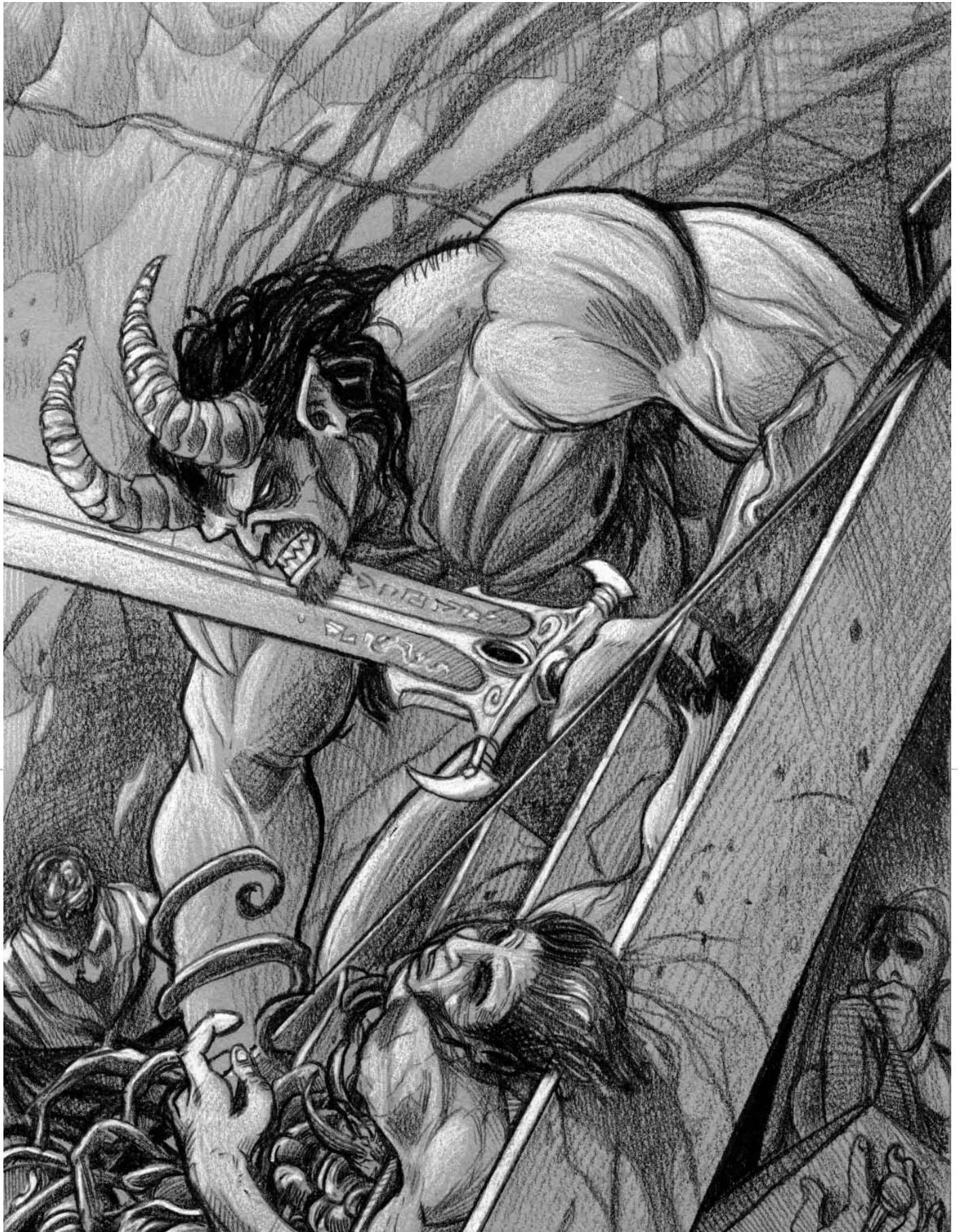
The relationship between the Kultists of the Lost and the Daemons of Carnivoria is odd. While the Kultists admire and appreciate the Daemons of the Circle for their hunting prowess and the Daemons, even more grudgingly, admit the fighting ability of the Kultists, they are more than happy to kill each other.

Whether Abaddon is even aware that he is granting power in return for the sacrificed Spirits is unknown. The Daemons of Carnivoria see the Kultists as worthy prey, and the Kultists are of similar mind. Abaddon is aloof from Earthly proceedings, content in devouring all that crosses his path.

When not on the hunt, the Kultists are free to indulge in their other instinct: reproduction. Sometimes found as a family unit, the Kult of the Lost initiates offspring nearly at birth, killing those who are not strong enough or wise enough to accept power and the honor of the hunt when it is offered. Often, the initiation of a child happens as soon as the child can talk, being a crude ceremony of accepting the hunting instinct and watching over the child as the young Kultist stalks the first kill.

As depraved as they are, the Kult of the Lost will stay to teach its young how to fight and hunt for themselves. Once it is apparent, however, that the child has the cunning and ability to survive on its own, the parent teaches the child the hatred for Mystics and the dangers of the world before leaving the newly freed Kultists to their own desires.

DAEMON IN CONTROL—Abaddon



DOMINATING CIRCLE- Carnivoria

MOTIVATION- Thy wrath is supreme, thy skill unconquered. All is the hunt. Through conquering, we become stronger.

GENERAL APPEARANCE- Creatures. More Daemon than man now, these Kultists have embraced just what it means to serve Hell in its mindless brutality. While most think the Kult rampaging killers, it is important to understand that they are instinctive and sometimes quite deceiving. Never forget, however, that while they may seem normal for a moment, they are always thinking of anyone in their presence as eventual victims.

BLADE- A huge imposing sword (Weight of One).

WEAKNESS- With little self-control and restraint, the Kultist of the Lost suffers from a loss of ID from their Mind. With the divorce of civility and compassion, however, comes the loss of Humanity. Without this trait, those of the Kult of the Lost may never expend this precious substance to lower a Daemon's Aversion Rating.

POWERS- From ferocity, and savage tendencies the Lost receives a bonus of double their Strength bonus to hand-to-hand or melee attacks. (example: A Strength of 3—which usually results in a +3 to such attacks—would be a +6.) Also, due to their savage and bestial nature, the Kultists of the Lost have abandoned everything it means to be human. To this effect, Spirit and Mind are not lost as normal upon the loss of Humanity. Though, degradation of Humanity to a rating of 0 forces the Kultist to lose all Spirit and Mind.

CONVOKATIONS OF THE LOST

1 POINT SPIRIT

TAINT OF THE NINTH- When used, the Kultist's instincts turn toward their eternal quarry. With the use of this Convocation, the Kultist can smell the foul stench of Mystical Ability—the stink is strong enough that anyone in their immediate presence may be discerned as to whether or not they have the taint of Rituals flowing through their blood or mind. Strange rumors persist of an even greater scent, one that reeks of purity. While none have ever found the origin of this stink, the Kultists of the Lost are ever-vigilant for these foul creatures. Those with a Mind of 5D are detected in the same manner, though with a weaker stench.

***INFERNAL CHALLENGE-** The Kultists of the Lost may look upon the form of any Daemon and issue forth a challenge. This challenge may not be denied, and the Daemon is forced to immediately attack the Kultist in question. The two fight to the death, alone. Should the Kultist prevail, they gain a number of Damnations equal to half the Daemon's Diadem. Thus, a Daemon with a Diadem of 4 would grant 2 Damnations to the Kultist. Unlike all other Convocations, this power does not grant the Kultist a Sacrifice. The Spirit is used instead to dissolve any binds the creature may have had to another person. Bound Daemons are severed from their keepers until after the battle is fought, and an outcome is waged.

REGENERATION- By releasing the Spirit in their blades, the Kultist calls upon the blessings of Abaddon to grant strength to himself. This Convocation heals ID6 Essence and Endurance for every Spirit Point spent from the enacting Kultist. This power will regenerate lost limbs if the

entire Essence capacity of the severed limb is healed at once by this Convocation. These effects are cumulative and usable only upon the Kultist of Lost. Daemons using Regeneration may only heal ID6 each Turn.

STALKING THE PREY- Gaining a sentence not all their own, the Kultist enacting this Convocation becomes attuned to their prey. After the target of the Convocation is chosen, the Kultist gains a bonus of +3D to their Stealth whenever their prey has an opportunity to notice them. The Kultist is completely aware of their presence to the victim, and therefore works with it. If they are discovered, they are allowed the opportunity to "hide" before the target actually notices. Prolonged usage upon one victim manifests as shadows in the corner of their eyes, and an overbearing episode of delusional paranoia. Those with Dimensional oculi remain affected as above, though the Kultist loses their bonus of +3D to Stealth.

DRAW THE BREATH- Concentrating on those that have lost Essence within the last Round, this Convocation furthers the suffering of one intended victim. Damning the Spirit to Abaddon, the Kultist devours the strength of their already wounded victim, and any Essence Penance done to the victim of this Convocation within the last Round retaliates itself back upon the victim as Endurance damage as well. Any Endurance excessive to the body's capacity is transformed into Essence damage as normal.

2 POINT SPIRIT

***SHAPE OF THE HUNTER-** This Convocation alters the form of the Kultist to mimic any 1-point Natural Weapon from the Daemon Creation pages. These effects grant Terror Ratings just as they would a Daemon, and are permanent until Convoked again with the wish to remove the weapon.

ANIMALISTIC SENSITIVITY- As the Kultist sacrifices the Spirit necessary for this power, the Kultist's perceptions sharpen to include the unseen. The mysterious sixth sense gathers in the mind's eye of the Kultist to be harnessed. For the Duration of one Segment, all Sensitivity rolls are automatically successful. This means the Kultist senses Spirits, Kultists, Rituals, or any other unseen emanation of power.

INSTINCT- Embracing the animal side of their natures, the Kultist allows the suppressed instincts of their hidden selves to surge forth. For the rest of the combat Round, the Kultist may dodge once each Turn without it costing an action. If the Kultist dodges more than once in a Turn, however, the second and all subsequent dodges reduce the Kultist's turns per Round as normal.

***LEATHER WINGS-** In trade to Abaddon, this Kultist of Lost releases the Spirit to grow thick leathery winged appendages. Ripping from the shoulder blades of the Kultist, these wings span eight feet from tip to tip when spread. The Kultist may fly for a number of Rounds equal to double their Stamina Skill. They also may move a number of feet equal to double their Dexterity in flight each Turn. If desired, the Kultist may wrap their body with such wings to protect themselves from eight points of damage (This is considered Soft Armor). If damage to the wings exceeds eight, they become mangled and cannot sustain the Kultist's weight to fly. This Convocation is permanent until enacted again, and provides the bearer with an additional 2 Points to their Terror Rating.

CHAPTER 4

STRIDE- Allowing the Kultist to alter the muscular tendons of their legs, this power enables the Kultist to leap incredible distances. Combining this power with claws allows the Kultist to spring from heights or large distances to cling to walls and ceilings, or rend flesh. With this power, a Kultist may leap 10 feet for every 1D of Dexterity possessed. Likewise, falling from a height equivalent or less than the Kultist's ability to leap prevents all damage. This power lasts for one Segment before it must be convoked again.

3 POINT SPIRIT

ATEMI- When used, the Kultist feels the rage of Abaddon set afire within his veins. The next melee or unarmed strike from the Kultist will inflict double damage, often leaving victims of this Convokation dead or unconscious. The power of this strike has been revered as the power that destroyed Thomas Ansel, one of the most ruthless and brutal Berserkers. Daemons must have initiated this Convokation the Turn before the strike is made.

COVET THY POWER- Used by those Kultists of the Lost who wish to survive for any amount of time, this Convokation allows them to mask one Dimensional object in their possession from any form of detection equipment and Rituals. Most commonly enacted upon their massive Spirit Sword, any object or device radiating Dimension is seen as mundane to those with Dimensional oculi or those Mystics sensing with Rituals. This Dimensional concealment lasts for the Duration of one Segment. Artifacts may be concealed as well, though Mystical oculi will still pick up trace amounts of activity. Organic beings cannot be concealed in this manner, though an entire Portal can be hidden. Daemons may only mask one thing at a time.

THE BEAST'S WAIL- By releasing the tormented spirit and granting its power to Abaddon, the Kultist channels the agony of the tormented soul and the anger of Abaddon into one horrid cry. The unfathomable terror of the wail induces panic and fear, granting a Terror Rating of 18 to all those who are in audible range. Many Kultists of the Lost initiate combat with this cry to flush out the weak of heart, and to make room for only the truest of warriors.

***IMPREGNATE-** Probably the most devious of all the ways to summon Daemons, the Kultist impregnates a capable childbearing woman with a spawn from Carnivoria. In addition to spending the three Spirit to summon the creature, the Kultist must also damn a number of Spirit Points equivalent to half the Daemon's Diadem. The Kultist must also have a Tome of Praenomen for the Daemon in which they wish to implant. With a hastened gestation period, the Carnivorian is ready to birth in a number of hours equal to its Diadem. Penance from the untamed Daemon is 1D10 for each size level during the actual birthing process. This usually kills the host mother, leaving her ripped completely open and twitching as the spawned Daemon begins its search for Sustenance. The birthing mother will begin to realize their symptoms at the halfway point of gestation. If abortion is attempted, the fetal creature begins to gnaw at the mother's internal organs for 1D6 Essence each Round starting the first Round the womb is breached. It is a Difficult Medical roll to abort the Daemon, taking 2 Full Rounds and surgical tools.

***INITIATE THE HUNT-** Upon damning the Spirit, the Kultist speaks quietly the name of their next intended victim. If the chance arises that the Kultist may sever the bond of Spirit and Body through death of that specific chosen person, the Spirit of their victim travels immediately to their possession. If their blade was empty, the Spirit manifests safely inside it, otherwise the Spirit is imprisoned at the Kultist's side awaiting Damnation within a number of Rounds equal to the Kultist's Call Rating. If the victim manages to remain out of reach from the Kultist of the Lost for the duration of one day, the Convokation dissolves. In order for the Convokation to take effect, the Kultist must be the one to kill the prey.

4 POINT SPIRIT

***FIEND-** When used, the Kultist's body extends and warps into a horrible creature. The body mass of the Kultist doubles as the body rises to tower above all cowering before the new and powerful frame. The Essence and Endurance of the Kultist is doubled, all soft armor worn is destroyed, as is most clothing as the muscles and body swells. Those unfortunate to enact Fiend while in Mechanical Armors find themselves contorting to the armor's shape, killing them instantly. The horrible visage of pain and rage across the Kultist's features are terrifying to behold, as are the banded and corded muscles along the creature's body. The horrific nature of the form benefits the Kultist with 9 Terror Points, in addition to any other Terror Points granted by natural weapons or other effects. This Convokation is permanent until convoked again.

***BATTLE SCARS-** The Kultist draws their huge blade across the skin, peeling back the flesh of the body. By releasing the Spirit of the blade to infuse in the wound, the Kultist gains one permanent Terror Point. This manifests as the Spirit melds with the wound, darkening it and creating almost teeth-like jagged edges along the flesh. Covered in these scars, a Kultist appears to be a whirlwind of mouths and sharp teeth. The scars themselves can be heard by the truly sensitive to cry faintly in pain or anguish. Word has passed that those who have abused this Convokation have come to an unfortunate demise, as those who listen for the cries of anguish ride in search of these Kultists upon winged horses. Rumor also circulates that the scars themselves are able to communicate with Daemons of Carnivoria.

CURSE OF BETRAYAL- Those knowledgeable in this Convokation are hunted by Mystics, just as the Kultist of Lost return the hunt. This Convokation draws upon the animalistic side of another's mind, closing the power of Rituals to a Mystic. This power draws away 1D from the Mystic's highest Ritual permanently. The drawing is so insidious that a Difficult Sensitivity roll is required for the Mystic to notice the loss. If the Sensitivity roll is failed, the Mystic will not know until the Ritual is used next. Many times those of the Lost will follow their prey for hours, draining away all of a Mystic's Rituals before they eventually confront the helpless Mystic.

BLOODGOUT- After spending the necessary Spirit, one target of the Kultist's choosing suffers from 2D10 Essence worth of blood loss. Starting as a bloody nose and cracking skin, the BloodGout suddenly erupts into a full bloodletting of every pore and orifice. No amount of Armor or Liquid

Skin can prevent the horrendous flow of destroyed corpuscles and rotting plasma that occurs. Those that might survive lose one point from their Strength for the duration of 1 day, in addition all diseases are raised one Difficulty higher for means of contraction.

TERRITORIAL BARRIER—Similar in method to the Mystical Ritual “Flux”, this Convokation constructs a ward versus Mystics. Set up within a doorway or a hall, the barrier remains invisible to the eye. Anyone with knowledge of Mystic Rituals of any sort, as well as those with a Mind of 5, are forbidden to access the barrier. No harm is inflicted, though they can possibly run into the barrier inflicting bruises or a broken nose. These wards are active for the duration of 1 day before they must be reactivated. Rituals may pass through the barrier however.

5 POINT SPIRIT

* **THE HUNTER’S PROWESS**—This Convokation imbues the Kultist with the power of any 3-point Natural Weapon from the Daemon Creation pages. The power of Abaddon flows deeply through the veins of those powered by this Convokation. The Kultist gains the Terror Point bonus just as a Daemon would. The power is permanent until convoked again with the desire to remove the weapon.

EXPLOITING THE VICTORY—Upon killing a victim, the Kultist releases the Spirit to steal away the soul of the victim. This Spirit infuses the body and mind of the Kultist with the fallen person’s ability. The Kultist permanently gains +1D in the victim’s highest skill as their soul is drained away into the essence of the Kultist. If the Kultist’s Skill was already equal or above their victim’s, the bonus is lost. This challenges the Lost to hunt down those of greater Skill, enhancing the game further.

MASK OF THE DEAD—By enacting this power, the Kultist may cut away the face of their victim and empower it with the ability to graft and ungraft to a person’s flesh. The power of this Convokation melds the stolen flesh of the victim to their own, creating a new face for the Kultist or anyone placing the mask to their face. The pigmentation and hair color of the Kultist are the only visible signs of a false visage being in place. The Kultist now looks like the victim, in facial feature only, until the mask is removed. This power is not permanent and can be removed at any time.

SERVANT OF BANE—In command of lesser Daemons, the Kultist may convoke this ability to demand tribute from one unbound Daemon of less than 16 Diadem. The tribute takes the form of a sacrifice of the Kultist’s choosing. Any victim may be chosen as the sacrifice, as long as the Kultist has captured their scent (no Convocations are necessary to do this). Until the Daemon is destroyed, or kills its intended victim, it may not perform any unrelated actions, nor can it attempt harm upon the Kultist giving command. Daemons using this Convokation can only use it upon Daemons of less Diadem.

SERMON OF ABADDON—When used, all weak-willed creatures (with a Mental Attribute of 2 or less) within a 50-foot radius turn to violence—they only think to attack and destroy. Each person, be it a Character or other, attacks the closest living thing in their proximity even if it is outside the radius of effect. This effect lasts until either all lay dead, or 5 Rounds pass. Carnivorians love to embrace the slaughter by convoking this Convokation in transit buses and elevator lifts.

6 POINT SPIRIT

* **DEGENERATE**—Through the power of this fell Convokation, the Kultist draws away the humanistic side of their victim. This power corrupts the victim’s mind, compassion, and logical course of thought. The target loses 2D from Mind, Mechanical, and Knowledge as their spine and brain warps and degenerates into a beast-like condition. Should the Mind be reduced to zero, the victim becomes a quadruped beast under control of the Kultist. Similar to any pet, these hounds must be fed and require regular activity. Victims of this Convokation may be invested with “Shape of the Hunter” in the same manner as the Kultist, with the required Spirit Points spent by the controlling Kultist. They are also imbued with a Daemonic rage adding an additional 1D in Strength.

* **TASTE OF DEPRAVITY**—In a crude attempt at humor, Abaddon uses the Spirit from this Convokation to generate a disturbance in the thought processes of its victim. Creating a fixation similar to a Daemonic Sustenance Pleasure, the Kultist chooses one craving the victim is inflicted with. Exactly the same as a Pleasure, the victim must fulfill their new depraved tendencies, or be obliterated by the Circle of Carnivoria. Mystics suffering this Convokation would rather choose death over evil.

* **TERROR WHORE**—For the next five minutes, one victim at the Kultist’s choosing is inflicted with an insatiable desire to taste the blood of innocents. Before the victim regains any amount of control, they must have slaughtered five people other than the Kultist. If this happens to a Character within the Story, the Narrator must take their Character sheet away to use in reference to the bloodbath which lies ahead. Controlled by the Narrator, the Character must sacrifice the five innocents required to cease their lust for death. The depraved use this Convokation to cause servants to turn on their masters, and the trusted to turn into the untrustworthy. In contrast to ‘Sermon of Abaddon’, this Convokation may be enacted on anyone.

CORPORATE ENTITIES

Corporations are comprised of brothers, sisters, a family of many—those whose backs are watched and whose needs are met. Some Corporations prove to be impenetrable fortresses with power imbued into a living network of breathing clients and Acolytes, while others are fronts for larger, dominating industries.

For as long as man remembers, groups were founded and nations created. Corporations are the security of a future—belonging to one insures safety as well as a path to financial stability. Many Corporations expect fanatical devotion, while others may be completely ignorant of their employee’s existence. In all, most Characters in Obsidian need to make a steady income, and what better way to this than through a Corporation.

CORPORATION LEVELS

Corporations are categorized by Levels dictated by the Zone's Corporate governing body, also known as **"THE UNITY"**. As a Corporation expands and gains a larger client base, and greater Resources, The Unity deems a Level advancement. Small Corporations (Levels One and Two) usually escape the control of The Unity, but continues to be monitored. Upon growth, they are then recognized to be Zone Incorporated. Being Mystic-based, The Unity tends to favor many Corporations that employ the same beliefs. With good favor comes support and financial backing from the mighty Darchomen. These favors arrive without notice or regard, addressed by some mysterious benefactor who will always be unreachable for gratitude. As far as anyone is concerned, The Unity runs the Corporate Zone, and is the highest authority in the Zone.

In the same way The Unity advances Corporate Levels, they may also degrade any Corporation. Those who are investigated and found to be Kultist sympathizers or debauchers of Humanity are dismantled and discarded. That is the main reason most illegal Corporations employ Complete Non-Disclosure. It usually happens so that most of the employees have no idea what goals they are even completing, or for who.

Many political and financial analysts claim the end of the 23rd century is the Age of the Corporation. This gives into the belief that the laissez-faire approach to companies that the Unity maintains for the most part will have to end soon out of necessity. Unity investigations and the use of Censuring have both increased dramatically, causing many to turn to a policy of complete nondisclosure, even if they have nothing in particular to hide. Small businesses have even seen small grants from the Unity, and larger Corporations have been taxed more heavily than before to help support a stabilized economy. For now, however, the trend of corporate influence is still in full swing, and many look forward to a life within the family of big business.

When choosing a Corporation, remember the larger it is, the more Resources it holds. These **RESOURCES** include: contacts, personnel, and Credits, as well as the influence it creates through trade and commerce. To join a Corporation, the Character must have Corporation Points to spend. If the Character has none, they must spend their own Generation Points. The costs for being employed within a Corporation is as follows:

CORPORATE LEVEL 1- A small group struggling to achieve quick Credit, the Level 1 Corporation is usually stepped on and abused by larger ones, but is small enough to stay out of Zone taxing and Law intervention. Examples of these Corporations would be: extortionist gangs, gun smuggling, drug pushers, and prostitution rings.

4 Generation or Corporation Points

CORPORATE LEVEL 2- A small multi-locational organization with little influence and control, the Level 2 Corporation has goals of growth and development. The main benefit of this Corporation is that they are not large enough to be considered a threat from larger Corporations. This gives them the opportunities some medium-classed Corporations are deprived of. Examples of this Corporation are: market chains, clubs and bars, small-time information runners, and courier services.

8 Generation or Corporate Points

CORPORATE LEVEL 3- A medium-sized Corporation with a few powerful connections and a larger clientele, the Level 3 Corporation is on the brink of



great power. Employing a larger workforce to generate the products or services needed, this Corporation is in constant need of employees to keep up with its rate of growth. Corporations rarely stay at this Level for long, as they either climb up in the Zone, or fall back down. Examples of this Corporation are: mercenary guilds, small-time researching facilities, manufacturing factories, and Arena stadiums.

12 Generation or Corporate Points

CORPORATE LEVEL 4- A moderately large Corporation with a lot of corporate pull and an impressive powerbase, the Level 4 Corporation uses all its connections and clientele to dominate more than eighty-percent of the Zone's Corporations. In league with the giants, these Corporations need marketing strategies and catchy advertisements to compete with the rest. Examples of these Corporations are: Wasteland expeditionary agencies, ordnance manufacturers, cybernetics designers, and security installation.

16 Generation or Corporate Points

CORPORATE LEVEL 5- A large Organization with excessive influence and powerful ties, this Corporation controls most avenues of its product or service. Few Corporations can compete for gain in a market dominated by this size of Corporation, and those that do tend to be in the center of a corporate war. With so much at stake, it is not uncommon for Contracts to be made on high-ranking members of this Corporation, but by the time a Corporation hits this mark of achievement, they have amassed a small army of sorts. Examples of this Corporation include: automakers, Zone-wide information bureaus, Zone-employed resource providers, and ordnance creators.

20 Generation or Corporate Points

CORPORATE LEVEL 6- This is by far the largest of all Corporations. It dominates all avenues of market concentrated around its specialties. Corporations of this size are expected to reach every corner of the Zone. From woman to child, each citizen has overheard talk of the Corporation in daily conversation. Those Corporations that reach this level of Status become solidified under the Darchomen, unless they are found out to be Daemon-controlled—in this case, the Corporation is dismantled. Examples of these dominating Corporations are: The Law, Stormgate Sciences, Wasteland Scavenging, and Slavefactory Corporations.

24 Generation or Corporate Points

RANKS

In a Corporation, each member has specific duties they must perform to remain employed. The duties are based entirely on the Rank of the Character. If the Character has purchased their way into a Corporation, they automatically become an Acolyte. As a Character climbs the corporate ladder, their duties become less physical and more demanding. Their role turns from follower to leader, servant to master. The Ranks rise as follows:

ACOLYTE- The Corporate soldier is the building block of great companies. Acolytes usually make up about seventy-percent of the Corporation. Many times an Acolyte is given menial or degrading tasks, while nursing dreams of power within their Corporation.

Starting Characters & those just hired by the Corporation automatically start at this Rank.

VANGUARDS- The first in any rank of importance, the Vanguard usually has control of a small group of Acolytes. Depending upon the Corporation's function, the Vanguard has complete control to use and abuse any Acolyte.

4 Generation or Corporate Points

CIRCUITS- The Rank of Circuit is a definite status boost. With nearly eighty-percent of the corporate body under their control, the Circuit holds command mostly over the Vanguards, hoping they will relay their orders to all the Acolytes.

8 Generation or Corporate Points

NEOBELLUM- Acting as Director of Order, the Neobellum installs and enforces all the Bishops commands—this is usually the most powerful person a corporate employee will ever come into contact with. A Neobellum has the ability to set policy within a Corporation, and speak with the general authority of the company.

16 Generation or Corporate Points

BISHOP- The Bishop is in charge of daily operations for the entire Corporation—anything concerning it must have been authorized from this Rank. This Rank is in charge of complying completely with The Unity, reports must be made and sent promptly, else investigations will ensue.

N/A for Starting Character

ARCHBISHOP- The Archbishop is in complete control over everything. Starting with the status of the present Zone, this Rank analyzes the Corporation's future potential and attempts to discover newer avenues of sales.

N/A for Stating Character

GENERATING A COMPANY

This section is only used if the Character does not belong to a Preexisting Corporation. Corporation Generation is used to create a new Corporation—once the Corporation is created, any Character may belong to it and gain the Resources it provides, provided the Character spends Corporation Points to join or role-plays their way into it. Preexisting Corporations are found in Chapter Six, though it is recommended that the Character's play a subsidiary group of these Zone-wide monstrosities.

To create a Corporation, first find out the number of Generation Points it has. This is done by multiplying the Corporate Level by 15—the larger the Corporation, the more Resources it holds. These Generation Points may now be spent on building this new Corporation. Once the points are spent, that is it—no Character Generation Points may be spent to boost this rating!

Next, figure out the Primary goals of this Corporation. What is its function? What do they do to make money? How renowned is it? Remember, most Corporations are like the ones today—legal businesses selling goods or services, though some are involved in Contracting, and illegal goods and services. Some Examples are:

INFORMATION BUREAUS-

These groups probe the streets and backways to uncover valuable information. They keep very descriptive files on anyone they are assigned to, and in turn, they sell this hard earned information to the highest bidder. Low-level Corporations based in information usually sells it to larger, more connected Corporations.

MANUFACTURERS-

Designing and manufacturing cybernetics, pharmaceuticals, ordnance, or vehicles. These groups most likely also hire employees to test the equipment on the streets. These Characters are called "Test Agents" on the street.

SECURITY SERVICES-

One of the largest growing industries is the security Corporations. They provides muscle and protection to those that will pay their exuberant prices. Most of the security comes in the forms of Contractors and Dominators in certain instances.

COURIERS-

In a time of urgency, importance, and privacy, these Corporations pickup and deliver important items, no questions asked. Larger Corporations sometimes provide heavier security and cargo vehicles. Most couriers are enhanced cybernetically for the purposes of longevity and combative situations that may arise.

BOUNTY HUNTERS-

Bounty Hunters are very much like the security Corporation, with the exception that they can be hired for assassinations, espionage, and Corporate sabotage. These Corporations expect a very large sum of Credit up front. Though not all bounty groups are legally active and operating properly within the law of Abraham's Right, the largest and most lucrative tend to be Unity-sanctioned or Law approved.

ANTI-GROUPS AND DIVINITY WAR PAWNS-

These groups are any Corporation that exterminates any particular Ethos or Social. There are many of these types of Corporations, making Credits off of prejudices. Anti-Groups branch into Daemon hunters, Mystic hunters, and all forms of Kultist hunters.

ENTERTAINMENT-

These Corporations range anywhere from the meat market, to drugs (manufacturing and distributing), to gambling. Most of the Entertainment industry is composed of illegal organizations making a quick Credit off of the addictions of others.

Remember that each Corporation has many Ranks involved. For example, in the information bureau the Acolytes could be the "eyes" on the Street, while the Vanguard collect information at "pickup" sights, such as bars, cafes, or cabarets. All the Vanguard in an area probably report all valued information to a centralized Circuit, who probably reviews and files all the information and images to disk, and makes calls to particular clientele depending on the information. The NeoBellum and Bishop might be the ones to gather a clientele, while the Archbishop watches everything from a comfortable seat overlooking the Zone. The Vanguard could double as the businessmen involved in the exchange of Information for Credits.

Your Corporation does not have to be so thoroughly explained, as long as a basic idea is presented. On the next page is everything that may be bought to enhance the new Corporation, including the number of "Employees" and other Resources. The Narrator may wish to occasionally update the Corporation's Resources or get rid of lost ones. This will help create a living entity within the Corporation.

DUTIES AND EXPERIENCE

Each Rank of a Corporation is expected to follow certain guidelines and obey specific commands—the lower the Rank, the more demeaning the workload. Be it gruntwork, paperwork, or security, the Acolytes are very expendable. Working their way up the corporate ladder, they earn more respect and gain status. This Status, also known as Rank, keeps these experienced corporates in safer hands, and further away from the harsh rigors of life on the street.

Corporate Experience is awarded at the end of a game along with the Character's own game Experience, and is totally separate from game Experience. This Experience obviously can be used to rise in Rank, but it can also be used for a multitude of other things ranging from favors to the use of Corporate Artifacts and equipment.

CORPORATE EXPERIENCE

Corporate Experience should be handed out very frugally. It should require much work and dedication to gain even a couple points, and must only be given in reward to the tasks related to the Corporation. Depending on the Character's Ethos, Socials, and Motivations, this Experience may also sway the Narrator to increase the Chapter Experience as well.

- ♦ 1 Point should be awarded if the Character followed the orders of their supervisor.
- ♦ 2 Points should be awarded if the Character put themselves in danger under direct orders of the Corporation they work for.
- ♦ 3 Points should be awarded if the Character is able to save the Corporation from extreme fiscal loss, or if they have gained excessive Resources. This may also be the reward of assisting a high-ranking superior, or securing relations with another larger company.
- ♦ 4 Points should be awarded to those Characters who have saved a high-ranking member of the Corporation, or if they have accomplished a Major (Story) Corporate Goal. This should also be awarded to Corporate Characters that take excessive injuries due to Corporate command.

REAPING THE BENEFITS

Corporate Experience can be best described as a numerical value of the employee. The more Experience accumulated, the more valued the employee is. These points represent the leverage a Character might have to use Corporate Resources or gain favors from superiors. For example, they might try to gain use of a Corporate vehicle, and in order to go about doing this, the Character's superior must be contacted through roleplaying. The Character would then ask to borrow the vehicle, and their boss would evaluate the Character's recent experiences working for the Corporation. If the Character has enough Corporate Points, their superior will most likely use these experiences to give them what they want.

Many times, those Characters with a greater Manipulation may persuade higher Ranks to give them Corporate benefits. This is done only if the Character is able to roll Manipulation higher than the bosses Restraint roll. If successful, the Character may gain an extra Corporate Point to use immedi-

INHABITANTS

ately, but failure results in the loss of one corporate Point. Those without any Corporate Experience failing this roll are terminated.

To raise in Rank requires loyalty and experience to accomplish. It costs the employee's current Rank times 3 plus the Corporation Level to climb the corporate ladder. For example: A Vanguard (2x3) in a Level 3 (+3) Corporation must spend 9 Experience to raise their Rank. Remember, many times the position applied for is full, or is being contested by another Employee. This is the case in larger Corporations, or in application to high Ranking positions, especially Neobellum and up. These positions are almost always occupied, and until there is a "retirement", they will always be full.

If ever the Character should get themselves in trouble with their Corporation, they should use these gained points to alleviate any stressful situation. These points can be used for many other things as well, and the following is a detailed list of those things that a Character may spend their Corporate Experience on. Remember that it is up to the Narrator, and the Corporation's Resources, if it is even possible to use the Experience on certain things.

1 POINT

- ♦ Access Super Database.
- ♦ Alleviate Minion's Death. (Reduced by Insured)
- ♦ Use a Corporate Contact.
- ♦ Use 1 Point to cancel 1 Point of another Minion's experience in the same Corporation. Only usable on those of the same Rank and lower.
- ♦ Paid day-off/Sick-day
- ♦ 50% off on any product or service manufactured by the Corporation.
- ♦ Warehouse space for 1 Month.
- ♦ Calling from the Flock (One Spirit).
- ♦ Train for one week at the Training Facility.

2 POINTS

- ♦ Borrow Corporate Ordnance or Armor for 24 hrs. (Reduced by Insured)
- ♦ Gain 24 hour control of a Corporate Acolyte. (Reduced by Insured)
- ♦ Get one month's pay advance immediately.
- ♦ Onbase Living for 1 Month.

3 POINTS

- ♦ Borrow Corporate Vehicle for 24 hours. (Reduced by Insured)
- ♦ Pay bonus of 1/2 of one paycheck, payable immediately.
- ♦ Tutor with Master Mystic. (must have Corporate Contact: Attuned Mentor or Mystic Divinity Pawn)
- ♦ Use 3 Points to cancel 1 Point of another Corporate member's experience in the same Corporation of higher rank than the Character.
- ♦ One week's paid vacation.

4 POINTS

- ♦ Alleviate for lost or damaged Corporate Resources. (Reduced by Insured)
- ♦ To get reassigned to another, "safer" job.
- ♦ Get a 100 Credit/ Week Raise.
- ♦ Gain permanent control of a Corporate Acolyte. (Reduced by Insured)
- ♦ Borrow Corporate Artifact for 24 hours.

- ♦ Gain Temporary Control of 1 ShockTrooper Squad for 24 hours. (Reduced by Insured)
- ♦ Favored by superiors. Character gains one additional Corporate Experience Point each game. This may be cancelled by any other minion of the Corporation by spending 4 points.

PAY SCALE

The larger the Corporation, the better the benefits. In larger Corporations, the Character has more potential for making greater salaries. Below, the starting pay rates are broken down in Corporation Level and Rank. Characters have the ability to gain raises through Experience expenditure and Rank promotions. Any raises accumulated before a Rank promotion is transferred over to the new pay rate. All pay rates are considered weekly salaries. The Corporate Ethos starts with an additional two weeks worth of saved payment. This may be used to buy equipment, vehicles, armor, and weaponry.

PAYSCALE CHART

LEVEL 1 CORPORATION		LEVEL 2 CORPORATION	
Acolyte-	300	Acolyte-	400
Vanguard-	350	Vanguard-	500
Circuit-	400	Circuit-	600
Neobellum-	700	Neobellum-	1000
Bishop-	1000	Bishop-	1500
LEVEL 3 CORPORATION		LEVEL 4 CORPORATION	
Acolyte-	500	Acolyte-	600
Vanguard-	600	Vanguard-	800
Circuit-	800	Circuit-	1000
Neobellum-	2000	Neobellum-	3000
Bishop-	3000	Bishop-	8000
LEVEL 5 CORPORATION		LEVEL 6 CORPORATION	
Acolyte-	700	Acolyte-	1000
Vanguard-	1000	Vanguard-	2000
Circuit-	2000	Circuit-	4000
Neobellum-	7000	Neobellum-	15000
Bishop-	15000	Bishop-	30000

CORPORATE BACKBONE

When building a Corporation, whether it is created by the Narrator or the Player, the method is the same. The Corporation has a number of Corporate Generation Points equal to its Level, multiplied by 15. Thus, a Level 2 Corporation has 30 Resource Points to distribute amongst its holdings. The

Unity grants a Corporation a Level advancement when 15 more Points worth of Resources are gained.

Before any points are spent, a new Corporation has one of the following Ranks: Archbishop, Bishop, and Neobellum. Below are the number of the other Ranks a newfound Corporation starts with:

Circuit- Corporate Level x2

Vanguard- Corporate Level x4

Acolyte- Corporate Level x20

Additional Employees, as well as other Resources, may be bought with Corporate Generation Points. Remember, purchasing extra Neobellum and Bishop slots will allow characters an easier chance to advance into those positions. Otherwise everyone is vying for the same position with only one opening.

- ♦For Every Point Spent gives the Corporation 10 extra Acolytes.
- ♦Every 2 Points Spent gives the Corporation 5 extra Vanguards.
- ♦Every 3 Points Spent gives the Corporation 4 extra Circuits.
- ♦Every Point Spent gives the Corporation 1 extra NeoBellum.
- ♦Every 2 Points Spent gives the Corporation 1 extra Bishop.

RESOURCES

1 Point-

SLAVE LABOR- Every time this is purchased, the company gains a work force of 20 condemned prisoners. This Corporation has a contract with the Law to put these people to work, usually in menial tasks such as hard labor. The Law sends a contracted guard to watch the prisoners, which means that a company had better be clean and legal to the public eye. Many illegal Corporations maintain a slave force through bribery or the use of kidnapped scraggs.

CORPORATE TRANSPORTATION- Every Resource Point spent on this gives the Corporation two Sedans, or one Treaded or Cargo Vehicle. These vehicles are for the transportation of goods or services only—they are not used for recreation, unless permission is given by a higher authority. Each vehicle can be assumed to have moderate modifications including a maximum of one AI-mounted weapon.

CORPORATE SAVINGS- Every Point spent gives the Corporation 50,000 Credits in savings—these Credits are used in emergencies, though permission must be granted from the Bishop or Archbishop. These funds are used for many reasons, but it is rare the Corporation will tap into these Resources. More times than not, these savings are not even available, as they are tied up in stocks or long-yield bonds.

CORPORATE CUSTOMER- The Corporation has a good working relationship with a repeat customer of high value. This customer is willing to do small favors in return for discounts or better treatment. In effect, the customer acts as a minor contact for the company.

2 Points-

SPECIALISTS- 10% of the Corporation is composed of trained Specialists. This Specialist trait must be chosen during creation, and are Character types from one of the six Ethos. Each time this is purchased, the Corporation gains



10% more of any one Ethos. Some Corporations are 100% Mystics or Machine. Corporations with a 100% Specialist rating means that those Ethos are the Prerequisites to join this Corporation.

COMPANY CONTACTS- This buys the organization one Major Contact—this contact lives on base if provided. They work only for the company, and are paid accordingly. Any service is rendered for free, and equipment of any sort is at the lowest possible price. The Company Contact must be accessed through a Circuit or higher.

CORPORATE ARTIFACT- The Corporation is in possession of a powerful Minor Artifact. This is usually held by the Archbishop, but it sometimes it is given to lower Ranks during important assignments.

PREREQUISITE- The Corporation no longer hires people if they do not meet the Corporation's Prerequisite(s). Every time this is bought, the Corporation has a Prerequisite of +1D to an Attribute. So, if bought once, any one Attribute could be chosen at 3D. If bought twice, that attribute could be at a Prerequisite of 4D, or two Attributes could be at a Prerequisite of 3D. If not purchased, a Corporate minion has 2D in every Attribute unless they are of a Specialist Ethos. This Prerequisite means that all minions have Attributes at these requirements. Characters must have an Attribute of equal or greater numerical value under these Prerequisite guidelines to be employed within the Corporation.

WAREHOUSE- The Corporation now has a large warehouse to store vehicles, produce, or any other materials used in production. This is necessary for industrial or manufacturing companies. Warehouses can also be used for secretive testing and other actions that requires space and privacy. This warehouse is as secure as the Corporation itself.

3 POINT-

FACTORY- With the addition of a factory, a Corporation may now have in-house production and manufacturing. This causes a significant increase in company income and a reduction in long-term overhead. Projected futures for the company include a well-laid pay scale increase and expansion possibilities. Large machinery and working space are benefits in and of themselves, as well as raising the liquidity value of the company.

ESTABLISHMENTS- Every time this is purchased, it gives the Corporation an additional Establishment, and the Sector and Sub-Level must be chosen immediately. A new Establishment means that a Corporation has two avenues from which to distribute goods or conduct business. All Establishments have the same level of security. Note: it costs an Additional Point for a sublevel I Establishment.

NETWORKING- Every time this Resource is purchased, it provides relations with different Corporations. Usually it is something this Corporation needs, such as a transportation service or a security service. The rates are cut in half, and the Corporations are on good terms. Networking is different from a Contact in that they can say, "no" at any time, whereas a Contact works specifically for the Corporation. If the other Corporation is illegal and does not have Complete Nondisclosure, this Corporation must be illegal as well.

COMPANY CONTRACTING LICENSE- This Resource allows a Corporation the ability to sign for Contracts. The Contract still has to be certified by the Law, but it gives them the means of hiring Contractors legally. These Corporations must be investigated once a month by an entourage of Unity

members. It is important to remember that there is an annual fee of 20,000 Credits to have the benefit of Abraham's Right. (For more information on The Assassin's Law, see Chapter 1)

SUBSIDIARY- The company is actually a Subsidiary company of a larger Corporation. Usually, the parent Corporation pays little heed to the Subsidiary unless something is wrong or an extremely lucrative breakthrough is noted. In the case of financial loss, the parent company will often step in to aid the Subsidiary or help to circulate employees in the case of a labor shortage. The Subsidiary in all other ways operates as an autonomous Corporation, however. For examples of parent company enterprises, see Chapter Six.

4 POINT-

ARMED PERSONNEL- All those working for this Corporation are outfitted with Class I Ordnance. Each time this is bought, it raises the Class of Ordnance supplied. This only extends up to Class 3, though to supply the Corporation with Class 3 Ordnance, the Prerequisite Strength must be bought once.

LARGE CLIENTELE- This allows the income rate of the Corporation to double, due to the fact the Corporation has many more jobs per month. A Large Clientele also adds an extra 100 Credits/Week to the Pay Rate of each Employee Rank, though with a Large Clientele, the workload is increased significantly, causing many to have to work overtime or longer hours.

SUPER DATABASE- This Corporation is technologically advanced. It uses a large Database to record business dealings and corporate profits, and also provides the equivalent of an 6D Knowledge to those who can access it. A security code is needed to access, and a knowledge in Data of 4D or higher is necessary to operate it. Only the Ranks of Circuit or higher can allow access to the Database.

EMPLOYMENT BENEFITS- This Corporation has gained a great reputation for its Benefits. The rehiring rate for this Corporation doubles because it seems everyone wants to work with this company to reap the rewards of a big business. The Benefits include monthly raises, automatic medical coverage, and 50% off of MediciTank with other perks at the Narrator's discretion.

SHOCKTROOPERS- Hired into the Corporation is a group of heavily armed and highly armored ShockTroopers. This is the Corporation's own little army, used in power struggles or as a defensive security. There is one group of 5 ShockTroopers in Deathware, and one in Gyro-Stabilizing Armor each time ShockTroopers are purchased. Shocktroopers have 3D in Dexterity and Perception, and are outfitted with RevCo Fu-Q's unless the Corporation has Prerequisites or Armed Personnel at higher ratings, in which case the ShockTroopers take the Class three ordnance.

RESEARCH AND DEVELOPMENT LAB- With this asset, the Corporation owns a Research and Development Lab stationed by 15 special Acolytes. These Acolytes have a high Knowledge or Mechanical (depending on the nature of the research) and specialize in their field of study. They develop equipment, weapons, Mystical knowledge, Arcane Convocations, or other mysterious items to be marketed and used by the company. If this is purchased twice, it is assumed that the Acolytes have discovered or made something of a breakthrough in their field of study, gaining notoriety or fame for the company and creating new knowledge or items for use.

CHAPTER 4

TRAINING FACILITY- Taking the form of a gym or rectory, the Training Facility is used to help employees train in Corporate-specific skills. The Facility is staffed with 5 Acolytes and a state-of-the-art technology-base for the particular field of study in question. Through the use of a Facility, a Character or employee need not use a Skill throughout the Story in order to advance its Rating through game Experience. In addition, by using the benefits of the Training Facility, the Character may expend one less game Experience Point for raising a Skill. Each Training Facility is equipped to train a person in every Skill under one particular Attribute. Each additional time the Training Facility is purchased, a new Attribute is added to the Training list.

5 POINT-

RENOWNED ARCHBISHOP- Tending not to be as ostracized as most Archbishops, this one feels the need to socialize and to make public appearances. The benefit being they have created a sort of public following. Similar to being a celebrity, this Archbishop has a very large say in Unity matters, the Law, and within the society as a whole. The Narrator may come up with the actual extent of their influential powers.

COMPLETE NONDISCLOSURE- This Corporation keeps a tight lid on all of its dealings, and even those in the Corporation do not know what exactly they do. This keeps the Law and the Unity off their backs, and troublesome competitors away. This is best taken by illegal Corporations that have things that they wish to keep hidden. Those employees working for a Corporation with Complete Nondisclosure have relatively little idea what the company's goals actually are.

SECURITY FORCE- The entire compound is under heavy surveillance, both from sensors and the human eye. A small group of 5 Acolytes for each Level bought are in charge of keeping access secure and the unwanted out. The entire compound is considered to have class three electronic locks, and one of the following for each Level bought: access boxes, card-access locks, palm print units, retinal scan devices, voice pattern analyzers, or thermal sweeps. They also have one of the following detectors each time this Resource is bought: Dimensional, Cybernetic, Supernatural, Ordnance, or Disease and Radiation. Security Force can be bought up to 6 times.

6 POINT-

INSURED- This resource indicates that the Corporation has a high yield insurance program that supports the company and compensates for lost or damaged property. In addition, health plans and life insurance is provided so that deaths in the Corporation grant a stipend to families or relatives. Anything on the Corporate Experience Chart that is "(reduced by Insured)" costs one less experience to buy with this benefit.

FLOCK OF THE DAMNED- Separated completely from the rest of the building in some dank dungeon-like area, this illegal Corporation has a holding cell of ID4-I Human captives at any given time. Those imprisoned here provide a quick fill for any of the Kultists within the Corporation who need Spirit. Generally, only the Ranks of Circuit and above have knowledge of this reservoir, but with clearance anyone may use it. The captives are comprised of scrag,

kidnapped children, and fired employees. Obviously, while this benefit is extremely useful for a Kultist Corporation, this does not count toward the raising of Corporate Level in terms of Resource Points as one can hardly tell the Unity that such a place exists.

UNITY ADVOCATE- Through the expenditure of time and a great amount of effort, this Corporation has gained the ear of a Unity member. This Unity member either honestly enjoys the company of certain Corporation members, or is being blackmailed in some way by the company. Either way, the member argues in the company's defense during Unity meetings, and generally looks out for the Corporation's welfare. This incredibly useful contact is usually only spoken to by the Archbishop or Bishop of the Corporation and is probably not even known about by the lower Rank employees.

7 POINT-

DIVINITY PAWN- This benefit grants the Corporation a special minion who acts in many ways as a secondary Bishop. This entity of power may belong to the paths of the Mystic or to the infernal Circles. The Mystic Divinity Pawn has 7D+ in every Ritual and will teach and protect those in the Corporation. The Kultist Divinity Pawn is known to have all Convocations of the Kult they are associated with and a Call of 7D. This person is assumed to have no official rank, though most do just about anything asked by the Pawn. In dire need, this entity will leave the Corporation to attain business deals or get rid of competing companies.

BLACK OPERATIONS CONTINGENT- A motley group of highly-specialized assassins and skilled Contractors that work solely for the Corporation, the Contingent is a special department in any company. Usable only by the Neobellum or higher Rank, this group can be sent on any activity with no questions asked. The group is funded by a small diversion of income, and requires nothing more than their usual weekly salary (which is equivalent to a Circuit's pay). The group's size is dependent upon the monetary resources of the Corporation, which keeps the group to a size of 5 times the Corporation's level.

8 POINT-

DATANET LOCATION- Most or all of the Corporation's business may be conducted on the Datanet via computers. All Credit transactions, information downloads, Zone scans, and private rooms are now at the command of the user. This is a location on the Datanet that can be reached from any Data-terminal. It is protected with an access code, encoded onto the employee's Credbase and changed daily at the office. Only those employees still with the company and in possession of their Credbase can access the Datanet location. Employees may receive their weekly paycheck over the Datanet now, as well as pay advances and job information. Employees may access a Corporation's Super Database through this Datanet location.

ON BASE LIVING- Many Corporations have internal living compartments that their employees inhabit; they are rather small but free. Living on base gives that Corporation a readily accessible line of defense, as employees benefit from the high security of the Corporation. On base living also includes two daily meals, electricity, lounge area, and spatial upgrades in the case of a spouse. The On Base Living costs an employee two Corporate Experience Points each month.

DAEMONIC SERVITOR- This Corporation's Archbishop has bound a Daemon from a Circle of the creator's choice. The Daemon has a Diadem of 30 and is used extensively by the Archbishop to complete tasks seen as the utmost of importance. While some may be aware of this entity, often it is kept somewhat quiet from the lower Ranks. The creature should be created by the Narrator and used only in the most extreme circumstances.

10 POINT-

FEAR & RESPECT- The Corporation must be very dangerous to take this Resource, or at least be perceived as such by the public, but when it is taken, all interaction with others creates an instant respect out of fear. Everyone in the Corporation gains 2 Terror Points/ Rank—double the Terror Points if it is bought again. These Terror Points differ in such a way that those that fail their roll must comply to the threats or business presented. At the end of figuring a person's Fear and Respect, add the level of the Corporation to this number for the total Fear and Respect. Thus, a Vanguard in a Level 4 Corporation would have 8 Fear and Respect Points, and if purchased twice, the Vanguard would have 12 (8 for being a Vanguard with double Fear and Respect Points, plus 4 for the Level of the Corporation)

FREE-

DARCHOMEN CONTROLLED- This Resource gives free reign to the Darchomen over this Corporation. They manipulate it as they see fit. If this Corporation is ever attacked or threatened, many times some unknown "Networking" Corporation steps in—this is because of the influence controlled by the Darchomen. Not one person in the Corporation knows of this puppetry, not even the Archbishop.

DAEMON CONTROLLED- Although free, this Resource is also very worthy. The primary objectives of a Corporation with this resource is generally held by Daemons from a specific Circle, and one Circle must be chosen to represent the Daemon. Sometimes their goal is to manifest, while for others it is unknown. Only those advanced enough in a Corporation will ever have knowledge of the Daemons existence. This is also very secretive, and Characters should not know a Corporation is Daemon Controlled. Daemon Controlled Corporations eliminate threats to their secrecy, in fear of The Unity.

ILLEGAL/LEGAL- The benefits and penalties of both are apparent—various groups and companies will not deal with either legal or illegal Corporations. Those with Complete Nondisclosure could actually be both legal and illegal due to their nature, and circumvent this problem. But most companies will have to choose one way or the other. Many times the business of the Corporation will dictate whether they are legal or illegal.

RELIGIOUS CONTROLLED- The Corporation is either a religion by itself or controlled by one. This is not as secretive (usually) as Daemonic or Darchomen control, and often is quite open and can even be a prerequisite for the Corporation to believe in the particular religion. The benefit is the new Motivation and camaraderie, the downside is the prejudices of belief and the lack of open-mindedness.

CONTACTS

In the bleakness of a world where trust is the most rare of commodities, Contacts are have become closer than friends. Most Contacts are close acquaintances that have a long history of lucrative business dealings with the Character. Contacts will acquire items and information for a price, but generally lower than street price or industry standards. The quality and amount of their services usually depend upon the relationship with their client. When purchasing Contacts, the player needs to specify whether they are Major or Minor.

MAJOR CONTACTS are very valuable. They are more of a friend than a contact and treat the Character with great respect. Furthermore, they give the Character discounts and allow them a choice of items or services not usually offered on the streets.

MINOR CONTACTS are acquaintances with the Character, nothing more. This type of Contact needs to have appointments set up before the Character comes in. They still provide the service, but do not give discounts and they certainly will not go out of their way to help the Character, unless a large fee is paid. This Contact is different from just anyone off the street for the reason they will recognize the Character and act reasonably courteous and respectful, whereas an Arms Dealer not taken as a Contact may abuse the Character and definitely will not trust them.

Below are the choices offered for Contacts. Major Contacts really help with Starting Characters, as the cost for many starting items are decreased during the Creation Process. If the Player wishes to have Contacts in the Wasteland, any may be chosen, but they must be marked as "Wasteland Only".

THE ACQUISITOR-

Collecting scrags and the homeless off the back streets is the business of the Acquisitor. This Contact is very corrupt in their actions, as are their patrons. For a small fee, the Client may buy slaves for whatever nefarious reason they may have. Whatever they do with this victim, the Acquisitor cares not. The Acquisitor does not keep records and uses falsified Credbases to conduct Credit exchanges. Other uses for the Acquisitor include slave labor and live target practice for vicious Contractors. Many Acquisitors also keep a battery of Kult Blades for each Kult and occasionally an Admonium Sheath which they only make note of to important customers. This gives the modern Kultist the ability to refill their blades in private and far from the scrutinizing eyes of Mystic—when the patron leaves, the body is burned and all evidence extinguished. Even in its rarity, Mystics who wish to have an Acquisitor may only take it as a Major Contact.

The Acquisitor charges about one-thousand Credits for each slave, though the price may go up depending upon specific Ethos or social acquisitions. Kultists with an Acquisitor during the Creation Process may buy Spirit Points at a cost of 500 Credits/ Point. These Spirit Points do not count as Damns, but may be used to enhance the Character using Convocations or may be contained within a Kult Blade.

ARMS DEALER-

The Arms Dealer sells a variety of weapons and weapon related equipment. Usually part of a larger syndicate or an ordnance-testing Corporation, they tend to be very careful not to work with anyone they do not trust. Giving out fictitious names and arranging deals at strange locations, it would seem as if they are committing unlawful acts, though they are just protecting themselves from hijackers. An Arms dealer is a necessary Contact when purchasing Class 2 Ordnance or Explosives during the Creation Process.

Characters with a Major Arms Dealer Contact may have access to the actual location of the Dealer, rather than needing to set up meetings in alleys and clubs. Though an appointment may still be necessary, the Character has the ability to check out all the Dealers equipment.

ATTUNED MENTOR-

Mystics looking to advance Ritual Facets or learn of ancient secrets must have someone to go to for the knowledge. The Attuned Mentor has a superior understanding of almost every Ritual, and this Contact has vowed to teach the newly attuned to the ways of the paths and Rituals of the Mystics. Far from society's eyes, the Attuned Mentor has deattached themselves from society to continue teachings and studies. Bearing the title "Hermit" or "Wise One", these Mystics are a handful of the Zone's inhabitants that have knowledge of Arcane Rituals. Many Attuned Mentors maintain roaming churches or facilities, while others can only be found out in the Wasteland preparing for some "Great War".

The Attuned Mentor has Knowledge in almost every Ritual as well as those Arcane. Though only through trust and the proper respect will the mentor divulge their actual extent of Mystic Knowledge. Players with the Mentor as a Minor Contact will notice assigned tasks and menial processions before even a single lesson is even taught. This is necessary for the Mentor to determine the actual drive and potential of the trainee. Kultists, other than those of the Spiritual Essence, may only choose from the Major Attuned Mentor Contact, though this is extremely rare for Mentors teaching Kultists as they are immediately exiled for such actions.

BODYTECH-

Few people possess medical training on the street, and most only have basic first-aid knowledge. Bodytechs, however, are trained and prepared to deal with emergency situations. Most are Visionaries or those of Spiritual Essence, though it is equally common to see Kultists of the Box practicing "Spiritual Weaving" for outrageous costs. They charge double the amount of a hospital, but tend to be quicker and more reliable. Many Contractors keep a Bodytech Contact handy in the case of a client being inadvertently shot or damaged as well as themselves. The true boon of the Bodytech is the "no questions asked" policy regarding wounded clients. Along with healing and mending, this Contact also has the ability to cure disease and wash radiation. Many entrepreneur Bodytechs have recently been recruited by the Medicitank Corporation.

A Character with a Major Bodytech can actually call the Tech to come to a secure location and provide medical attention in the field. This service will always cost the Character extra, and depending upon the location may give rise to sanitary problems.



2 H Y

CREDJOB-

Similar to the Temporary agencies of the Twentieth Century, the Credjob deals with affairs of the borderline corrupt. Hiring Contractors and investigators, the Credjob is used by large Corporations to gain temporary help. Very similar to an assassin's guild, the Contractor who will do the job for the lowest amount usually gets the job, donating the rest of the income paid by the Corporation to the Credjob. The jobs required by a Credjob are usually dirty and conspicuous—whether it is a job that requires heavy firepower, a tactful approach or backup intimidation, those hired by a Credjob have a talent at what they do. While not all Credjobs are illegal, it is nearly impossible to gain and sustain influence in this field without at least passively illegal actions.

Characters with a Credjob are assumed to be employed, but not through conventional manners. Working on a need-to-know basis, this Contact will never divulge the Corporate client or information unimportant to the assignment. For half the normal service prices, Characters with a Major Credjob can also hire Contractors for personal missions. The closer the Character is with their Credjob, the more calls they will get concerning new jobs.

CYBERFIX-

This Contact is very important for those with Cybernetics. They are able to order, install, and repair Cybernetics. They have an operating facility that has all the tools and equipment of the trade, although they do require an ordering period of up to two days, unless they have the parts in-shop. Many times, the CyberFix will insure any work done in-shop for up to one week. Many Industrialists keep more than one CyberFix Contact, using some for merely cosmetic appearances of their Cybernetics such as coloring each part a certain color or adding ridges or spines.

It is rare for a Minor CyberFix to implant Registered Cybernetics in someone without an Assassin's License. They also do not necessarily trust the Character in their shop and insist on using only deep trance anesthesia. Starting Characters with a Major CyberFix may equip with starting Cybernetics at Parts Cost only. This is due to the length of friendship with the Contact and the amount of business given in the past.

THE LAW-

Making a Contact within the Law is extremely beneficial. This Contact can be used to gain insight into investigations, access files, erase tickets, and minor things such as that. Too much pressure, and the prices go up, as does the risk. The Law Contact can be gruff and mean, but usually does what is paid for. This Contact does not sell or loan Law issued equipment, nor will they stand up for the Character after an incriminating arrest.

Characters with a Minor Law Contact are probably just a stool pigeon. Small and insignificant favors can be done, but some hard information is expected in return. The officer will probably not go very far out of his way for these Characters, but tickets being erased and small bits of information about people or investigations are common. Kultists must take the Major Law Contact for any benefits, considering the trouble an officer could get into abiding an enemy to Humanity.

OUTPOST STATION GUARD-

In charge of defending the Zone from Wasteland attacks, the Outpost Station Guard also has the responsibility of checking citizens leaving or entering the Zone for illegal contraband. The Character with this Contact is usually waved through, or is stopped only for banter. Unfortunately, most of these guards sleep or change shifts, so it is wise to know the guards' schedules or prepare ahead of time. Many Outpost Guards employ Aitherios or Fenestra to check for Dimensional items, so this Contact is the only way to bring such objects in or out of the Zone.

Smuggling live specimens or Exiles into the Zone may only be accomplished through a Major Outpost Station Guard, and then only rarely. Association with a Station Guard Contact is usually the only way Characters can get strange Artifacts and dangerous occult items into the Zone. Characters with the Outpost Station Guard as a Minor Contact must pay a hefty sum to smuggle illegal paraphernalia in or out of the Zone.

THE PUSHER-

Found in the alleyways of Sublevel 4 or in the beautiful luxuriant abodes of Sublevel 1, the Pusher can be found almost anywhere. These Contacts are usually Chemicalists, and are always illegal. But their ability to find the right drug for the right moment is invaluable to some. In addition to having access to almost any drug on the street, the Pusher also has knowledge of rare drugs not yet available to the public or still in development. The Pusher also has the ability to procure certain poisons, for an extremely generous fee and some time. Most of the time, the Pusher is always ready to supply the parties. Almost every Pusher contact has an armed entourage that accompanies them where ever they may travel.

Major Pusher Contacts sell their chemicals for 50% off the street cost, hoping to become a big-name supplier. Sometimes, the Character has the opportunity of getting the first delivery of new drug. Many times they may even get it for free, in hopes of saturating the streets and causing a stir to boost later sales.

SCIENTIST-

Residing in a Corporate lab, the Scientist Contact generally works somewhere under the Corporation for Scientific Activities. He is an essential tool for the Investigator and Contractor Socials. With access to molecular- and substance-analyzing equipment they may identify strange or rare compounds. They also have many capabilities otherwise not found within the Zone, such as; the manufacturing of strange equipment and weapons, the knowledge of strange Daemonic species, the ability to create cures for new diseases, Artifact and relic research, and illegal cloning. With an I.Q. of around 200, this Contact has studied almost anything they have come across.

Characters with this Contact at Minor will find it difficult to arrange time with the Scientist as he is seemingly always busy with research. Even when the time is set, the Scientist has little of it and may demand exorbitant fees to cover his time away from his own experiments. The Major Contact is always available, even if just to talk, and is excited to work with the Character in any avenue just to learn more—though the typical costs still apply. These costs are derived from the Narrator and should be based on time, resources and usefulness.

SHYLOCK-

Lending Credits to the less fortunate, the Shylock expects to see their investment repaid, plus interest. With short periods in which it must be repaid, the Shylocks usually add a nominal interest fee as incentive to hasten the process. Some Shylocks feel the threat of sending their personal Bounty Hunters to confiscate limbs is more effective. Kultist Shylocks often take the Character's Spirit if they feel they might still be able to get the Credits from a friend or associate. Each Shylock is part of a larger ring, and security is heavy, with three to four well-paid borg bodyguards always at their side. Most Shylocks charge 20% interest on any loan made.

Major Shylock Contacts may give the Character a longer return period and usually does not harm the Character, unless a large amount of Credits has been "borrowed" for an extended amount of time. The Shylock feels that the Character does not need to be "reminded" with violence that they are overdue unless a pattern of such late payment develops.

SOCIALS-

This Contact is a bit different than the others, for it employs a vast array of Characters. The Player that chooses this Contact may pick from any of the Socials provided in Chapter 2. The Social selected is taken as the Primary Social of the Contact and will have skills and abilities accordingly. Favors may be asked and favors may be dealt, but when it comes down to it, this Contact has other motives and other schedules. The Narrator is responsible for giving these Contacts a brief outline of their Attributes and major abilities.

Major Social Contacts are on very good terms with the Character and are considered friends. They will help out in any way that they can and rarely turn down an opportunity to assist the Character, though this should be the mutual attitude. It is possible that abuse of the friendship could lead to this Major Contact becoming a Minor one.

STREET-

Invisible to many members of polite society, the Street sits bearing witness to all that occurs. Information is their greatest possession, having witnessed secret deals and trades, crimes that have gone unpunished, and the rise and fall of the Corporations. While some of their information is hearsay and innuendo, many come to the Street Contact to learn what is really going on. Having a network of contacts to buy and sell information with, the Street Contact is able to gain information throughout the Zone. This Contact is not necessarily living on the street. In fact, many tend to be high financed information brokers making thousands of Credits a day in business dealings.

A Major Street Contact tends to know what type of information a Character needs and can often find very specific details on a number of subjects rather quickly. The Character with a Major Contact probably has a vidphone number to their Contact and information concerning the Black Market.

VEHICLE MECHANIC-

With ownership to a garage or repair facility, the Mechanic can fix or modify any type of vehicle. It is assumed a few days will be needed, but it is

still shorter than the corporate garages estimating four days to a week's time just to fix a leaking battery unit. Mechanics take pride in their work and are very professional about turnaround times and giving fair estimates. Having a fixed location, this Contact is the easiest to get a hold of.

The Major Mechanic Contact tries real hard to get the Character's work done first, even if it means pushing back other clients. They also do not ask questions of legality and could suggest places that will buy stolen vehicles. Interceptors or other starting Characters with a Major Vehicle Mechanic Contact may purchase modifications for only the Parts Cost of the modification during Character Creation to reflect the longevity of the relationship between the Character and the Contact. Having a Major Mechanic contact also cuts the cost of purchasing a vehicle in half during Character creation (since the interceptors don't purchase their vehicle this bonus is lost for them).

VEILIS-

Conceivably the greatest connection within the Zone, the Veilis has a network of connections that spans the entire Zone and into the Wasteland. Networked throughout the Zone's underground, the Veilis can change identities, issue new credbases, find their client a full or part-time job, or get a hold of someone else who has been hidden. Most of these Contacts allow the Character access to places forgotten or people unheard of. This makes The Veilis ideal for making someone disappear—they can bury clients so deep in dead ends and lost data that not even they remember who they are. The Veilis also has the means of accessing Zone Sector Passes and Wasteland Trader activations. The prices for such litigation is usually 20 and 400 Credits, respectively.

A Character with a Veilis Contact has the ability to change their identity for about 1000 Credits each time. The cost for local job placement runs about 25% of the Character's paycheck each week. Though it is usually a high paying job, this temporary work is often tedious and located in some warehouse buried in Sublevel four where very few people can find him.

WASTELAND TRAVELER-

These Contacts are incredibly hard to get a hold of, but are a great Contact when it comes to locating hard to find Artifacts, Kult Blades, Tombs, and many other Wasteland collectibles. More than likely met by chance or while purchasing Black Market merchandise, those with this Contact tend to be very protective and jealous of their secret. The Wasteland Traveler is sometimes absent for months at a time, returning to the Zone to call on friends and associates to tell of their exploits and possibly sell valuable information or items.

Some of the better Wasteland Traveler Contacts are willing to travel deep into Daemon-held territories, bearing items and information from many places never witnessed with human eyes. The Minor Wasteland Traveler is nearly impossible to find, and does not seem to find much use for friendship. When returning to the Zone, those employing this Contact must stumble upon or otherwise track down the Contact to gain their somewhat questionable resources. This makes it very tedious to find the Minor Wasteland Traveler, as constant calls to see if the Contact is even in the Zone are necessary.

Tools of Common

chapter

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CHAPTER 5

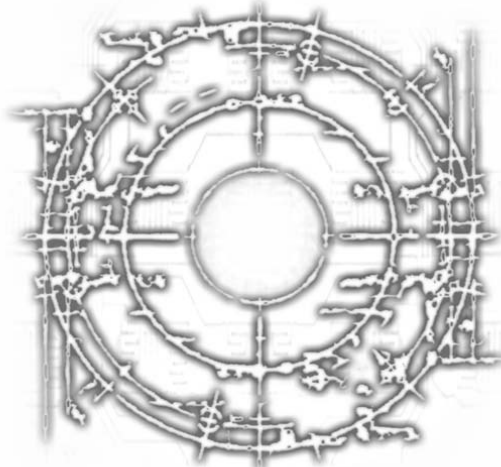
This Chapter relates with items and services, bought or traded. From ammunition to vehicles, almost everything purchasable in the year 2299 will be in this Chapter. Possession of equipment, armor, and cybernetics sometimes relates as status for certain Characters. Contractors and Suits make a living off of their top of the line equipment, and rely on everything being fully functional and readily available. They expect to be able to withstand incoming fire and deal it right back out. This is the difference between the professional and some scrag off the street with a old model Bastard Bolter. It all comes down to “Who would you hire?”

Equipment does round out a Character, but it is important to remember not everyone is concerned with this type of “Status”. Many Mystics, Street, and Outcast Characters may have abandoned such material gain. Many rely on Rituals or Convokations to produce the same effects as equipment.

Also in this Chapter are many of the charts pertaining to Cost of Living—including natural and medical healing, entertainment, and contracting services. Granted, this section is a bit more on rules, but it all adds an amount of flavoring to the main story.

Much of the equipment in the Chapter pertains to possessions not carried on the Character. These include: security systems, vehicles, and modifications to both. Average citizens of the Zone usually do not own a vehicle, preferring mass transit as a more efficient means of travel. They also normally cannot afford the luxuries of a decent security system, relying on a credbase swipe at the front door and a reinforced interior lock.

All other technologies in the following Chapter merely define the world of Obsidian—from the vidscreen to the multitude of synthetically created drugs. Reading this section thoroughly will help the players get a feel of the dark future.



Tanya's eyes scanned the door way to Outerzone Acquisitions, standing at the base of the few marble steps where their white pristine sheen met with the dirty gray of the concrete sidewalk. Almost reluctant to soil those perfect white stairs, Tanya gave her trenchcoat a final shake, allowing the few remnants of sand to escape onto the sidewalk before mounting the steps.

As she approached, two women in low-cut business suits opened the glass doors, revealing the warmly lit oblong entry hall of the building. Her hand reached into her coat, removing a package in oilcloth. A man she recognized as Mr. Rosche approached, his voluminous cloak swirling behind him as he strode across the expansive room to greet her. Standing by the elevator on the other side of the room, a man in a black business suit watched her with intent. The impassive mask of the motionless man was disturbing as the cybernetic eyes of the man scanned her for signs of Dimensional or Mystical taint. She watched his gaze fasten onto the package, his curiosity piqued.

Mr. Rosche ignored the interlude, his hand reaching delicately for the wrapped package, which Tanya allowed to fall into the well-manicured hand. The specialist smiled as he tucked the item into the cloak, the slight pull of the fabric making it appear to Tanya as if it merely disappeared.

“Good that you made it back safely,” Mr. Rosche's relief that the item had been retrieved was apparent despite the words of concern. Tanya expected no less.

“Where is Jonathan?” asked Tanya, her question making it seem that his absence was something to note, an opinion neither Mr. Rosche nor the man by the elevator seemed to share.

“This is my associate, Cameron,” spoke Mr. Rosche, ignoring the question and gesturing to the suit at the elevator, who crossed the room to briefly clasp hands with Tanya. The grip was strong and certain, though Tanya felt the cold press of a hand that had been augmented with cybernetics, probably an electrical discharge enhancement for defensive purposes. The man nodded, not offering any words, and seeming more interested in the package that now resided in Mr. Rosche's custody.

“Jonathan,” Tanya repeated, her voice sounding slightly irritated as Mr. Rosche gestured for her to accompany him into the elevator. Cameron moved to follow them without invitation or complaint.

Cameron escorted them to the elevator as Tanya began to reiterate her question. As the doors began to close, Cameron heard Mr. Rosche reply, “Jonathan is tracking down a lead we have on some potential threats... Now, let us go light this candle.”

Cameron briefly thought about the error in the statement, remembering that the room upstairs could only be accessed by the Archbishop, but Tanya seemed to accept the suggestion and the elevator doors had already closed.

The suit turned to watch the rest of the unloading process from the Wasteland expedition, his face bored and his mind the same. He watched with increasing disinterest, his eyes beginning to wander to the front desk where a woman spoke to a delivery man about some local club. Cameron slid closer to the conversation, a slight smile creasing his lips as the man attempted to get the woman's number. Cameron, amused, began to watch as the secretary went to the back office to fetch her credbase from her purse.

The delivery man watched silently as she went to the back office. As she crossed into the back room, the man gave a quick scan around him. Cameron instinctively looked away, his eyes training once more upon the unloading process. The delivery man finished his scan, turning back to the console at the front desk and muttered the words "Bypass System."

A flash of purple energy radiated across the computer screen, visible only to Cameron's Dimensionally-sensitive eyes, as the fingers of the man flitted about the keyboard. The word "Interface," resounded in Cameron's ears as the delivery man scanned the files of the computer at mind-numbing speeds.

Cameron cursed his hesitation, his hand reaching under his shirt and releasing a catch in his navel. A small metal door opened, and Cameron's hand slid into the compartment in his abdomen and pulled out a gun. Black metal, deliberately stained a flat shade so it would not reflect light pointed briefly at the man's head, who was withdrawing his hand from the keyboard as the secretary returned. Cameron thought briefly about the explaining he would have to do as he pulled the trigger to release a quick burst directed as the delivery man's head.

The gunshots echoed loudly in the entryway, slamming into the target's head and throwing him over the desk from the force of the impact. Blood sprayed across the desk and the secretary, who fell back into the office, a scream joining the fading gunshots in the quickly emptying entryway. A quick hand was visible behind the desk, grasping the computer keyboard at the same time a painful grunt issued from behind the desk, followed by a quick stream of words "Assimilate Energy Patterns."

A snaking of purple energy, again visible only to Cameron, raced up the Kultist arms, arching outward from the wounded head, forming a wireframe image of an uninjured head that quickly filled with what appeared to be a liquid energy. In less than a second, the purple energy had solidified back into flesh, and the computer screen went blank, its energy drained to grant life to the Kultist.

The delivery man stood from behind the desk, a smear of blood and the hiss of live wires was the only proof that Cameron had hit with the first shot. No wounds, other than in the Neural Rack now evident beneath a dark wig, remained upon the Machine Kultist's body after drawing the energy from the computer and using it to restore his flesh.

A small holdout weapon was in the Kultist's free hand, stretching toward Cameron, who dove to the floor, firing yet another burst that lanced into the Kultist's chest and abdomen. The Kultist, however, heedless of the pain, leapt the desk and raced for the doors, firing backward at Cameron, who stayed on the floor and continued to fire.

Neither Cameron nor the Kultist seemed to hit the other, but the two women who stood in front of the doors had both drawn their weapons. Polished silver metal of long elegant barrels extended from contoured grips. Despite the chaos of the melee, Cameron found himself appreciating the custom-made guns, his appraising eye labeling them Hell's Fury model Class I guns. The guns fired simultaneously, both shots striking the Kultist's opposite legs, tearing them off at the knees. The Kultist hit the floor, the momentum of the run and the low impact of the bullets causing the now-legless body to slide across the floor, leaving a thick trail of blood and flecks of bone streaking across the center of the lobby. The torso came to a rest at the feet of the two women, who both winked at Cameron in unison as they stepped back onto the street to await the next person to approach the steps of Outerzone Acquisitions. Cameron

stood, his head shaking as he half-stumbled, half-ran to the body, hoping to heal it before the man died, drawing the mental energy to repair the fleshy damage. The eyes of the Kultist had already closed forever, however—the loss of blood making the skin appear almost translucent in the light of the entry hall. Expert hands pulled two seven-inch blades crackling with energy and sheathed in a dark brown leather that almost seemed to crawl beneath the touch of Cameron's hands.

"Admonium," Cameron muttered darkly, referring to the foul leather constructed of Daemon-hide treated with an arcane mixture of infernal power so that it masked the Dimensional emanations normally associated with a Kult Blade. Seeing these and the two blades, Cameron quickly recalled the Kultist's three Convocations, one to bypass the security of the computer, one to heal the head-wound, and the Convocation "Interface" to link his mind with someone who had to have been in the room at the time. Cameron's eyes furiously scanned the hall, but almost everyone had left or fled, and security personnel were rounding up those remaining for questioning. Cameron cursed, whoever it was had escaped with whatever had been accessed. He looked to the computer, which had been drained of energy. Whatever had been discovered was now wiped from the files as well. Cameron cursed again as he stood to await the arrival of Law.

DIGITAL CREDITS

In any functioning society, barter and trade are essential. The Zone has its own means similar to today's standard dollar. The standard exchange is completely digital. All currency is kept within the owner's **CREDBASE**. These monetary elements are referred to as **CREDITS** (CR). Credits are stored in the Credbase, but may be downloaded to any Credit Exchange or bank. In the same manner, Credits may be swiped from one Credbase to another or from one Credbase to a store register. Store registers operate the same way as a Credbase, and at the end of the day the keeper of the store downloads all the Credits and transactions to a personal Credbase. This way of trade completely eliminates the need for paper currency and loose change.

Credbases have many other uses, some of which include data transfers, sales receipts, and the ability to contain small amounts of information. At the top of a Credbase is a small swipe bar, which acts like a magnetic strip on a credit card. Following voice-activated commands, the Credbase can download personalized business cards, Credits and small amounts of written data (including directions, maps or a schematics). At the same time the character swipes any sort of digital transfer, the Credbase also downloads a hidden file which is buried deep within the Credbase. This hidden file cannot be activated by anyone but the Law, or one with a Credbase Corrector, but it contains a transaction code. This code gives the following information: CIN of transactor, data transferred, and the time and date. This is further explained in the Law Section of Chapter 6.

COST OF LIVING

Now that Credbases are understood, it would be best to define what a Credit is worth. The best means of explanation would be to give an example of a few things. First, look in the Corporate section of Chapter 4—the chart there shows how much jobs pay. If an average was taken, you could assume that a citizen of the Zone was taking home 2000 Credits a month. After necessary

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expenses, such as rent and food, the citizen would have roughly 400 Credits in extraneous income, but remember that this is an average. Also notice the other equipment and services detailed in this Chapter to get a better understanding of how much things cost in the setting of Obsidian.

The largest expenditure of one's income goes directly to the roof over their head. In the Zone, bills are nonexistent. In place, tenants pay a little extra for their residence. The landlord becomes responsible to pay the Zone a set amount equal to the number of apartments they have the potential to fill. This amount goes to pay for the energy services of the Zone. Landlords are pressured to keep tenants content, reacting with added security and instant gratification; however, with every new benefit comes higher rent. Most landlords on Sublevel Four ignore tenants completely. With cheap Zone payments, they can break even at half occupancy.

Residency on each sublevel has different costs. The elegance of Sublevel One demands upper-class living spaces, as well as state of the art security and defensive fortifications. Sublevel Two is for an upper to medium class society—still posh and elegant, it lacks the security and presentation of Sublevel One, but the frequent Law patrols continue to keep crime down. Sublevel Three remains to be the last of the patrolled levels. Security is minimum, and apartment leases are per month, compared to per year as Sublevel One and Two tend to do. Being the Entertainment level, crime is high and families tend to stay away, secure in their steel castles of sublevel One. Living space on Sublevel Four is makeshift and dirty, and only the lowest forms of life reside here. With no Law presence, and little to no home security, murders are rampant and diseases common. It is rare to see a woman or child alone on the streets of Sublevel Four.

Below are the price breakdowns for the cost of residence. Family Residence is the largest of all living spaces, followed by the quaint 2 bedroom accommodation. The single room unit is nothing more than a room with a toilet, maybe a shower, and a bed. This unit has no kitchen or adjoining rooms.

Sublevel 1- Family Residence (3 Bedrooms)-	4000 CR
Sublevel 1- Two Bedroom Accommodation-	3500 CR
Sublevel 2- Family Residence-	3000 CR
Sublevel 2- Two Bedroom Accommodation-	2500 CR
Sublevel 2- Single Room Unit-	2000 CR
Sublevel 3- Family Residence-	2000 CR
Sublevel 3- Two Bedroom Accommodation-	1500 CR
Sublevel 3- Single Room Unit-	1000 CR
Sublevel 4- Two Bedroom Accommodation-	500 CR
Sublevel 4- Single Room Unit-	250 CR

Leasing a residency is important, but let's not forget the other necessities. These include:

CLOTHING

Clothing is considered a necessity, but the number of outfits owned is irrelevant. For a citizen of the Zone, one well cared for outfit is enough. Many upper-class residents find it appalling and would rather have a complete wardrobe for any occasion. With new synthetic lines of clothing, some garments are absolutely beautiful, and are necessities for those looking to make an impression.

Common Outfit-	40 CR
Business Suit-	100 CR
Designer Outfit-	400- 1000 CR

Food

Food is another necessity that can be seen in two ways. First there is sustenance, then there is food. Sustenance consists of gruel, bread, and some form of water-based liquid—basically eaten only for nutrition. Food is a banquet of desirable delicacies, tasty treats, and prepared portions. Most citizens of the Zone tend to eat the former, lacking the funds for elegance.

Sustenance-	5 CR/ meal
Fast Food-	10 CR/ meal
Cuisine-	30-100 CR/ meal
Real Meat (Daemon)-	50-150 CR/ meal
Bar Drink-	5-30 CR/ drink

TRANSPORTATION

Lastly, there is transportation. If a citizen does not own a vehicle, then they will be utilizing the Zone's form of public transportation. This consists of Transit Buses, Cabs, and Lifts. Buses follow a specific route each day, making their rounds within a ten-block section of a sublevel. The cab is the quickest and safest form of public transportation, delivering its occupants to any place within a sublevel. The Lifts are used to transport vehicles and citizens to different sublevels and other Sectors. Though, to travel to another Sector requires a Sector pass, which one would find at Law Central Core.

Transit Pass-	2 CR/ ride
Cab Fare-	20-100/ ride
Lift Fee-	40 CR for Sublevel change 60 CR for Sector change

MEDICAL CARE

Following the cost of living, it would be beneficial to explain how life exists in such turbulent time. Besides, how better to show examples than with services and items used to sustain life? There are a few services within the Zone focused on Humanity's survival.

The first, and most expensive, is the MediciTank. This Zone-run corporation will implant a PulseMeter near the heart of their client, using it to track and evaluate their life signs. Upon fluctuation or flatlining, MediciTank dispatches an armored group of Visionary medics to resuscitate their client. More information on MediciTank is described in the Corporate section of Chapter 6. MediciTank runs one person 3000 Credits a month, plus expenses. Failure to paying this bill could be a serious problem.

Hospital aid is the most frequently used form of health care. A stay in the local medical ward could rack up some serious Credits. The following is the cost of staying in a hospital for any series of needs.

♦ Check-up Rooms- 100 for a checkup. It can be assumed that a checkup reveals all diseases, and doses of Radiation to the character. 250 for a night's stay (Recovery after surgery) This is purely doctor's discretion.

♦ Surgical Ward- 500-5000 depending on the operation. For the most part, this ward is treatment for non-threatening situations. It is assumed that patients can regain all lost Essence here.

♦ Emergency Services- 100-1500 depending upon services required. These services will keep a patient alive, if near death. A stay in the Intensive Ward is always necessary after Emergency Services.



THE MANAGEMENT IS NOT RE
FOR THE FOLLOWING
LOSS OF LIFE
LOSS OF LIMBS
DISEMBOWELMENT
DISEASE
OR DAMNATION OF ANY
THANK YOU.



♦ Intensive Ward- 500 per day, in addition to the cost of medical procedures performed throughout the duration of stay. The Intensive Ward is for patients who need constant supervision on their status.

Each hospital charges different fees for each service. It is common that treatment for radiation poisoning or disease to be an ongoing treatment beginning with initial checkups, followed by surgery or a prolonged stay in a Recovery Ward. Additional costs for any prescriptions assigned throughout the treatment is also covered by the patient. Other procedures, such as elective surgery to alter appearance, and healing/replacement of limbs or other combat-related injury could begin with Emergency Services and a possible stay in the Recovery Ward depending on the hospital and whether it has Mystics or Spiritual Essence on staff to heal the injured.

Opting to heal with time, the characters must rest to recuperate lost essence. Each day resting, recovers 1 essence point. In addition to resting, the character must also eat healthy and have their bandages changed regularly. This form of healing most often requires an assistant with a medical knowledge of 3D. The benefit of this slow recovery is the low cost.

UNIQUE SERVICES

Aside from the mundane stores and retailers, are the strange professions that have pervaded the 23rd Century. From assassination to prostitution, the Zone has a job market for any avenue. This section shows the cost in these legal and illegal activities.

CONTRACTORS

One of the largest of these strange services is that of the professional Contractor. Taking contracts for assassinations and protection, these shady businessmen make it a living to risk their lives. Though the job is dangerous and full of peril, they are expensive to come by. After going through a Credjob to hire one, the price must be paid as follows:

Single Assassination-	800 Credits
Small group Assassination (up to six)-	2000 Credits
Bodyguard (One day)-	600 Credits
Bodyguard (One week)-	3000 Credits
Sabotage-	1000 Credits
Guarding object of value (One day)-	300 Credits/ Day
Theft-	1/10 item's value

More times than not the price is completely negotiable. Depending upon the influence of the target, the legality, or the amount of heat on a client the price may go up. Some Contractors have gained infamy for getting a job done quickly and smoothly; these Contractors usually ask for nearly triple the sum usually paid. Also, most Contractors require payment for ammunition or explosives used on the job.

PROSTITUTION

Still one of the largest forms of legal debauchery, prostitution has changed little in the past two hundred years. The only significant difference would be that of cybernetic enhancements, both for pleasure and protection. Using the latest in technology, the women in this field generally have Class 2 or

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3 Bioboosters and an ordnance in arm's reach.

Costing around 100 Credits, a Registered Prostitute usually gives their client services for a half hour. After this time the client can pay for another half hour or leave. Stranger requests and fetishes, such as Daemonic fornication or megaborged women, can demand larger sums of Credit. That is if the client can find such a thing, as these are mostly illegal activities buried deep within the Zone.

INFORMATION

Used to make or break corporate entities and singular citizens, information is the building block of a functional community. Whether it is accessed through a street contact, a bureau, or a detective, information is an expensive commodity. Costing anywhere from a few Credits to tens of thousands, brokers in this trade have the common sense to discern valuable information from that of gossip and misunderstanding.

Those perceptive enough to notice minute details, or those with a remarkable memory, can benefit from information. In the same manner as it may be bought, it may be traded or sold. Many detectives make a living off of scavenging through trash or corporate datafiles. However, it is a risky business, and many of the victims of datatheft have the motives and desire to find the thief. Below a few of the more frequent exchanges are priced. Remember, the information in question is not always available to be purchased.

Addresses of personal or business relations-	200 Credits
Friends or relations of an individual or business-	400 Credits
The whereabouts of a lost individual or object-	1000 Credits
Corporate inside information-	800 Credits
Detective's charge for following a suspect-	600 Credits/ Day
Detective's charge for miscellaneous investigations-	500 Credits/ Day

DATANET

Costing only a few Credits, access to the Datanet can be done using a vidscreen or dataterminal. Vidscreens are located in each inhabitant's apartment and within most places of commerce. Dataterminals are placed on each street corner. Information may be downloaded and Credits may be transferred to anyone on the receiving end.

Download-	5 Credits
Upload (Credits usually)-	10 Credits

EQUIPMENT

The personal possessions of everyone in the Zone become very important when the Zone loudspeakers announce a radiation leak or a virus spread. The costs for these items are spent during creation or game play. If an item is marked as rare, the player should roll Streetwise versus the **RARITY**—success means the Character is able to locate the item to purchase. Starting Characters must roll their Streetwise for each rare item they wish to start with.

Narrator Note: Watch the number of items a Character has in their possession. No Character can carry more than their Lift in **WEIGHT**. This includes equipment *and* ordnance. Also make sure they have a way of carrying these items.

EQUIPMENT	ENERGY	WEIGHT	CREDITS	RARITY
Admonium Sheath-	--	--	2000	18
Armored Case-	--	1	400	6
A.I. Tripod mount-	10	1	750/class	*
Bandolier-	4	--	200	--
Credbase-	8	--	1000	--
Credbase Corrector-	8	--	8000	24
Credstripper-	12	--	6000	21
Cybernetic Tools-	--	2	1000	--
Datapad-	6	--	900	--
Digiwatch-	4	--	200	--
E.M.K.-	--	--	350	--
Energy Halo-	20	--	1300	12
Energy Unit-	40	1	1000	15
Flash Suppressor-	--	--	300	*
Generic Antitoxins-	--	--	300	12
Grenade Case-	--	--	350	9
Holster (Class 1)-	--	--	50	--
Holster (Class 2)-	--	--	100	--
Hovercrate-	15	2*	800	--
I.R. Scope-	--	--	600	*
Laser Sight-	--	--	700	*
Lock Disruptor-	10	--	900	15
Magnetic Grapple-	10	--	500	12
Mag-Links-	16	--	1000	18
Mechanical Toolkit-	--	3	1500	--
Medical Instruments-	--	1	1500	--
Memplayer-	7	--	500	--
Movement Tracker-	6	--	600	12
Neon Stick-	--	--	20	--
Portawelder-	12	1	500	9
RED Tower-	15	1	2500+	--
Scrambler-	10	--	1000	18
Sheaths-	--	--	50	--
Shoulder Sack	--	--	50	--
Silencer-	--	--	300	*
The Box-	20	--	5000	15
Transcom-	6	--	300	--
Video Recorder-	5	--	800	8
Vidphone-	4	--	200	--
Wave Scanner-	8	--	400	15

* Must have a Major or Minor Arms Dealer to purchase these.

ADMONIUM SHEATH- This sheath was designed specifically to conceal a Kult blade from digital sensory, i.e. Dimensional oculi. When sheathed, these forms of detection will not register any Dimensional items. This sheath also appears as a normal knife sheath to keep suspicions low. Only klaive-sized and smaller blades will fit. The masking effect of the Admonium is so complete that only Rituals will detect the blade's presence.

TOOLS OF COMMON

ARMORED CASE- The Armored Case closely resembles a briefcase of the twentieth century. Being of roughly the same dimensions, the case may carry anything from corporate datapads to a broken-down Class II. The fortification of the case grants it 25 Hard Armor points and may be purchased with a voice-recognition lock or a number pad depending upon the desires of the buyer. Either may be bypassed with a Strenuous Sabotage roll.

A.I. TRIPOD MOUNT- Able to brace any weapon with a weight of 4 or less, this mount has an AI Rating of 2D/ Class. If any movement is made within the 90-degree arc of the Mount, it opens fire with a burst from whatever weapon has been attached to it. The range is only 40 feet, but it has incredible sensitivity—roll the AI to hit the target same as vehicular weapons. This Mount will last for one day on a supplied battery pack before it must be recharged. There are only 3 Classes of this Mount, but each one gains an increased accuracy with quicker motors and greater movement. A remote is used to activate and deactivate the Mount.

BANDOLEER- A bandoleer with a battery unit attached where the strap crosses the hip. This item has six pressure sensitive pads that, when activated, generate a hyper-electromagnetic pulse that holds a clip of ammunition securely. This allows for safe transportation and easy access. The battery unit lasts for 24 hours before it must be recharged.

CREDBASE- This piece of equipment is completely necessary if the Character wishes to make Credit Transfers. Credits are based on electric transfers, carried digitally in the memory of the Credbase. They can be swiped to other Credbases, or when in a place of commerce, into larger store registers. This is the means of purchase and transport. If the case of the Credbase is breached, all Credits inside are deleted. The Credbase also carries a tamper proof electric identification—this is issued with the Credbase, upon the citizens thirteenth birthday. Only an approved swipe by the carrier will transfer Credits to other units. It uses a voice analyzer to distinguish the user's voice upon transfers, and unauthorized transfers will not transfer. Its dimensions are similar to that of a wallet. *All starting Characters, except the Enigmatic, start with this item.*

CREDBASE CORRECTOR- This rare find has a small jack pin that is inserted into a Credbase unit. While inserted, any information on the Credbase may be altered: Identification, Zone passes, Assassin's License, Transaction Records and Corporate I.D. The Credit file may not be tampered with, therefore the number of Credits cannot be changed. The pin of this device is connected to a small keyboard for easy use.

CREDSTRIPPER- A small swiping box used by thieves and Scavengers, this allows someone to decode the voice imprint of a Credbase. After voice decoding, anyone can access the credits contained within. These are illegal to own, and



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possibly one of the hardest objects to obtain. Due to this, owners tend to covet these above all else.

CYBERNETIC TOOLS- A standard battery of tools, resembling Medical Instruments in some cases to minuscule forms of Mechanical Tools, the Cybernetic Tools contain everything necessary for the installation of cybernetics. The tools themselves can be contained in a box about two-feet long and about seven inches high. While the tools are heavy to carry about during daily activity, most people owning Cybernetic Tools tend to maintain a shop where such tools are used.

DATAPAD- Approximately 8 x 10 and one inch thick, the datapad comes with a laser pen that slides across the top of the pad for storage. The pad itself is a notebook of sorts that can hold up to three memdisks worth of written information on it. Downloads or transfers, via credbase swipe or jackslot, are possible, and options such as voice activation/recording, password, additional jackslots, or signature recognition are widely available for a modest charge. Upgrades are common, containing expanded memory, printout capability, or even graphic display. Highly paid executives have been known to spend in upwards of ten thousand credits on a truly state-of-the-art datapad.

DIGIWATCH- Most citizens wear this item. It has many valuable detectors built in. A synthetic female voice instructs the wearer of nearby radiation (Level 2 and above) and diseases (Simple DCR and above). It also produces the time and has an alarm setting. Time settings can be synchronized together by holding Digiwatches within a 1-foot proximity. The Digiwatch may be set up to vibrate, eliminating embarrassing situations.

E.M.K. (EMERGENCY MEDICAL KIT)- These kits have basic tools and supplies for First Aid. It contains two doses of Liquid Skin (1 Area/Dose). This stops blood loss, and acts as a new layer of skin along with ID6 Essence Points/ Area. Liquid Skin is applied by an aerosol spray that thickens into a rubbery skin surface across any wound, in addition to this surface coverage, the chemicals of the Liquid Skin accelerate the regenerative process of the body, which stimulates the healing effect. An E.M.K. is also equipped with one dose of Sanitation Spray, which contains a recombinant genetic virus that preys upon other diseases and viruses. The Sanitation Spray will nearly instantly kill any disease within the bloodstream or contracted through blood (allows the victim of a disease to reroll Immunity with a +3D bonus). It also holds one Coolant Gel packet, which soothes burns and negates one level of Radiation affecting the body (the packet is actually a basic substance that neutralizes acids and discomfort). Lastly, it holds many bandages, stitches, suture needles, and 5 Revival Sticks (which bring unconscious victims into consciousness, along with ID6 Endurance Points by being cracked in half and held under the nose).

ENERGY HALO- Used by the Law and vigilant Contractors, this metal Halo hovers inches above the victim's head. While in place, the Halo locks into its surroundings using proximity fields. If for any reason the Halo is moved from its original position within 3 inches, the wearer is dealt ID6 Electrical Penance. The Halo then locks in a new proximity field—if moved, the Halo inflicts its damage again. This continues until either the Halo runs out of energy, or the victim falls unconscious. The Halo may only be turned off using a remote specifically for the Halo used—forced removal of the Halo requires a Strenuous Lift roll and inflicts 4D6 Electrical Penance to the victim and anyone holding the Halo or the victim. The Halo expends 1 Energy Point each round.

ENERGY UNIT- This large, foot-long box can hold up to 40 Energy Points that can be used to recharge just about anything. These Units carry battery backups that, when holding 5 or more Energy Points, rejuvenate the Energy of the Unit at a rate of 1 per 5 Rounds. It contains a Jack-Slot for plugging in to rechargeable items.

FLASH SUPPRESSOR- For covert operations, the Flash Suppressor is a 4-inch tube with small built in compartments used to trap and contain the flash of a bullet's discharge. No flash is seen from a suppressed gun, though the noise is only slightly hampered.

GENERIC ANTITOXINS- These are easily swallowed pills, found in packets of 6. They aid in the prevention of Disease Contraction. After ingestion, the pill doubles the imbiber's Immunity rolls for 10 Rounds against most diseases in contact.

GRENADE CASE- This extremely fortified case has 35 Hard Armor points. It can hold four standard grenades, and has a cushioned interior molding to ensure the safety of the grenades during transportation. It has a jointed steel belt attached for easy carrying.

HOLSTERS- Mostly used as a convenience rather than concealment, the Holster allows the Character to carry other items or keep their hands free while in possession of ordnance. The Class I Holster may be worn anywhere, while the Class II Holster is specifically to be worn across the back. This item reduces the carried weight of ordnance by one, though only one Class II Holster may be equipped.

HOVER CRATE- Using a newly founded magnetic repulsion technology, this crate hovers inches above the ground eliminating friction, making movement effortless. It can carry up to a weight of 6 within its 3x4x3 foot dimensions. While rather heavy and bulky when not in use, the weight of the hover crate drops to zero when activated. A remote is required to open and close the crate, as well as a beacon for it to follow. It follows at a distance of 3 Feet, at a Movement of 2D.

IR SCOPE- A large scope that attaches to the center of a gun that allows for clear shots in darkness or dim light. The user gains no penalties to hit targets in perfect darkness—it must be noted, however, that the target must be alive or generating heat in some way for this to have any benefit.

LASER SIGHT- Beaming an intensified point of light, this device allows the user to see where the shot is going to hit. The user just waits until the point of light is on their target, then pulls the trigger. Mounting this equipment to ordnance costs 200 Credits. This piece of mounted equipment subtracts one Difficulty level to hit when firing ordnance.

LOCK DISRUPTER- Useful against card reading electronic locks, the Lock Disrupter uses algorithmic-testing and high-speed processing to override any card-swiping lock. This device appears in the form of a clear swipe card with a metallic edge. Bypassing the security does not cause alarm.

MAGNETIC GRAPPLE- This item is the superior to the grappling hook. When fired, it projects a magnetic hook up to 60'—a Firearms Roll is still needed to attach the magnetic end of the line to the target. Once attached, it will not detach until the release button on the gun is pressed or violently pulled away by succeeding in a Hopeless Grapple roll. The cable is very thin and extremely durable, being able to sustain rigorous punishment without compromising the integrity of the line. When not extended, the line is coiled inside the gun. The gun portion is also magnetic and can be attached in the same manner, but the

release for this magnet is also on the Gun itself. It is considered the same size as a Class I weapon, but is not nearly as heavy. It costs an additional 200 Credits to have this equipment professionally mounted to a weapon.

MAG-LINKS- Used by the Law and most Mystic Contractors, these cuffs generate an electromagnetic seal across the locking mechanism when placed around the wrists. The Links may then be attached to any metallic surface magnetically to restrain the captive's movement. A Hopeless Strength roll is needed to break the seal without the compliment key. Each set of Mag-links has a different key.

MECHANICAL TOOLS- Heavier and bulkier than Cybernetic Tools, the Mechanical Tools can be used for anything from vehicular installations to mundane repair of day-to-day equipment. The tools are nearly impossible to carry about during daily life, and they also require a cubic carrying capacity nearly equivalent to a hovercrate. The tools contain a welding unit, in addition to hammers and screwdrivers of different sizes, as well as an assortment of mechanized torque wrenches.

MEDICAL INSTRUMENTS- The small, precision instruments used in medical procedure are not only lightweight, but also incredibly sharp and delicate. While some are indicative of the twentieth century's scalpel or forceps, others are small bottles of painkillers or anesthesia. The instruments usually come with a small bag fashioned from a supple cloth and a padded case for carrying. Many medical technicians are called to scenes of accidents or crimes requiring on-the-spot medical procedures, and as such, the bags may be subjected to some punishment before being torn or their contents compromised.

MEMPLAYER- A necessity for those who need to obtain information from a memdisk but do not have a Neural Rack, the memplayer will scan a disk and inform the user of the type of disk and whether or not it carries a virus. Additional features include multiple jackslots to download or upload data, filters to enhance sounds and images, the ability to view data with or without special oculi accouterments, and the feature to hold one hour's worth of information on a hard drive.

MOVEMENT TRACKER- A small four-inch box with a handle, the Movement Tracker has a sensor array that is overlaid with an ionic burst sonar. The array sends magnetically charged particles out in a 40-foot radius, passing through all but the thickest of walls and doors. These particles are released and return to the array about two thousand times per second, detailing surroundings and movement in the radius. This comprehensive scanning will reveal all living objects by their inherent magnetic charge—living beings, therefore, are always detected, regardless of movement. Nonliving objects are only shown if in motion. Living beings may be "tagged" by the Movement Tracker, highlighting that person on the screen in red, and the tagged person will remain so unless they exceed the Movement Tracker's range. The Movement Tracker may be set to detect different sizes, consisting of the smallest setting of rat-sized up to a massive-size setting. Many Contractors attach this item to their ordnance with a portawelder.

NEON STICK- By bending the stick, a chemical reaction causes the stick to glow brightly, illuminating a 20' radius. These will glow through smoke, causing a cloud of smoke to illuminate a neon color. They come in packs of 10, and last for a full 10 minutes before their glow fades.

PORTAWELDER- The Portawelder's completely electrical torch, appears as a miniature gun with an elongated handle. This may be used to cut or to seal, depending upon the desire of the user. The Portawelder expends one Energy point each round it is in use, and is rechargeable by being plugged into a wall.

R.E.D. TOWER- An anachronism standing for "Readable External Drive" Tower, the R.E.D. Tower is a recent development of Cyber-Mind Associates. The Tower

requires at least a two-slot Neural Rack for use, and the additional purchase of a Jack Disk. The Tower itself is actually a base containing anywhere from three to six slots. The Tower is jacked into from the Jack Disk, and disks may be inserted into the R.E.D. Tower and accessed as normal—this process requires a special disk that is contained in the R.E.D. Tower package called a "Read" Disk, which helps translate the information through the Jack Disk quickly and effectively and must be used with the R.E.D. Tower. This object is heavy, and has a weight of one, though many still choose to carry the Towers, and keep them in a dedicated armored case. Cyber-Mynd has recently responded to this by enhancing the Tower to use a stabilizing interior, to reduce the shock of impacts through tense situations. Due to the nature of the external drives, the R.E.D. Tower cannot effectively make use of visual media through a memdisk (though Cyber-Mynd is working to remedy this problem) and Adrenal Feeds are of no effect within a R.E.D. Tower. The Tower's base cost is 2500 for a three-slot drive, the cost increases 500 for each additional slot up to a maximum of six.

SCRAMBLER- Used to jam frequencies of a transcom or a specified vidphone number, the Scrambler is a small hand-held console with a dial to change the digital readout. When the Scrambler is set to the specific channel, anything on that channel or number within a variable radius of 5 feet to 500 feet is charged with an invasive static.

SHEATH- These sheaths serve the basic necessity of concealed transport. A sheath may be purchased to carry any sized blade, and may be strapped anywhere using durable metal clasps.

SHOULDER SACK- Simply a sack made of synthetic leather, granting it two Soft Armor points, the Shoulder Sack contains durable clasps along the top and a strap for carrying across a person's back. While not heavy in itself, the Sack may be filled with anything fitting within its large dimensions. The total weight of all the objects within the shoulder sack is reduced by one, allowing a person to easily transport bulkier or awkward objects more efficiently across long periods of time.

SILENCER- This item is imperative for covert assassinations. A Silencer is screwed on to the end of a gun barrel, adding about 6 inches to the length of the weapon. However, with a Silencer only a soft rush of air, a flash of fire, and the screams of those hit gives testament to the fact that ordnance has been used.

THE BOX- The latest in state-of-the-art defensive measures, The Box has just started to hit the open market. Taking the form of a 4-inch cube with two buttons, when activated, The Box hovers in the air for a moment before emitting a high-intensity energy field. This field shimmers slightly, giving a watery effect to anything viewed through the shield, but the field is such that nothing can pass through it. Fully automatic bursts have, however, been known to penetrate the shield due to the high repeated velocity. (in effect, The Box generates a field of 50 AR strength.) It remains powered for 1 Round/Energy point and expends one point until it is drained.

TRANSCOM- Used in organizations or squads that need constant correspondence over long distances, this is a common form of secure communication. With over 850,000 channels, the Characters almost always have a secure channel. Caution must still be applied as there are jamming devices and scanners used to pick up local channels. Transcoms come in pairs, and hook around the ear, extending to the mouth.

VIDEO RECORDER- Similar to the camera of the twentieth century, the Video Recorder can record visual and audio data for the duration of one hour. Small enough to hide in the citizen's pocket, this device is nearly undetectable save a

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small bulge. All information may be downloaded to a memplayer for viewing, or the Video Recorder may be hooked up to a vidscreen using its complimentary jack pin. On the reverse side of the lens is a small magnetic attachment used to place the eye anywhere the investigator wishes to record. Depending on the model bought, the quality of the picture and sound vary. Most Video Recorders have an optional attachment that allows the audiovisual data to be recorded right to a memdisk. These usually cost about 400 Credits extra.

VIDPHONE- A must for anyone who converses with high society or conducts a lot of business is the vidphone. A small, hand-held device that fits neatly within a pocket, the vidphone unfolds to display a small screen and a number-pad. A number is dialed, and the screen reveals the image of the person spoken to, and a pull out earpiece is available to prevent others from listening in. Citizens may disable the outgoing or incoming image as a standard feature, making the screen appear blank or replace it with an optional animated image. Most vidphones comes with 20 generic pregenerated characters to replace their image if necessary. Standard additional features include auto redial, source number identification, and auto callback.

WAVESCANNER- A small five-inch box that has a digital readout on the front area. When activated, the Scanner cycles through different Transcom channels, picking-up all channels in a vicinity that can be set from 10 feet to a half-mile. The Scanner checks every channel at a mind-numbing pace, listing those that are signaling, within the specified radius. This takes approximately two Rounds. Any signal may now be tapped into, using a vidphone or transcom to listen in on the conversation. Furthermore, the attachment of a scrambler can disrupt any channels found.

ARMOR

The **ARMOR RATING** (or A.R.) is the amount of damage that is absorbed by certain types of clothing. Some Armor is built directly for Combat situations, while others are more for fashion or everyday survival.

Each location has an Armor Rating—this Rating buffers that much Penance to the target location. Hard Armor is not destroyed if the Penance exceeds the A.R., though it is if the damage equals double the Rating.

The layering of Armor is often necessary, but don't forget how much Dexterity is hampered if too much is worn. Also, many Armor types cannot layer over other types. In this case, those that may be layered are stated.

SOFT ARMORS

SYNTHETIC LEATHERS-

Jacket-	2 A.R.	Cost- 100 CR
Pants-	2 A.R.	Cost- 100 CR
Gloves-	2 A.R.	Cost- 50 CR
Hardened Boots-	3 A.R.	Cost- 200 CR
Robes-	2 A.R.	Cost- 300 CR

These may only be layered over Soft Armors.

Large Fit Robes-	2 A.R.	Cost- 400 CR
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These are robes designed for those with a larger size, including; Mechanical Armors, Large Daemons, and those with too many Fillers.

Trenchcoat-	2 A.R.	Cost- 200 CR
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This may be layered over any Soft Armor.

HYBRID WEAVES-

Jacket-	5 A.R.	Cost- 450 CR
Pants-	5 A.R.	Cost- 400 CR
Robes-	5 A.R.	Cost- 800 CR
Large Fit Robes-	5 A.R.	Cost- 1000 CR

These are robes designed for those with a larger size, including; Mechanical Armors, Large Daemons, and those with too many Fillers.

Cloak-	5 A.R.	Cost- 500 CR
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This item may be used to shield the Torso if needed. It may be worn over any Armor.

HARD ARMORS

PLATES- (All plates may be layered over any Soft Armor except robes.)

Waist Brace (abdomen)-	8 A.R.	Cost- 400 CR
Hard Brace (neck)-	8 A.R.	Cost- 250 CR
Arm Plates-	8 A.R.	Cost- 250 CR
Leg Plates-	8 A.R.	Cost- 650 CR
Breast Plate-	8 A.R.	Cost- 800 CR

This plate covers the entire upper torso (both torso areas)

Plate Boots-	9 A.R.	Cost- 600 CR
Plate Helmet-	6 A.R.	Cost- 500 CR
Bounty Helmet-	10 A.R.	Cost- 800 CR

This helmet covers the head and neck.

Self-contained Helmet-	7 A.R.	Cost- 900 CR
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This helmet recirculates breathable air for 1 hour before new air must be reintroduced through the filter.

MECHANICAL ARMORS

Mechanical Armors have built in Stabilizers and Muscle Coils. They give Characters a +1D Strength (not including Movement) while out-fitted in them, and they have an Energy Rating of 18 and shut down if all Energy is drained. It must be recharged once for every day's usage (This takes approximately 15 minutes). Getting in or out of this Armor takes 8 turns, as the wearer must unfasten the restraints and pull the pieces apart. No Soft Armor may be worn under this type of armor, due to its confined space and breathing room.

STORMTROOPER- This basic full body Armor is common among corporate Security. There is no exposed flesh, but the armor is not sealed against environmental hazards and has no built-in air filtration systems. With patented Full-Flex joints this armor only inflicts a -1D to all Dexterity Rolls, but its maximum Movement is only 2D. With 13 Armor Points, it is no wonder this has become the standard Mechanical Armor used by corporations and businesses.

Cost- 2500 CR

DEATHWARE- Built for the modern Heavy Security officer, this large corporate bodysuit is completely self-contained. With a melded helmet and voice secured clasps as a standard, it would be difficult to steal this armor off the dead. Other features include an Infrared helmet, a built-in transcom, a magnetic bandoleer and an Internal O2 Filter and generators capable of 4 hours of air cleansing. Penalizing the character -2D to all Dexterity Rolls, and having a maximum



Movement of only 2D, might be the only reason it is not in wider use. 16 points of Armor definitely make up for the loss of Movement. This Armor also gives the wearer an additional 1D to Strength.

Cost- 4000 CR

BOUNTY- Frequently used by Headhunters because of its lightweight material, the Bounty Armor covers all areas, except the head, neck, hands, and feet. It has 2 built-in chest compartments, which can barely fit a Class 1 weapon in each. There is no Dexterity modifier for Bounty Armor and the maximum Movement is 3D. With only 10 A.R., mainly professional Contractors who wish to retain their Dexterity use this bodyware.

Cost- 3000 CR

ASSAULT STABILIZING WEAR- This is by far the largest mechanized armor available. It has all the features of Deathware, including a 5-hour O2 supply, waist mount hookup for Class 3 weapons, and Gyrostabilizers. They can never be knocked over, unless the wearer chooses so. As soon as the leverage is tilted, the Stabilizers kick in and the boots magnetize to the ground. There is a -3D to Dexterity while equipped, and maximum Movement is 1D. Characters outfitted in this massive armor gain an additional 2D to Strength. In addition, those in Assault Stabilizing Wear do not suffer gun modifiers for firing ordnance due to the gyrostabilization. 24 A.R.

Cost- 8500 CR

MISC. ARMORS

BATTERY SHIELD- The Battery Shield is large enough to fit the whole Character behind it. It is basically used for assaults by corporate stormtroopers to infiltrate areas of concentrated ordnance fire. This hardened type of ceramic is extremely heavy, but absorbs all damage, providing the Armor Rating is not exceeded. To aid those covered by the heavy shield, the bottom length of the shield can magnetically attach to metal surfaces, allowing those behind the shield to have both arms free to fire upon aggressors. There are no damage multipliers to weapons firing at this shield. So a full-automatic salvo must exceed the Armor Rating separately for each location fired upon that is covered by the Battery Shield. The shield has 18 Hard Armor points. Weight- 2

Cost- 1500 CR

ARM SHIELD- A smaller version of the Battery Shield, the Arm Shield covers one side of the character from the abdomen to the head. It is only used to protect against shots fired from the side of the character. Damage multipliers from weapons firing at this shield are negated just as with the Battery Shield. It has a Hard Armor rating of 10, and a Weight of 1.

Cost- 1000 CR

PULSE RINGS- Functioning only as a set of three rings, one manacled around each hand, and one around the neck, these rings give the wearer protection from metallic projectiles. Acting with magnetic force this shield repulses 10 points of damage from ammunition rounds—any damage exceeding 10 has enough velocity to punch through the Ring's pulse doing full Essence damage. Each Round the rings are activated drains 1 Energy Point from their maximum of 10 Points.

Cost- 2500 CR

ORDNANCE

In the Year 2299, firearms are extremely bulky and volatile. With the increased size, comes increased power as the huge weapons of destruction blast lines of fire and death. Belching smoke from humming ventilators these firearms have epitomized the desperate violence that hangs upon Zone society. In an age where Mystic walk the streets, judging mankind from their lofty positions, or Kultists prey upon the unarmed within every alley, many have turned to a gun as the only reliable source of protection.

ORDNANCE - The weapon's name.

DIFFICULTY MODIFIER - Different modifiers are given due to the size, bulk, and recoil of unique weapons. This modifier is added to any shot fired by the weapon.

RATE OF FIRE - Three firing rates:

SINGLE SHOT: These ordinance are only capable of expending one round for every pull of the trigger.

BURST: Bursts are short concentrated sprays of round expulsion. Ordnance that can fire bursts can also fire single shots to conserve ammo.

FULL AUTO: This form of Ordnance can expel all its ammo in one massive barrage. This weapon also fires bursts and single shots unless otherwise stated.

EFFECTIVE RANGE - This is the maximum range of the weapon.

PENANCE - The damage inflicted by this particular ordinance.

COST - The average list price of each weapon. Street price may be higher if not bought through an Arms Dealer.

CLASS 1

Class 1 weapons usually have no automatic capability. Some shoots bursts, but most are single shot. Class 1 weapons are legal and available on the street to those without an Arms Dealer Contact.



BASTARD BOLTER - The Bastard Bolter has gained recent popularity among the street gangs and lower class crime bosses for its threatening bulk. The gun itself has a long, square barrel, with a conformed grip and a studded crenelation to the end of the barrel, if so desired. The stopping power is the greatest of the Class I weaponry, and for this reason is prized by borgs and contractors. As an additional feature for the newer models, an auto-unjam switch has been added. The switch ejects any bullets from the chamber and detaches the clip for quick unjamming during tight situations.

ANGELHATE - Considered by professionals to be a relic that refuses to die, the Angelhate is an older gun that, in the minds of many, has been surpassed by the stopping power of newer weapons. The advantage of the Angelhate is the sleek,

easily concealable moldings. The gun is relatively small, even by Class I standards, and so can easily be slipped into the pocket of a coat. As a weapon of combat, rather than self-defense, the Angelhate is sorely under-powered.

PRANG ZII - Small, accurate, and easy to handle, the Prang ZII has maintained a high circulation rate, even in the face of many more powerful guns. The gun itself has small shock-absorbent pads lining the molding of the gun, and while this makes the gun slightly thicker than most guns of its size, the weapon is still remarkably light due to aluminum and high-density plastics used for the entire gun. With little to no recoil, anyone can pick this gun off the ground and use it at least passably well.

ZHISTER KAY - Featuring a dual-clip—both of which slide into the back—with an internal hammer, the Zhister Kay looks much like a toy. The barrel is extremely wide, usually thicker than the hand of the person holding the gun. The result is a large, bulky Class I. The rate of fire, and the ability to keep firing after most others have expended their ammo makes the Zhister Kay a popular weapon.

HELL'S FURY - Mixing a ceramic base with titanium alloyed metal, the Hell's Fury was originally marketed with the release of Gel-Flame rounds. The extremely high melting point of the barrel's interior made it ideal for the new incendiary rounds, but the problem was that most people would rather take their chances with another pistol rather than pay the additional cost for the Hell's Fury. The bursting capability and the additional protection of not destroying itself in the case of jamming any type of ammunition still makes it a popular weapon for Arms Dealers and anyone with an interest in modifying their own weaponry.

DIAGNOSTICS SEVEN - The Diagnostics Seven entered the market precisely one year after the debut of the Bastard Bolter, the weapon was initially banned by the Law, who took a modified burst-capable model of the gun into their own armory as standard issue. After promising the Law that they would never market a burst-capable model, the Law grudgingly allowed its distribution. While few instances have been noted, the Law has seen contraband weaponry of self-modified models of the Diagnostics Seven that have been burst-capable, causing the Law to request a Censure from the Unity on the designing corporation of the gun. So far, the Unity has been hesitant, as sales of the Diagnostics Seven have not been high enough to allow the corporation to weather a heavy fine.

CLASS 2

Class 2 Weapons are your average fully automatic assault Ordnance. They are still legal, but more difficult to obtain. Most Corporate Soldiers carry Class 2 weaponry. These are the largest weapons allowed on the street with ammunition rounds in the chamber.



ULTRA VE 6 - The designers of the UltraVe 6 (and the upgraded model: The UltraVe 12), originally attempted to create a weapon with the stopping power of a Class III in the size of a Class II, and the results are the UltraVe 6 and 12. Both weapons have an incredibly high velocity placed upon the bullets because of the ionically

ORDNANCE

NAME	DIFF. MOD.	R.O.F.	RANGE	PENANCE	WEIGHT	COST	AMMUNITIONS	MOUNT POINTS
CLASS 1								
Bastard Bolter-	-1 Level	Burst	400 Ft	1D12+2	1	800	Class I	1 Point
Angel Hate-	-1 Level	Single	200 Ft	1D10+2	1	650	Class I	1 Point
Prang ZII-	-2 Levels	Single	100 Ft	1D10	0	600	Class I	1 Point
Zhister Kay-	None	Burst	200 Ft	2D6	1	700	Class I	1 Point
Hell's Fury-	None	Burst	200 Ft	1D10	1	650	Class I	1 Point
Diagnostic Seven-	None	Single	100 Ft	2D8	2	900	Class II	1 Point
CLASS 2								
UltreVe6-	+1 Level	Burst	500 Ft	2D12*	2	1400	Class II	2 Points
UltreVe12-	+1 Level	Full	700 Ft	2D10*	2	1700	Class II	2 Points
Concrete Jungle-	*	Single	1500 Ft	2D12	2	1500	Class II	Cannot be Mounted
The Avail 86-	+1 Level	Burst	450 Ft	4D6	1	1300	Class II	Cannot be Mounted
Last Rites-	+2 Levels	Full	700 Ft	4D6+3	3	1800	Class III	3 Points
Revco Fu-Q-	+1 Level	Burst	500 Ft	3D8	2	1200	Class II	2 Points
Blue Flame-	None	Single	60 Ft	1D6*	3	1700	Fuel Cartridge	3 Points
CLASS 3								
Decapitator 666-	+1 Level	Burst	800 Ft	3D12	2	2700	Class III	2 Points
Nineteen-	+2 Levels	Full	900 Ft	6D6+2	3	2500	Class III	2 Points
Bulldozer-	+2 Levels	Full	1000 Ft	4D8+5	3	2300	Class III	3 Points
Caretaker-	*	Full	500 Ft	3D12	3	2700	Class III	3 Points
Bang Click-	+1 Level	Single	100 Ft	*	3	2500	Shells	3 Points
Riot Control 13-	+3 Levels	Full	700 Ft	3D10*	4	3600	Class III	4 Points
Die Dictator-	+2 Levels	Single	550 Ft	5D8	4	3400	Class IV	3 Points
CLASS 4								
Doomsday Class 4-	+3 Levels	Full	1200 Ft	5D12	6	4800	Standard Class 4	4 Points
Sacrificial 16-	+4 Levels	Burst	700 Ft	7D10+4	6	4700	Heavy Clip	4 Points
Heretic-	+3 Levels	Full	1000 Ft	5D10	5	4400	Standard Class 4	3 Points
Executioner-	+4 Levels	Single	1200 Ft	8D10	6	5200	Heavy Clip	4 Points
Necroflagrum-	+4 Levels	Full	500 Ft	10D6+2	7	4800	Standard Class 4	5 Points

charged barrel—the result causes all bursts to affect one additional location. The weapon itself has a smooth black barrel, surrounding the shiny metallic inner barrel. Ventilation is supplied by slots placed above and below the barrel, creating a small cloud of smoke when being fired repeatedly.

ULTRA VE 12—Looking almost identical to the UltraVe 6, the only difference being a half-stock that folds under the back. In addition to the fully automatic nature of the firing, the weapon also increases the locations struck by one for bursts, and automatic use.

CONCRETE JUNGLE—A restoration of Old World concepts that utilize stealth and finesse to kill. The incredible range and the ability to disassemble the gun into two parts able to fit in an armored case, make this the perfect “quiet kill” weapon. A built-in long range scope allows for a reduction of three Difficulty levels for any shot over 80' if a turn is spent aiming through the scope. This bonus is in addition to any other bonuses gained for aiming.

THE AVAIL 86—Having a large dual-vented barrel, shaped with square edges

much like the rest of the gun, it also features a unique twist that has caused it to gain infamy and popularity among assassins. The stock is hollow, and slides into the body of the weapon in a telescopic sliding motion. The barrel is shortened and can slide back into the body of the gun as well, resting within the hollowed stock. The clip insert is on the left side of the gun, and a scope mount can be pressed down to push the internal hammer and chamber down below the barrel for storage. The result is a nine-inch box with a handle and trigger the size of a Class I weapon. Obviously, the gun cannot be fired in its folded state, and the folds are, quite dubiously, spring mounted, so that folding the gun takes an Action of combat; unfolding, however, merely requires the scope mount to be pulled, and the gun extends on its own power. The only drawback is that the gun may not be loaded in its folded state.

LAST RITES—Created for intimidation and stopping power, the Last Rites was an experiment to place the firing capability of the Bulldozer 4-2 (an earlier version of the newer 8-1 model) into a smaller molding. Unfortunately, the project only

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partially succeeded. While the gun is indeed about a foot shorter, it is still heavy, bulky, and cumbersome. Its stopping power is by far the greatest of guns in its Class, but its weight places it close to Class III. Rumors of bribery and the promise of personal weapons development for LAW, however, allowed it to be classified as a Class II weapon.

REVCO FU-Q- The most popular and affordable gun of its Class, the RevCo has gained popularity as security weapons as well as assault weaponry. The versatile gun has maintained a faithful following, and persistent rumors say that the RevCo Company is busy designing a Fully-Automatic model of their popular seller.

BLUE FLAME- Developed to torch Portals and Daemons, the Blue flame instantly became the weapon of choice for zombie-hunters. Comprised of a nozzle-shaped gun and a large cartridge slot underneath, this Class 2 drenches its targets with a highly flammable, and high cost fuel similar to napalm. Sticking to its victim, the fuel continues to burn until it is scraped from flesh and clothing is removed. 1D6 Full-body Penance is inflicted each Round after the initial attack. This ordnance is one of the most common Class 2 vehicular fixtures in the Wasteland. Though this weapon only has single shot capability, each shot fired covers four locations, and as usual with flame dousing, it takes one Turn per Round to put out any flaming areas.

CLASS 3

Class 3 Weapons are abominations of firearms. They are classified as small vehicular weapons. It is illegal to carry a weapon of this magnitude on the streets without an Assassin's License, and even then it is illegal to carry it loaded. Most Class 3 weaponry is fired from the hip, and usually comes fitted with a waist brace.



DECAPITATOR 666- Created from lightweight elements, the Decapitator 666 was the second result of the attempt to place a powerful firing mechanism in an easier to handle weapon by the makers of the Last Rites and the Bulldozer. Again, the experiment was only partially successful. While indeed lightweight and rather sleekly designed, the length of the barrel is the longest of Class III weapons. The attempt was to create a weapon with greater accuracy so that ammunition could be conserved, and the result works, even if most Contractors or others who can carry a Class III weapon scorn it for its high expense and lack of full-auto sprays that suppress superior numbers. Still, the Decapitator sells enough that it has stayed on the market.

NINETEEN- Named because in the planning stages, it was only going to be nineteen inches long, the Nineteen slightly overshot its limits. Measuring 26 inches from barrel-tip to the end of the stock, the Nineteen is a dense mass of metal and stopping power. While the bulky nature of the gun makes it impossible to aim or

fit an IR Scope on to, the shell-catcher and Dual Clip capability of the gun and extreme firepower more than compensates. This gun is normally fired from the hip, and comes with a shoulder strap for balancing. The company slogan for the Nineteen is: "Nothing can stand the Nineteen", and for the most part, it seems to have been proven true.

BULLDOZER 8-I- A classic, the Bulldozer has seen over 12 different versions over the last 4 years of production. The newest version features ventilated barreling with exhaust ports from the internal motor of the automated hammer so that the weapon seems to breathe smoke and fire as it expels bullets. The hammer is regulated for precise firing time, reducing the chance of jamming and misfires. The drawback, however, is that the Bulldozer cannot be silenced or suppressed due to its fiery motors and loud report.

CARETAKER- Featuring a built-in tripod mount, the Caretaker is unbalancing to fire normally. The tripod, however, magnetically attaches itself to the ground for stabilization and only takes one Turn to extend. The intended purpose was for quick defensive fortifications and for non-flinching security outposts, but the Caretaker has found its way into Corporate Stormtrooper assault groups. Firing the weapon without the tripod mount set is at +2 Difficulty Levels, but with the mount set and in place, the penalty is reduced to only +1 Difficulty Level.

BANG-CLICK- Debuting as the "hand-held cannon", the Bang-Click was marketed as the solution to everyone's destructive urgings. Requiring Shells instead of bullets, the Bang-Click is more of a hand-held mortar cannon than a gun. Its usefulness in crowd-control and defensive fire, however, is unarguable—the drawback being that only one shell can be loaded at one time. Obviously, this weapon cannot be silenced or suppressed. The Bang-Click does 2D6 Endurance Penance if it strikes a victim, and this Damage is added to the effects of the Shell loaded. The Sector Six Armory is in development of a new model with the capacity for 6 shells on a rotating clip. This idea still needs to be passed through the Unity, though, before production can even begin.

RIOT CONTROL 13- Intending to create a small-sized, high-powered vehicular weapon, the Riot Control 13 did not quite pass the testing required to be entered into the Class IV genre. Many believe the Riot Control 13 was sabotaged during the test, however, with one of its two barrels being loaded with blanks, but the weapon has gained acceptance through the more brutal and blunt Contractor Corporations. The Riot Control features two side-by-side mounted barrels and a Dual Clip. Two triggers grace the weapons handle, and many have had to take ample time learning the finesse required for such a large and devastating piece of equipment. The barrels may be fired simultaneously, expending rounds from both clips and doubling the damage—most find this to be overkill, but as Trenchard, infamous contractor exiled for too many extraneous kills while on assignment, was quoted as saying: "Overkill means to kill more than necessary. How can you kill something too much?"

DIE DICTATOR- Conceived as a vehicular mounted cannon capable of firing standard Class 3 ammunition, the Die Dictator was overdeveloped. So much time went into researching the weapon, that funding was cut near completion. What remains is considered a success to most, but lacks the firepower and range desired by the technicians. While a certain amount of bulk causes the gun to be extremely heavy, the gun has small mounting slots for easy and removable attachment to a vehicle. The Die Dictator, when mounted, has a locking sleeve that holds it in place on the turret. However, the gunner may turn small latching levers along the side to slide it out of the sleeve and carry it by

hand. A simple sliding action replaces the weapon to the turret sleeve, and the weapon is mounted again.

CLASS 4

Class 4 Weapons are vehicle-stoppers. These guns will leave little or no trace of a man that happens to find way into its blast. More often than not, these weapons will only be seen mounted to a heavy class vehicle. The Weapon's Difficulty modifier is not used when firing a vehicle-mounted weapon. The clips for these guns are extremely large and cumbersome. The bullets of the Standard Class Four Clip being about six inches long, with the Heavy Clip having thicker bullets and a seven-inch length.



DOOMSDAY CLASS 4- Originally named the Prang VI2, the company felt that it sounded too unassuming and so renamed it the Doomsday. Approximately 4 feet long, the Doomsday features the Prang "A-eye" Lock-On Technology considered, until the release of the Zhister Vector-Sight AI Connection, to be the best on the market. Still, the Doomsday sells extremely well for a gun as dated as it is. The Prang "A-eye" Lock-On Technology boosts the firing capability of existing AI Mounts, adding ID to the AI Weapon Mount's firing skill through efficient circuitry and increased reaction time. The Doomsday Class 4 also continues to hold onto its record for the furthest firing distance of a fully automatic weapon. Along with the "A-eye" technology, this has been the focus of recent marketing blitzes.

SACRIFICIAL 16- The first weapon to be released with the Zhister Vector-Sight AI Connection, the Sacrificial 16 is still considered the marksman's mounted weapon. Featuring the Heavy Clip—capable of holding massive bullets—the Sacrificial 16 makes-up for in accuracy what it lacks in range. The Sacrificial 16 is currently in a Market-War with the Executioner, which, ironically, is manufactured by the same company. The two design teams, however, have come to blows on more than one occasion and the sales are starting to drop out of sheer disgust over the scandal. The Zhister Vector-Sight AI Connection has additional placement locks, steadying the weapon and adjusting for incongruities in the road, reducing the range modifier of the target by one level—meaning an object 40 feet away is configured for firing as if it was only 20 feet away.

HERETIC- An attempt by Prang to answer the release of the Sacrificial 16, the Heretic was released about a year too late to make a difference. While not a great seller, the Heretic is still the most lightweight and compact of all Class IV weaponry. Only 3.5 feet long, the Heretic is small and actually has started to find use as a mounted weapon indoors for high-security locations. Its size is such that it only takes three Mount Points for mounting to a vehicle instead of the four normally used by those of this class. Many Cyclists have started to invigorate sales, and

Prang is trying to reorganize its marketing strategy to be geared more toward this new interest group.

EXECUTIONER- The newest of all Class IV weapons, the Executioner was an instant success for the upper class. The weapon itself looks elegant in its flat black color and 5-foot, streamlined barrel. The weapon is easily modified and mounted, but only has single-shot capability, which has proven to be its downfall. Still, limos and luxury vehicles have started to mount them because they look good as well as being deadly. No one seems to argue the stopping power of the Executioner—no one but the design team of the Sacrificial 16 that is.

NECROFLAGRUM- Not readily available on the open market, the Necroflagrum is still technically in the prototype phase. Confusion set in when the company began to ship the gun to its branch offices and shops, thinking that the Law had already approved its sale. After selling about a thousand units, the Law notified the company that the lock-on system was so close to the design of the Zhister Vector-Sight AI Connection, that the Law wanted to halt the shipping of the Necroflagrum until further investigation of possible theft of design plans could be undertaken. The design team of the Necroflagrum's AI showed that their plans predated the Zhister Vector-Sight by about twenty weeks, so the Necroflagrum was tentatively approved for limited sale. The company responsible for production, however, has opened negotiations with Slave Factory Industries to mass-produce the weapon. If the deal happens, the Necroflagrum could quickly become the most readily available of all Class IV weaponry.

AMMUNITION

Each Class of ordnance has its own ammunition clips. This standardizes Ammunition use. The cost of the ammunition is for a standard clip of that particular Class. The Flame Thrower uses a fuel cartridge, which is further described below.

CLASS 1 STANDARD CLIP

Cost- 30 Credits
Rounds- 15

CLASS 3 STANDARD CLIP-

Cost- 70 Credits
Round- 35

CLASS 4 HEAVY CLIP-

Cost- 200 Credits
Rounds- 15

CLASS 2 STANDARD CLIP-

Cost- 50 Credits
Rounds- 25

CLASS 4 STANDARD CLIP-

Cost- 150 Credits
Rounds- 55

Fuel Cartridge- One cartridge of fuel is enough to supply one flame unit. Remember once ignited an individual takes ID6 full Body Essence each Round until extinguished.

Cost- 150 Credits/ Cartridge
Rounds- 10 Flame bursts

SPECIAL AMMUNITION

Special Rounds of ammunition have different desired effects. The cost for Special Ammunitions is added to the clip purchased. For example a Class 2 clip of Flechette Rounds is 70 Credits (50 Credits for the standard clip plus 20 for the specialized ammo. Shells may only be used with ordnance that can chamber them.

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ARMOR PIERCING- +50 Credits

This type of round ignores 6 Points of any armor.

EXPLOSIVE ROUNDS- +50 Credits

Adds +4 to the weapons penance, although it inflicts -4 to Hard Armors. If the victim was carrying any explosives on the location hit, they explode for full penance on a roll of 1-3 on a D6.

FLECHETTE ROUNDS- +20 Credits

Ignores all Soft Armor, though Hard Armor cancels all penance.

GELFLAME ROUNDS- +30 Credits

These rounds have tiny holes in the tip, which release a flammable gel. This gel remains on fire and seeps into clothing and flesh. The target suffers 1D4 Burn Damage/Location each Round until the Gel is removed. It takes 1 Turn/Location to remove.

SUPPRESSION- +20 Credits

These Rounds inflict only Endurance penance. Hard Armors negate all damage and effects. Anyone hit for more than 10 points of penance is knocked prone.

TRACE ROUNDS- +20 Credits

Bursts and Full Auto shots are at -1 Difficulty Level.

VELOCITY ROUNDS- +30 Credits

This ammo adds a +2 to the weapons penance for each shot.

EXPLOSIVE SHELL- (200 Credits/ Shell)

Penance- +2D6, and any person hit directly is knocked prone. It hits 1 Location and every location around it.

ACIDIC SPILL SHELL- (300 Credits/ Shell)

Penance- 1D8 Damage each round in contact. This hits 1 location and each surrounding Location. This damage is cumulative and Armor ratings that have been exceeded are destroyed. Only a heavy spray of water will stop the effect.

SPLINTER SHELL- (150 Credits/ Shell)

Penance- 1D8 Penance to 7 Locations. This Shell Splinters right after it leaves the gun and spreads its damage to everyone in a 10 Ft from the target. No impact penance is inflicted from the BangClick. Hard Armor negates penance from the Splinter Shell.

NOXIOUS SHELL- (200 Credits/ Shell)

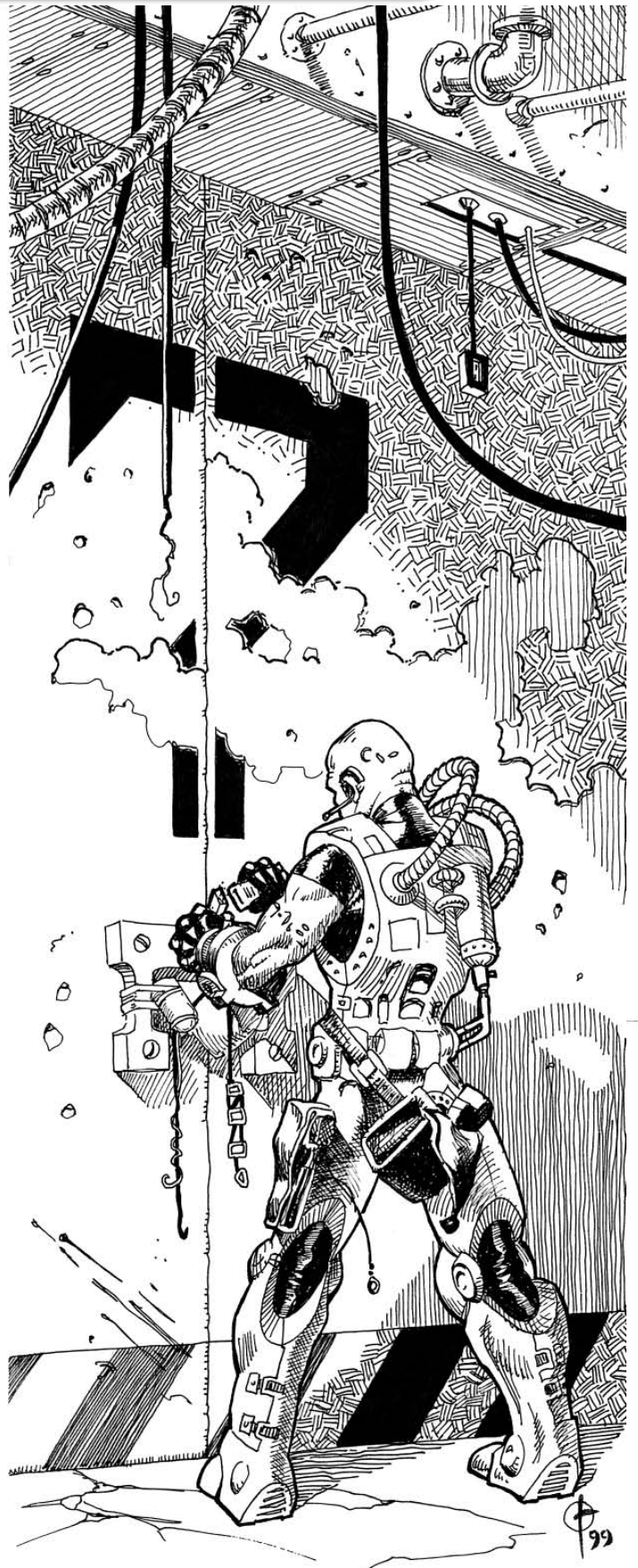
Penance- No Essence Damage is inflicted, though anyone to breathe the released take 2D6 Endurance Damage, and loses 3 Rounds vomiting and gagging on the vile solution filling their lungs. The gases last for 12 Rounds (1 minute). Each Turn after the initial 3 Rounds, the Character must succeed a Moderate Stamina roll or lose their next Turn. The gas spreads to a five-foot radius before diffusing into the air after one minute.

EXPLOSIVES

By the dawn of the Zones, explosives have evolved into a greater scope of power and destructive energy. While still volatile and unstable to some extent, few can refute the fact that a well-placed explosive will do the work of many guns. A trained saboteur can destroy a secure structure with little or no effort when equipped with the correct explosives.

NAME- This is the common street-name of the particular grenade.

TYPE- This relates the type of grenade. There are five types of grenades:



TOOLS OF COMMON

ELECTRIC CONCUSSION: Explodes with a pulse of Energy that shuts down all Elec-

trical devices in the radius if the damage exceeds the Energy Rating. The pulse is followed by a wave of kinetic force that knocks everyone prone in the Radius if they have a Strength of 2 or less. Only Endurance penance is inflicted.

FRAGMENTATION: Deals Essence Damage as a result of a fragmenting charge spraying outward in the Blast Radius. This damage is always Essence penance.

FLAME: Deals Essence Damage through Incendiary explosion. All Soft Armors and flammable equipment catch fire when subjected to a blast of flaming liquids. Skin or clothing on fire must be put out immediately or inflict an additional 2 points of Essence damage to the given locations each Round.

EXCITER: A result of molecular agitation, Exciters deal Essence Damage to the entire body, negating armor. Anything within the Blast Radius will be melted or severely burned.

DEFENSIVE: Used for non-damaging situations. Defensive grenades include smoke grenades or communication jamming charges.

BLAST RADIUS- This relates how large the explosion of a particular grenade is. Everything within the Radius suffers the full brunt of the explosion. Everything within double the Blast Radius suffers half-damage to half the locations.

SENSITIVITY- This is the amount of Sensitivity involved when connecting exposed circuits and wire from Detonators to Explosives.

PENANCE- The Damage that the grenade inflicts. This number is followed by a slash and another number. This is the number of rolled locations that are inflicted with the given penance. If an "F" follows the Penance in place of a location number this effect is considered to do the full amount of penance described no matter how much armor they are wearing. This damage is deducted from the Character's current Essence or Endurance only.

COST- The street price of the explosive.

NAME	TYPE	RADIUS	SENSITIVITY	PENANCE	COST
Dismantler-	Frag.	20 Ft	+2 Diff.	1D12/6	300
Nailstorm-	Frag.	15 Ft	+2 Diff.	1D4/12	300
Scuttlebomb-	Frag.	20 Ft	+2 Diff.	2D10/4	400
Hades Breath-	Flame	15 Ft	+1 Diff.	1D6/10	450
Crematorium-	Flame	10 Ft	+2 Diff.	1D8/8	550
Sunflare-	Defense	20 Ft	+1 Diff.	None	250
Nightfall-	Defense	25 Ft	None	None	300
Kinesis-	Exciter	80 Ft	+3 Diff.	10D6/F	6000
Godride-	Exciter	150 Ft	+3 Diff.	8D8 + 5/F	8000
Plastique-	Exciter	5 Ft/ lb	None	1D4/chg./F	400/chg.
Shockwave-	Conc.	40 Ft	+3 Diff.	3D6/F	400
Static Inferno-	Conc.	20 Ft	+1 Diff.	5D4 + 2/F	450
Mutagore Service Bomb-	Conc.	25 Ft	+2 Diff.	2D6/F	600

DISMANTLER

A staple in hostile takeovers for almost ten years, the Dismantler uses a combustion charge placed at the core of a piecemeal outer shell. The casting is a ceramic exterior that is about a fourth of an inch thick—the casting shatters upon deto-

nation, revealing the shell, which fractures along stress points within the metal. The metallic fragments spray outward, ranging in size from splinters to two-inch jagged shards. Recently, the BallistaCorp design team responsible for the testing and creation of the Dismantler has been working on updating the grenade to penetrate mechanical armor. Preliminary testing by Law officials of newer models have been reserved at best, forcing the Dismantler to continue in its current form even in the face of more recent and powerful concussion grenades.

SCUTTLE BOMB

A newer grenade, hitting the market late in 2297, the Scuttle Bomb has become the stock model for many of the more indiscriminate hit squads. The bomb resembles an oblong cylinder with rigged studs along the length, about three inches thick and almost one foot long. The grenade uses an electronically activated detonation to the interior charge, which breaks apart the cylinder. The cylinder has been designed to split apart along the studs, creating one-inch disks with razored edges. The edges are designed to cut through both clothing and flesh, and are propelled at such high velocity that they are well known for their ability to slice through metal with relative ease. The Law disdains the use of Scuttle Bombs, and has been urging insurance companies to charge increased premiums to companies using such items due to their highly destructive nature.

NAILSTORM

Considered by many Contractors to be the best way to clear a lightly armored group, the Nailstorm is an egg-shaped grenade with a clear plastic exterior. Through the plastic, many needlelike spines are visibly protruding from the charge at the center. Upon detonation, the charge evaporates the plastic with the heat of the blast, throwing the superheated spikes outward. The spikes have hooked edges at both ends, making it painful to remove spikes that have cut into flesh (one Essence per Location to remove). Also, the heated nature of the spikes almost instantly seals the flesh around the wound, closing it around the metal. The Unity has censured Forge Incorporated, the company responsible for the production of the Nailstorm because the heat of the blast destroys both the detonator and blasting device, making the Nailstorm very difficult to trace. The popularity of the Nailstorm, however, has kept the Unity from pulling it from shelves.—though many have assumed this leniency is derived from the Corporation having a Unity Advocate.

HADES BREATH

An oblong casing, thicker at the bottom than the top, the Hades Breath actually contains a pressurized gas, condensing the volatile agent into liquid form. When the pin is released, a three second timer counts down as an acid melts away the sealant of a small hole in the narrow top. After three seconds, the acid eats through the sealant, allowing the gas to release into the air. The volatile nature of the gas causes it to ignite when mixed with the nitrogen content of the air, and the force of the gas releasing spins the grenade in place, insuring that the gas is spread through the area of effect. Soon, the entire region resembles a large cloud of flame that floats gently to the ground before burning itself out. The Law originally aided in the development of the Hades Breath as a means to combat the Kult of the Undead. Its rampant usage throughout the Zone, however, has caused it to gain a somewhat shadier reputation, though many Law officers still carry one of these grenades for emergency circumstances.

CREMATORIUM

An attempt to counteract the great sales of the Hades Breath, the Crematorium is a dull gray ceramic ball, weighted at one end and filled with a napalm mix-

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ture. The grenade was intended to spray the napalm from the top in a sprinkler effect through a small spout, but unfortunately, the grenade was installed with too much explosive, causing the napalm to burn too hot. The result is a quick blast of flame, and not the napalm rain that was intended. The heat of the blast, however, has a habit of disintegrating anything consumed by the blast, including people (in effect, any location that has its Essence capacity exceeded by the blast is disintegrated). Still, the grenade works rather well, and remains the only true competition to the Hades Breath.

SUNFLARE

A defensive grenade designed by a Visionary working for Stormgate Sciences, the grenade was intended to ward off Daemons with its bright light. While many of the attacking Daemons were found to have protective eyelids that instinctively covered the eyes in the event of bright flashes, the grenade has found much use in the private sector. Used by Mystics or live retrieval groups, this grenade is strongly recommended by the Law and Unity. Many Contractors find it useful for blinding those with nightvision oculi, and repeated studies shows only a minor tendency for permanent damage due to exposure. The grenade is a small device, shaped either as a ball or small can depending upon the manufacturer and has a blast effect of 15 feet. Anyone in the blast effect is blinded for 1D4 Rounds, or 2D4 if nightvision oculi is worn by the victim. The blast is only a minor amount of heat, concentrated in a one-foot proximity from the grenade itself. The blast is intensified by flash paper and other high burn substances.

NIGHTFALL

Using a sodium and phosphorous compound, the Nightfall creates a fog of gas that quickly fills a room. The smoke has been found not to be cancer causing, though many find it repugnant to breathe. The grenade is a small cone device, weighted at the bottom so that it always lands pointing upward. The grenade sprays its smoke out in less than five seconds, billowing outward quickly to about twenty feet from the grenade itself where it begins to dissipate. This grenade will blind anyone not having nightvision oculi or infrared scopes to filter the smoke, the concentrate hangs in the air for about 4 Rounds before visibility is regained.

KINESIS

Highly illegal, the Kinesis was the first Exciter class explosive to be invented. The grenade is actually the size of a grenade case itself, and cannot fit in one. The heavy materials of the creation make it unwieldy to carry (weight of one). The grenade explodes in an incredible display of force, throwing a shockwave of destruction up to 80 feet in diameter. Anything in the blast is melted by extreme heat and is irradiated (radiation level 3 to the entire area of effect) by the radioactive chemicals used in the explosion. The blast actually emits a gamma radiation effect in a radius, breaking down chemical bonds between molecules, giving them a "melted" effect. Ownership of this explosive is grounds for immediate execution.

GODRIDE

Baffling the Unity and Law, the Godride was reportedly created in attempt to usurp sales of the Kinesis in the black market. The Godride uses the same principles as the Kinesis, but is twice as large, and weighs even more (weight of two). The Godride has only been detonated four times within the Zone, though its use in the Wasteland is far less regulated and much more prevalent. The blast itself is so large that those on adjacent sublevels have not only felt the blast or aftershocks, but some few have even been killed by

gradient levels of radiation leaking through the sublevel layers (inflicts radiation level 4). Ownership of this weapon of mass destruction is treated with immediate execution, though many in possession of these have been "interrogated" by Law for their associates who also may have knowledge of these weapons.

PLASTIQUE

Bought as singular charges shaped as three-inch cubes, Plastique is a putty that has been supersaturated with explosive compounds. Maintaining its Exciter class because it requires an outside detonating source as it does not contain one itself, just as the Godride and Kinesis. The blast is both flame, and the fragmentation of whatever the explosive is attached to, however, and not radioactive in nature. The charges may all be molded together, or to conform to a specific blast design, but the latter requires a Sabotage of 3D or higher depending upon the intricacy needed. The radius and damage of the blast is cumulative with each charge molded to the first. By adding two Difficulty levels to the connection rating of the detonator, a saboteur may exclude one direction from the blast, and by adding three Difficulty levels, a person could conceivably direct the blast as seen fit, as long as the direction chosen still blasts out to its maximum range.

SHOCKWAVE

The first of the electric concussion grenades to be marketed, the Shockwave was introduced to the common market in 2295. The Law applauded its non-lethal use, as well as its multifaceted ability to shutdown electronic devices. This weapon has seen many variations recently, including the Reaction Detonator placed within every Law officer. The non-lethal intention of this explosive and its anti-energy ability has granted it extreme popularity in all circles. The Shockwave is still considered a powerful explosive, despite its recent competition from the Static Inferno.

STATIC INFERNO

Smaller and more compact than the Shockwave, the Static Inferno was created by Slavefactory in attempt to balance the market due to the Shockwave's immediate success. The Static Inferno has grown in popularity, despite its reduced range because of its appearance. The grenade is a small black box, only three inches to a side and easily mistakable for some harmless equipment. The blast is controlled, but powerful and more than capable of disabling a normal person. BallistaCorp has recently paid-out an exorbitant amount of money to purchase the production rights of the Static Inferno from the Slavefactory industries.

MUTAGORE SERVICE BOMB

According to many sources, the Mutagore Service Bomb, commonly called the MSB, was designed and created by a group of Chemicalist extremists. The bomb itself uses a large gamma explosion in order to short small electronics in addition to spilling a surplus of radiation (Level 3). The bomb is small, only about six inches long, cylindrical, and a pale blue color (though many are found in all shades). The illegal nature of the bomb has led it to be uncontrolled in its creation, causing many to remain dubious about the grenade, despite its rampant uses by Chemicalist groups. The cost of the grenade is considerable, and the risk of a six month Sanctioning sentence for merely owning one is not worth the risk to many who would otherwise be tempted.



DETONATORS

Utilizing the remote possibilities of destruction, the well financed terrorist, or the expert corporate assassin become the true unknown power behind terror and extortion.

Using the Detonator's connectivity as the base Difficulty, add the Sensitivity of the chosen explosive. The saboteur must succeed in the Difficulty rolling their Sabotage. If successful, the detonator is connected to the explosive. If the roll fails, the explosive is prematurely detonated in the saboteur's hands.

SLAVEFACTORY ISSUE IV

This generic digital panel is mounted to any explosive. Detonation can be programmed to any time between one minute and one hour.

Connection Rating- Effortless

Cost- 400 Credits

SLAVEFACTORY ISSUE XIII

Connecting this detonator to the fuse mechanism of any particular explosive, allows the user to activate the explosion by pressing the singular green button on the remote. The remote's range is 200 feet.

Connection Rating- Simple

Cost- 300 Credits

WIREHEAD

This detonator relies on the constant "visual" of two mirrored devices using a laser beam. When the laser is disrupted, it triggers the connected explosive.

Connection Rating- Moderate

Cost- 500 Credits

ISIS ROGUE

By attaching a electrode inside the explosive, it may be triggered with the remote supplied. There is no range on this advanced remote, and it only works with the specific detonator it is sold with.

Connection Rating- Moderate

Cost- 700 Credits

DEAD-TONATE

This detonator is very resilient detonator, allowing someone to attach it long before actually placing the explosive, it also contains a high-power magnet allowing it to adhere to metal. A remote detonation with a 100-foot range comes with the detonator.

Connection Rating- Simple

Cost- 550 Credits

SENTIENT OMEGA

Any change of air pressure in the radius of 10 Ft of this detonator ignites the connected explosives.

Connection Rating- Simple

Cost- 600 Credits

MELEE WEAPONS

Before ordnance and explosives, hand carried weapons were the dominating factor in most conflicts. Early examples of these weapons may seem crude and useless; but their modern counter parts are sleek and effective. These weapons are the silent tool of the assassin and the essential instruments of a street brawl. Below are the basic weapons used on the street. Many complex ancient weapons have been lost however.

BALANCE- This is the Difficulty added to some weapons that are inherently awk-

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ward. This is further described within Chapter 3: Regulations.

PENANCE- This is the damage inflicted. There are three types of Penance dealt by close combat weapons. Some weapons inflict more than one form of Penance. The different types of Penance are as follows:

ESSENCE: Damage that rends of flesh, or destroys body mass.

ENDURANCE: This is the amount of punishment the body can withstand before the mind can no longer bear the abuse and shuts itself down.

ELECTRICAL: This damage is caused by the grounding of a current through the victim, draining Endurance from the flesh and Energy from the machine. This damage is taken each Round in contact with it.

BLOCK VALUE- This is the ability of the weapon to absorb damage when used to parry an incoming attack. This value is added to the blocking Character's Strength, and then subtracted from the damage of the blocked attack.

COST- This is the typical street value of the weapon.

BLUDGEONING WEAPONS (PIPE, NIGHT STICK, ETC.)

These are commonly found items used as a quick means of attack.

Balance- Narrator discretion

Penance- $ID10 + \text{Strength}$: Endurance

Block Value- 3

Cost- 5 to 50 Credits

SPEARS, PITCHFORKS & POLES

Long shafted poles with sharpened tips, usually made of steel.

Balance- $+1$ Difficulty Level ($+2$ Difficulty Levels to throw)

Penance- $ID8 + \text{Strength}$: Essence

Block Value- 4

Cost- 100 Credits

CHAINS & STEEL WHIPS

These weapons are any that strike in a manner of fluidity.

Balance- $+2$ Difficulty Levels

Penance- $ID8 + \text{Strength}$: Endurance

Block Value- 1

Cost- 50 Credits (generally chains are free)

KLAIVES, & SHORT BLADES

These would consist of larger bladed weapons.

Balance- No Modifier ($+1$ Difficulty Levels to Throw)

Penance- $ID6 + \text{Strength}$: Essence

Block Value- 2

Cost- 50 Credits

SWORDS, & LONG BLADES

These are the largest bladed weapons.

Balance- $+1$ Difficulty ($+3$ Difficulty Levels to Throw)

Penance- $ID12 + \text{Strength}$: Essence

Block Value- 3

Cost- 250 Credits

KNIVES, DAGGERS & THROWING BLADES

This assortment of blades are shorter in length.

Balance- -1 Difficulty Level (no Difficulty to Throw)

Penance- $ID4 + \text{Strength}$: Essence

Block Value- 1

Cost- 10 Credits

MASSIVE HAMMERS

Any staff-like device with a solid weighted end.

Balance- $+4$ Difficulty Levels minus the users Strength

Penance- $ID12 + \text{Strength}$: Endurance

Block Value- 3

Cost- 100 Credits

Weight- 1

CIRCUIT BLADES

These electrical klaives have an on/off switch in the hilt.

Balance- None ($+1$ Difficulty Levels to Throw)

Penance- $ID6 + \text{Strength}$: Electrical & Essence (4 Electrical Attacks before it must be recharged)

Block Value- 2 (will inflict $ID6$ Electrical Penance to blocked adversary)

Cost- 200 Credits

CIRCUIT SWORDS

Usually 3 to 4 feet in length, these swords are similar to the Circuit Blade.

Balance- $+1$ Difficulty Level

Penance- $ID10 + \text{Strength}$: Electrical & Essence (8 Electrical Attacks before it must be recharged)

Block Value- 3 (will inflict $ID10$ Electrical Penance to blocked adversary)

Cost- 600 Credits

Weight- 1

VEHICLES

In the year 2299, vehicles are very different from those of the twentieth century. They are far more durable and are designed with the idea of user customization. With reversed engineered technology from machine Daemons, the vehicles of this age utilize high-powered motors connected to quick recharge batteries—these motors are so powerful it allows many owners to buy staggering amounts of electronics for their vehicles. The most popular and practical modification is the addition of various sensors, which allow the driver to sit in relative safety while “seeing” what lurks outside.

The units of speed are referred to as Marks. One **MARK** is the equivalent of 10 miles. Thus, traveling at One Mark per hour is the same as 10 miles per hour, 2 Marks is the same as 20 miles per hour.

The following vehicles are archetypes. They are the standard model for each type of vehicle. There are about forty vehicle-manufacturing plants within the Zone. Each one applies its own name to the standard model they produce, as well as some additional feature that is intended on swaying the masses to purchase it. Aside from the many different companies, most vehicles have been modified extensively by the owner assuring no two vehicles to be exactly the same.

ARMOR- Represents the durability of the vehicle. This is considered the same as a Character's armor; should the damage be excessive enough to exceed the armor, then that location receives the remaining damage.

HANDLING- This is the Difficulty modifier to drive the vehicle. Some vehicles handle better than others, allowing for a more controlled turn, and easier maneuverability. This number is added or subtracted from the current Difficulty in

the same manner as Firearms.

MAXIMUM SPEED- The Maximum Speed is the number of Marks that a vehicle can travel at most. The Law allows a maximum travel speed of four marks on all conduits. There is no Speed Limit in the Wastelands.

ACCELERATION RATE- The acceleration rate is a fixed number that determines how much speed is gained in one Round of maximum acceleration. The acceleration is figured in Marks.

MOUNTING POINTS- Mounting Points reflects the amount of ordnance that may be attached to a vehicle. For each mounting point the vehicle possesses it may harness 1 weight of weaponry. A treaded vehicle can probably haul dozens of Bulldozers but only 3 could be mounted on the vehicle.

COST- This is the street price of a new vehicle, a used or damaged vehicle may be found at a lower price (usually three-fourths).

ENERGY RATING- A vehicle's Energy Rating is the amount of energy that must be drained or expended before it is nonfunctional and needs to be recharged. It is always replenishing itself from the motors of the vehicle, however it will eventually drain itself of energy.

M/EP- Marks per Energy Point. This is the number of Marks a particular vehicle may travel before an energy point is lost. Multiplying the M/EP by the vehicle's current Energy rating is a good factor to determine how far the vehicle may travel before it runs out of energy.

CYCLES

The cycles of the Zone tend to be large, sleek and powerful. While there are many different styles of cycles, all are designed to be customized by the individual. While not large enough to mount Class 2 ordnance, it makes up for it with its maneuverability and speed. Cycles typically seat one or two riders.

ARMOR: 6

HANDLING: -2 Difficulty Levels

MAXIMUM SPEED: 18 Marks/ hour

ACCELERATION: 7 Marks

MOUNTING POINTS: 1

COST: 4,500 CR

ENERGY RATING: 20

MARKS/EP: 6

COMPACT

Compacts are the most popular vehicles traveling the conduits. Their small size and low price make them by far the most cost effective choice. Compacts are little more than something to get you from one place to another. Due to their small size it is difficult to modify, but some minor work is common. These vehicles barely seat four and this only if the occupants are not wearing bulky clothing or armor.

ARMOR: 10

HANDLING: No Modifier

MAXIMUM SPEED: 10 Marks/ hour

ACCELERATION: 3 Marks

MOUNTING POINTS: 4

COST: 8,000

ENERGY RATING: 40

MARKS/EP: 5

SEDAN

The Sedan is the standard in the automaker industry. This is where the Zone makes most of the profit and product from automotive sales. The popularity and importance of the sedan has ballooned since the construction of the Zone. No longer simply a family car, the sedan is used by commercial transport providers, as well as up and coming corporates who are not yet ready to progress to the luxury vehicles that they desire. This typical vehicle can only hold a driver and three occupants.

ARMOR: 15

HANDLING: No Modifier

MAXIMUM SPEED: 15 Marks/ hour

ACCELERATION RATE: 4 Marks

MOUNTING POINTS: 6

COST: 15,000

ENERGY RATING: 50

MARKS/EP: 4

PERFORMANCE

These vehicles are made with two things in mind: speed and status. Although not entirely rare, these vehicles inspire power and grace unparalleled with any other type of vehicle. Status comes at a high price, but those willing to pay get their credits worth. Only the driver plus one passenger may occupy this vehicle comfortably.

ARMOR: 10

HANDLING: -1 Difficulty Level

MAXIMUM SPEED: 20 Marks/ hour

ACCELERATION RATE: 6 Marks

MOUNTING POINTS: 4

COST: 25,000

ENERGY RATING: 50

MARKS/EP: 3

LUXURY

The luxury is much more than a glorified sedan. Obviously larger and loaded with features the luxury is a rare sight. Only those who have truly achieved monetary status can afford such an exuberant toy. Used mainly by bishops and the upper-class, the mere sight of one of these vehicles announces to all that the passenger is important and therefore powerful. Even with the plush large seating, six occupants may lounge within this personified version of luxury.

ARMOR: 20

HANDLING: +1 Difficulty Level

MAXIMUM SPEED: 15 Marks/ hour

ACCELERATION RATE: 4 Marks

MOUNTING POINTS: 6

COST: 30,000

ENERGY RATING: 60

MARKS/EP: 4

CARGO

The Cargo is what industries the Zone-over count on to transport their products across the sector or even to other sectors entirely. While most are incredibly large, there are smaller ones approximately the size of a modern refuse hauler. While few are sold to the public, they inundate the conduits in

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service of the corporations. The front cab seats two, though the cargo capacity of this vehicle may be sacrificed to hold twenty people comfortably

ARMOR: 25
HANDLING: +1 Difficulty Level
MAXIMUM SPEED: 12 Marks/ hour
ACCELERATION RATE: 2 Marks
MOUNTING POINTS: 8
COST: 25,000
ENERGY RATING: 100
MARKS/EP: 1

TREADED

The treaded is the vehicle of choice in this age of open aggression, corporate warfare, and Daemonic attack. The traditional treaded tracks have been replaced with a flexible independent treaded wheel. A few of the treaded vehicles on the conduits have six or eight wheels, but four is average. With their large size they have been given their own lane on the conduits. The Treaded vehicle is by far the only choice for Wasteland travel—this vehicle consists of a large passenger area directly in front of an equally large cargo area. The two areas are separated by a man-sized mechanical access door. There is seating for up to eight in the front compartment, though there is space to install up to eight additional seats in the cargo area.

ARMOR: 40
HANDLING: + 2 Difficulty Levels
MAXIMUM SPEED: 10 Marks/ hour
ACCELERATION RATE: 2 Marks
MOUNTING POINTS: 10
COST: 40,000
ENERGY RATING: 100
MARKS/EP: 1

VEHICLE MODIFICATIONS

Vehicular Modification is exceedingly common within the Zone. Citizens think nothing of adding a few sensors, additional armor, or even a whole new motor. Individualism and wide availability combined with relatively low prices has made this a large and successful market. Unless the Character has a relatively high Mechanical, they will need to pay for both Parts and Labor. Also keep in mind the number of Mounting Points a vehicle has when purchasing modifications.

The following chart gives a basic glance at the costs and energy of different modifications. For the ease of understanding the chart, the following definitions have been given:

MODIFICATION: This is the name of the particular modification in question.

MP: (Mount Points) This describes how many Mount Points it costs a vehicle to install the particular modification. Each vehicle has an available number of Mount Points that may be distributed to any number of modifications.

E: (Energy) This is the Energy Rating of the modification. Each modification drains the overall vehicle energy rating by the amount proscribed. Certain modifications will improve the Energy Rating of the vehicle, allowing it to travel longer periods of time or power additional equipment.

P: (Parts) This is the cost for just the parts. This does not include installation costs if the modification is to be professionally installed.

L: (Labor) This is the cost to have the item professionally installed. This price is an average, and should not necessarily be exact for each mechanic.

SI: (Self-Installation) This is the Difficulty to install a modification by oneself. This assumes that the person installing the equipment has the proper tools to complete the task. Usually, this means purchasing the Mechanical Tools listed in the Equipment Section. In some cases, even more equipment, such as hydraulic lifts or pulley systems may need to be constructed or purchased.

MODIFICATIONS	MP	E	P	L	SI
Additional Seats-	--	--	200	500	9
A.I. Monitor-	--	5	1600	1000	12
A.I. Weapon Mount-	1	15	3000+	3000	15
All Wheel Drive-	--	15	3000	3000	18
All Wheel Steering-	--	5	5500	3500	18
Armored Casings-	--	--	special	1500	6
Armor Modification-	special	--	500	1000	15
Autopilot-	--	10	4500	2500	15
Beacon Detector-	--	8	800	500	12
Beacon Dropper-	1	5	1350	1500	12
Blind Spot Indicators--	--	2	150	1000	9
Brush Bars-	--	--	300	500	6
Cargo Safe-	--	3	special	500	9
Dimensional Detector-	--	3	4000	2500	9
Disease Meter-	--	2	350	500	9
Energy Emmision Array-	--	5	1500	1000	9
Energy Pack-	--	+20	500	500	6
Fire Extinguisher-	--	1	350	1500	9
Gas Security System-	--	4	1500	1000	12
Glass (Armored)-	--	--	special	500	9
Hard-Mount Kit-	--	--	500	1000	9
I.R. Sensor-	--	2	2000	2000	9
Link Hardware-	--	10	1000	1500	12
Luggage Rack-	--	--	150	500	6
Magnetic Seating-	--	5	500	1000	12
Mine Dropper*-	1	1	4000	2000	12
Motor Modification-	--	--	special	special	21
Ordnance Detector--	--	2	800	1500	9
Radar-	--	7	1200	2000	12
Radiation Meter-	--	2	350	500	9
Roll Cage-	--	--	2000	1500	12
Sensor Jammer*-	--	5	5000	2000	12
Sensor Mask*-	--	10	7000	2500	15
Sidecar-	+3	--	1500	500	9
Super Cell-	--	+100	2000	2000	12
Supernatural Detector-	--	3	4000	2500	9
Tires-	--	--	special	free	6
Transmission Console-	--	5	1000	500	6
Turret-	1	10	special	2500	15
Vehicular Mines-	--	--	special	--	reload:6
Voice Amplification System-	--	5	750	500	9
Voltage Security System-	--	20	1500	1000	12

* Illegal

ADDITIONAL SEATING- Turning the cargo bay of any Treaded or Cargo vehicle into an area for passengers, has been common practice for Corporations throughout the Zone. Fitted with a shoulder brace and a waist belt, these seats negate half the total damage of a collision to the occupants. Bolted to the floor along the outer walls of a vehicle, these seats can comfortably seat all expect those in Mechanical Armors. Eighteen of these seats may be outfitted into the cargo bay of any Treaded or Cargo vehicle.

A.I. MONITOR- This touch screen monitor has six ports for additional sensors or for people to jack-in. It is located in the control interface of the A.I. Weapon Mount. A person jacked-in to a mounted weapon may override existing A.I. technology and utilize their own Firearms Skill to fire the weapon, or by using the touchscreen of the monitor may selectively target different targets or sections of targets. This is useful for picking targets carefully or when only certain areas of an object should be destroyed.

A.I. WEAPON MOUNT- The A.I. weapon mount is a swivel mount with servomotors and a camera. The A.I. mount has a conforming mount that will accept any type of firearm, it also features a placement for scanners and additional detection equipment. In most aspects this piece of equipment acts similarly to the Intelligent Tripod Mount. The A.I. Weapon Mount for a vehicle merely facilitates this technology by accepting movement adjustments as the weapon attempts to lock onto specified targets. It is important to note that in addition to the cost of this mount, the owner will need to purchase and install an A.I. Monitor. The Mount has a Firearms of 5D to hit its targets, though this may be upgraded to 8D by spending an additional 500 Credits/ 1D.

ALL-WHEEL DRIVE- Often called four-wheel drive, it simply means that all of the vehicle's wheels spin when the accelerator is pressed. This gives any Wasteland explorer an added benefit as it negates the unpaved road modifier. Also, more often than not, it will help get an exploratory vehicle out of uncooperative landscapes, such as soft mud and strange liquids.

ALL-WHEEL STEERING- This grueling procedure, when done, correctly allows for amazing control and precise handling. All tires are now facing the direction the driver turns the wheel. This lowers driving rolls by one Difficulty Level.

ARMORED CASINGS- This is merely a cowl that protects a mounted, non-moving weapon. The casing is usually made to be the same strength as the surrounding armor, but this is not necessary. The cost for an Armored Casing is dependent upon the amount of armor desired. For every five points of armor, the price for the casings is increased 100 Credits. For example, a 15 armor point casing would cost 300 Credits.

ARMOR MODIFICATION- Adding Armor is a double-edged sword—while gaining protection, the loss of some speed, and acceleration ensues. Every five armor points added to a vehicle decreases its speed factor by one mark, and every ten points reduces the acceleration by one mark, to a minimum of one mark. No more than double the vehicle's original Armor Rating may be installed in a vehicle. Therefore, a Sedan, with an Armor Rating of 15 cannot be increased beyond 30. Every one armor point costs 500 Credits to purchase and install.

AUTO PILOT- In an age where machines that control themselves are usually malevolent, the Auto Pilot is a rare exception. The Auto Pilot works by utilizing a complex array of sensors and a built-in artificial intelligence. This A.I. has an intricate map of the Zone by address. The Auto Pilots map is accessible even while the Auto Pilot is off and is fully programmable through vocal command.

The A.I. of the Auto Pilot has a Drive of 3D.

BEACON DETECTOR- Used extensively by out-of-Zone travelers, the Beacon Detector senses the Zone's beacon as well as any frequency it is set for. At closest approximation, there are one million different frequencies. The standard design of the detector is a green backlit circle, with the center point as the vehicle, and a pulsing dot as the beacon signal. A Beacon Detector has a range of five marks. A jack-in slot is installed for hookup to a wavescanner.

BEACON DROPPER- A staple of scavenger teams, the Beacon Dropper is actually a gun of sorts. The Beacon Dropper is mounted inside the vehicle. A hole is cut into the floor for the barrel of the dropper. The dropper is used to shoot a beacon an average of ten-feet into the ground. The still intact beacon can send a signal for thirty miles. This signal will broadcast for up to one year. The beacons can have individual frequencies, and a shorter signal-radius for a longer duration, this must be set before it is discharged. The Beacon Dropper can be loaded with twenty beacons at any one time. Each beacon costs 200 Credits.

BLIND SPOT INDICATORS- The indicators are a set of four pen-sized cameras mounted on the side mirrors that detects objects located in the vehicle's blind spots. Locating objects in the visual range, they send images to a box mounted in the dash that flashes yellow if an object is detected. If the vehicle also has Link Hardware, the indicators send video data directly into the driver's brain.

BRUSH BARS- Created for keeping brush and debris from damaging the vehicle, the Brush Bar has been put to a more practical use in the zone. In the Zone, Brush Bars are used on trash and scraggs, enabling a vehicle to suffer only half damage from any such impacts. This item can be essential for navigating alleyways and garbage heaps.

CARGO SAFE- Available in any size, the cargo safe is an important security device for illegal or expensive cargo. The safe utilizes different types of security: card swipes, retinal scans, thumb- or handprints, and a numeric keypad. The price is not determined by the type of security used but rather the size of the safe. A safe costs 500 Credits per 3 cubic feet and can be acquired at dealerships or some repair facilities. One type of locking device may be chosen. The safe is bypassed with a Difficult Sabotage roll.

DIMENSIONAL DETECTOR- The Dimensional Detector is an attachment to an IR Sensor or other sensor array set to the Dimensional spectrum and hooked-up to a monitor inside. The Dimensional Detector works in a 50 Foot radius by scanning everything tripping the sensor in the Dimensional Spectrum. The Dimensional Detector is fully compatible to the AI weapon monitor.

DISEASE METER- The Disease Meter is utilized to be aware of whether one is traveling in an area infested with disease. Mounted outside, its L.E.D. display has an equivalent 4D Medical to inform the driver what diseases are outside within a fifty-foot radius.

ENERGY EMISSIONS ARRAY- Attached to the front of the vehicle, this device is in constant search for Energy emissions. Whether it is from Cybernetics or from another vehicle, the Energy Rating is determined and is registered on a scale from under 10 Energy points to over 200. In the Wasteland these units are almost a necessity for search parties to find buried vehicles and underground installations. The sensors can pick up Energy from up to 200 Ft, though in detection of Energy Ratings under 10 the scanners can only travel up to 50 Ft. This equipment operates to a small backlit screen that reveals direction, range,

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and approximate Energy Rating.

ENERGY PACK- An extra battery that connects to the vehicle's main battery and recharges at the same time, the Energy Pack is used by additional equipment that uses too great an amount of energy to be run from the vehicle's main battery. The vehicle must have enough Energy produced by these batteries to support the Energy Rating of the entire vehicle (Modifications included).

FIRE EXTINGUISHER- Placed in the ceiling of the cabin and in the corners of the engine compartment, these devices put out any fires and retard spreading. The Fire Extinguisher is electronically activated if the heat of the vehicle rises above 350 degrees Fahrenheit. Specially designed not to harm electronics, this foam extinguishes the fire, then turns into a dust that is repelled by static electricity. The resulting dust disperses in approximately one hour.

GAS SECURITY SYSTEM- The Gas Security System was invented as a theft deterrent, for those criminals that have managed to bypass the locking system. When someone tampers with the controls before deactivating this system, the motor stops, the doors lock, windows that were open now seal shut, and a sickly yellow gas seeps out from beneath the seats. Once activated it can only be deactivated by its remote control, and should this not occur, suffocation is only a matter of time. In the first round, any person subjected to the gas must make a Moderate Stamina roll. Each Round a person remains in contact with the gas the Difficulty increases by one level. Anyone who fails a roll suffers ID10 Penance as the nerve agent poisons their body. To disable the system, the voice-recognized password must be spoken. In order to bypass this system the person must first succeed in resisting the first two rounds of the gas as they frantically attempt to short-out the wiring.

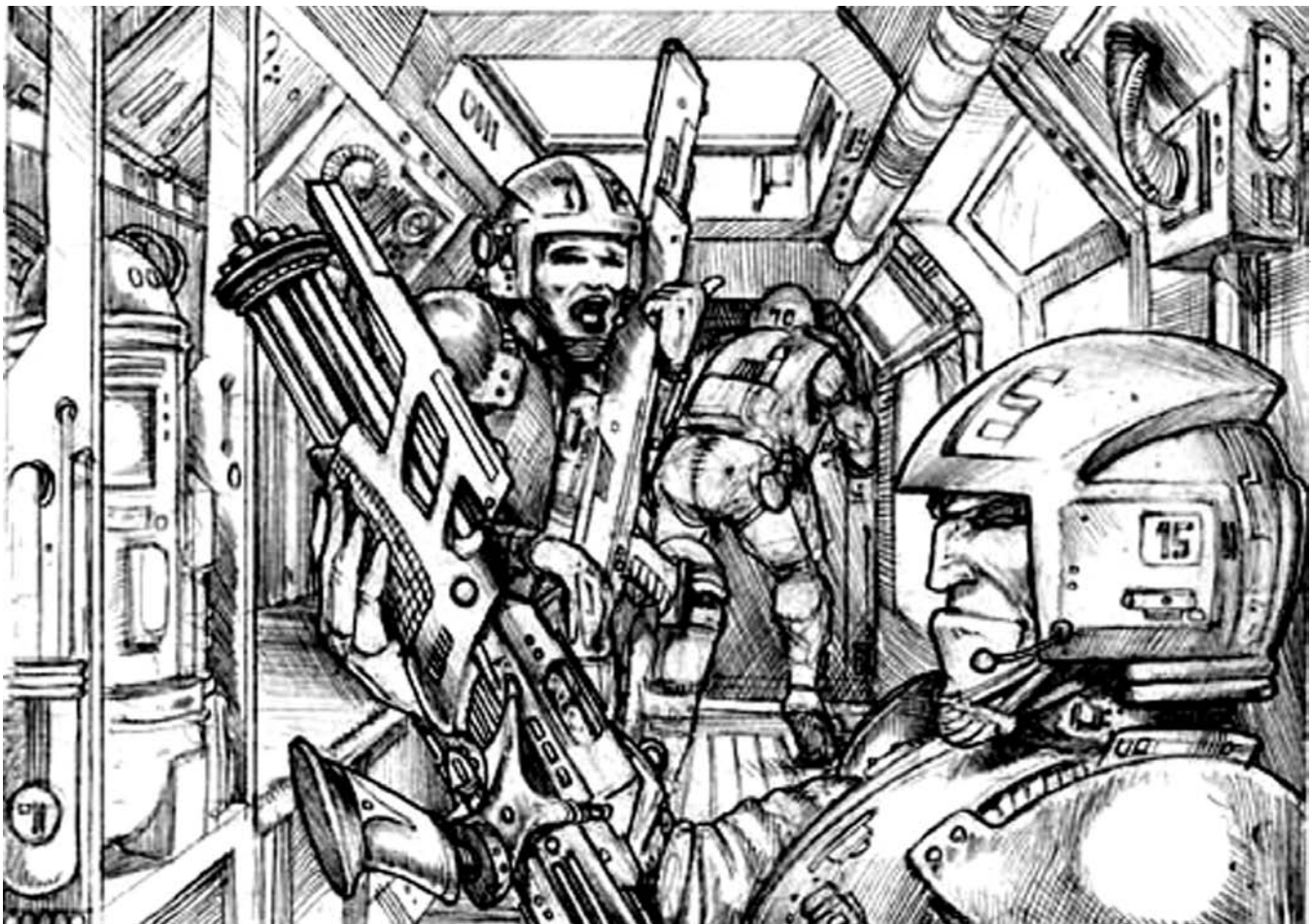
In order to do this, the victim must succeed in a Strenuous Sabotage Roll.

GLASS- The glass in a vehicle can come in three grades: *Standard Plex*, *Ossified Tri-layered Plex*, and *Die-Pane*. **STANDARD PLEX** comes standard in new vehicles, **OSSIFIED TRI-LAYERED PLEX** is a hardened plex that is triple layered to deflect projectiles upon impact, and **DIE-PANE** is a clear sheet of super dense crystal made in a way similar to industrial diamonds by compressing gasses.

Standard Plex	100 CR	4 Armor
Ossified Tri-layered Plex	250 CR	8 Armor
Die-Pane	600 CR	12 Armor

HARD-MOUNT KIT- A small kit, containing soldering material, blast plates to prevent powder-burn along the vehicle's body, a trigger kit for the weapon, and anchors to hold the weapon down, the Hard-Mount Kit is normally purchased by those who cannot afford the space or Credits for the Turret or AI Mount. Weapons that are hard-mounted are triggered from the driver's seat, and cannot be rotated or tilted in any way other than in the direction the weapon was originally mounted into. The weapon is held firmly in place by the soldering and anchors, and depends upon the discretion of the driver to fire.

I.R. SENSOR- Adding this sensor unit to a vehicle allows a driver to see in the infrared range through a monitor. This is fully compatible with an A.I. Monitor. The sensor is a small camera mounted to the top of the vehicle on a servo unit that allows for full rotation. In addition to infrared, it also has a magnetic resonance imager attached to enable use in complete darkness.



LINK HARDWARE- Link Hardware is used to connect a person's Neural Rack to a vehicle's controls and its onboard computer, containing comprehensive knowledge of all the sensor arrays and A.I. turrets of the vehicle. The Neural Rack, which must have a Jack Slot, gives instant control over the vehicle's movements, allowing the driver to react with the speed of thought to any hazardous situation. Utilizing Link Hardware allows the operator to drive at two Difficulty Levels lower.

LUGGAGE RACK- Bolted securely to any open surface on or inside of the vehicle, this mesh-covered rack will protect equipment and supplies from shifting around while driving. Items not secured within this item suffer the same damage as occupants if collision occurs, usually damaging most of the precious cargo. Covered by a mesh-framed blanket, stored items are also protected by 6 points of armor against firearms. The key is needed to open the rack, though manipulation of the frame can be made by succeeding a Moderate Strength roll.

MAGNETIC SEATING- Also referred to as Shock Absorbent Stabilizing Units, this form of seating is nearly a necessity for those wishing to cater to the wearer of Mechanical Armor. Functioning similar to a normal vehicle seat, these units hold the wearer in using magnetic stabilizers. No harness is needed, as the safety comes with the magnetic shield holding the occupant in. Twice the size of a regular seat, the Magnetic Seating is the only device able to safely hold anyone in Mechanical Armor. This added security measure quarters any collision damage to those secure in the seat. Without Magnetic Seating, those in Mechanical Armor must stand in Treaded and Cargo vehicles. Up to nine such seats may be placed within a Cargo or Treaded vehicle.

MINE DROPPER- The Mine Dropper is a device that allows the driver to leave a trail of mines from the rear of the vehicle. Mines are activated with proximity detectors that sense any movement in a five-foot radius. The dropper arms the mine as it lays them, but succeeding a Difficult Technology roll they can be armed manually. The Mine Dropper can hold up to twelve mines and must be reloaded from the outside of a vehicle. The Mine Dropper may be set to drop one mine at a time, or a quick release of three.

MOTOR MODIFICATION- Improving the motor can be done two ways. The first is the easier of the two. Requiring the current motor to be modified by adding Neo-Super Conductors. Each Neo-Super Conductor added to the current motor increases the Maximum Speed by 1 Mark. Every two added gives the vehicle an added Mark of Acceleration as well. The addition of a Neo-Super Conductor costs 500 Credits each, with a 100 Credit installation cost. The second way to beef up a motor demands that the motor be removed and an improved one installed. This costs a lot more, however, for the removal and installation; with costs up to 2000 Credits. A new motor is determined with the following price formula: Desired Maximum Speed (in Marks) is multiplied by 200 Credits. The new Maximum Speed is then divided by 3 to determine the new Acceleration of the vehicle. The only catch to this procedure is that treaded and cargo vehicles require double the cost for Neo-Super Conductors and refitted motors. This is because the motors for these vehicles are twice the normal size, so that they have enough horse power to pull around the sheer weight of these vehicle types. Up to 8 Neo-Super Conductors can be installed into any type of vehicle, except the Performance vehicle which can hold up to 10.

ORDNANCE DETECTOR- This sensory device detects explosive material. Unloaded weapons are invisible to the detector, unless they have been recently fired, but any ammunition is visible. An Ordnance Detector is best used when

hooked-up to a monitor. This device has a fifty-foot radius and is compatible to the A.I. weapon monitor.

RADAR- A larger, more powerful version of the movement tracker, this sensor takes the vehicle's own movement into consideration. The Radar Sensor has a radius of 500 feet and can hold ten targets in memory. Also, a built-in alarm unit is installed so that targets may be programmed to trigger the alarm if they enter any chosen range between five and 500 feet.

RADIATION METER- Important for Wasteland travel, the Radiation Meter has an easy-to-read gauge, as well as a light and chime warning. The meter is mounted to the outside of the vehicle to obtain an accurate reading. It uses the same rating system as on the radiation pages. The meter detects any radiation in a 50 foot radius, and designates the amount of radiation in levels.

ROLL CAGE- Used primarily by Wasteland expeditions, the Roll Cage is a safety device that allows a vehicle to take only half damage from collisions or rolls. The vehicle's outer frame is encased in a durable metal cage that protects it from impacts. The crush-zones of the vehicles are reinforced, and extra shock-absorption is placed into the metal alloys of the cage to help cushion impact.

SENSOR JAM- This unit sends burst of unintelligible information as well as a constant stream of white noise. Utilization of this device cripples every sensor in 100 feet and any other detection equipment that is directed at the vehicle. The target of the Sensor Jam is aware that they are being jammed, but not necessarily by who or what. The Sensor Jam is illegal because it also disrupts Auto Pilots, and is potent against Law sensors.

SENSOR MASK- A more discreet version of the Sensor Jam, the Mask reflects scanning devices, making it invisible to electronic detection. The Sensor Mask is also effective against both Law sensors and the built-in sensors of an Auto Pilot. Those with a Sensor Mask still appear on sensor array, but do not appear Dimensional, Mystical, or in any way out of the ordinary.

SIDECAR- Used only in conjunction with a Cycle, the sidecar adds an addition seat for a passenger or extra Mounting Points for Ordnance. This auxiliary attachment adds 3 Mount Points on the side of the Cycle, or allows one extra passenger to travel in the vehicle. On the opposite side of the attached portion is another wheel, which is connected to the vehicle's motor to provide stability and support.

SUPERCCELL- This massive battery takes up about one-fourth of a Treaded vehicles cargo bay. Though this is the Supercell's only downfall, as this extra load is capable of doubling the original M/EP in which the vehicle may travel. Imperative to Wasteland travel, the Supercell is necessary for vehicles that wish to either take extended leaves or for those who wish to venture far from the Zone. This piece of heavy equipment may only be installed within the cargo holdings of a Treaded vehicle, or that of a Cargo vehicle. With exception to the vehicles of the Law, no vehicle can withstand the voltage current of more than two of these monstrosities. If desired, the Supercell may be hooked-up to run all the electrical devices onboard a vehicle—however, the M/EP modification no longer applies.

SUPERNATURAL DETECTOR- The detector is an attachment to an I.R. Sensor or other sensor array set to the Supernatural spectrum and hooked-up to a monitor inside. The Supernatural Detector works in a fifty-foot radius by scanning all beings picked-up by the sensor through the Mystical Spectrum. The Supernatural Detector is fully compatible to the A.I. weapon monitor.

TIRES- There are basically only four different types of tires: *Standard*, *Hybrid*, *Duraflak* and the *Beltless Treaded Gear Form*. With exception of the treaded tire,

these come in the correct size for all vehicles. Only the massive treaded vehicle can make use of the treaded tire. Tires are sold in a set of 2.

Standard Rubber Tires-	200 CR	6 Armor
Hybrid Mesh Tires-	400 CR	8 Armor
Duraflak-	800 CR	15 Armor
Treaded Gear Form-	1200 CR	22 Armor

TRANSMISSION CONSOLE- Located directly to the upper left of the driver, this unit duplicates the features of the vidscreen. Though it is a bit smaller in size, data can still be retrieved via the Zone Databanks. All the functions of a vidphone, and even a limited memplayer, are installed in just seconds from the user's command. Similar to the vidscreen, the owner may even download Credits to and from a Credit Account. Zone transmissions cut off after ten miles into the Wasteland.

TURRET- A Turret is used to attach a weapon to a swiveling mount. The Turret is mounted to the top of the vehicle and a sealable hatch installed at the bottom that leads back to the main cab of the vehicle. The Turret has a full 360-degree turning motion, and can angle to a nearly vertical position upward. With a sliding pin to lock the Turret's position into place, the gunner is almost guaranteed a steady shot. Also, cargo and treaded vehicles may be mounted with Side-Turrets that extend from the cargo or passenger compartment of the vehicle and have a 180-degree arc, but little or no vertical maneuvering. The parts cost for a Turret is 50 x the vehicle's current armor rating—this is due to the Turret and vehicle having to be refitted with armoring after installation. Weapon cost is not included. The user's Driving Skill is still rolled to fire a Turret manually, though Difficulty modifiers from weapons themselves are negated. One of the few penalties, however, is that there is no bonus for aiming for a Turn, due to the quick motion of the vehicle and targets.

VEHICULAR MINES- There are three forms of vehicular mines, they are the *Slick*, the *Man Handler*, and the *Circuit Breaker*. These mines are quite heavy, and have a weight of 1. The *Slick* is a defensive mine, spraying oil in a ten-foot radius upon detonation. Anyone driving over this must succeed in a Strenuous Drive roll or lose control of the vehicle. The *Man Handler* is a fragmentation mine designed to shred the tires of pursuing vehicles. Lastly, the *Circuit Breaker* is an electric concussion mine that drains away the energy of a vehicle and its equipment, as well as possibly rendering the driver and passengers unconscious.

NAME	TYPE	RADIUS	PENANCE	LOCATIONS	COST
Slick	Defensive	10 Ft.	—	Full Body	350
Man Handler	Fragmentation	20 Ft.	3D12	8	1,000
Circuit Breaker	Elec. Concussion	10 Ft.	5D10	Full Body	1,550

VOICE AMPLIFICATION SYSTEM- Used primarily by the Law and Wasteland-bound vehicles, the Voice Amplification System is comprised of two large mounted speakers and a speech console. Used to gain the attention of other vehicles, especially those without a radio transmitter, this device can project the driver's voice up to 400 Feet before it becomes unintelligible.

VOLTAGE SECURITY SYSTEM- Neither alarms or the threat of Law will stop some people from vandalizing or stealing a vehicle, however, the Voltage Security System is an investment built to violently dissuade criminals. This device delivers 2D8 points of electrical damage per Round to anything that touches the vehicle while it is activated. It can be utilized 25 times before recharging is needed. NOTE: a dedicated energy pack is also needed for use.

CYBERWARE

Hardware walks the Zone in living machines and organic circuitry. Mankind's new weapon of choice is the internal power of the electric pulse. With superconductors and lightweight alloys, the size of cybernetics has been decreasing rapidly. Heavy outposts and unified corporate armies rely increasingly on such body modifications to protect themselves from the growing number of evils present.

Cybernetics has become a way of life for others. The youth have been branded as Industrialists, showing off the latest in cyberware. Trends have surfaced, as well as modified tech sold on the street. These Industrialists control the attitudes of the Cybernetic Credit Exchange, in line after the Corporations. The C.C.E. is responsible for all decisions related to cyberware and other Bio-enhancing Technologies. Anything not approved by the C.C.E. is considered illegal.

Cybernetics are constantly being miniaturized, but the energy required to operate their microscopic mechanisms has not diminished. Each piece of cyberware has an **ENERGY RATING**, or "E-Rating". This is the amount of Energy stored in the device. Some pieces of cyberware require its own energy to operate, or sustain operation. Others run on supplied energy, and are sustained by the body's own Bioelectric charges. Adding the Energy Ratings of all the body's cybernetics together gives the Character their **PULSE RATING**.

The location of the cybernetic is also important. The cyberware continues to function for hours after the body has died, but if the cybernetic takes a direct shot from a velocity firing weapon it may be destroyed. This is only possible if the Armor Rating of the cybernetic is exceeded, after all of the Character's body armor is subtracted. Cybernetics may also be fried by conducting large amount of Electrical Force into them, as is usually the case when caught in the concussive blast of some grenades. Electrical Penance does Endurance Penance, and it reduces the Energy to each cybernetic in the body by the number rolled. The Narrator may have to decide how damaged a cybernetic is, if it is not in a specific location, i.e. Biobooster and constrictors. If the Energy Rating of a cybernetic is ever exceeded it is damaged and shuts down. The cost to fix is usually the Installation charge. If someone wanted to attempt to repair a broken cybernetic the Difficulty becomes the same as installing it.

There are drawbacks to these artificial powers, which come in the form of a Humanity loss. The more machine one is, the less Human emotion they retain. At certain breaking points the owner of cyberware begin to lose Mind, and Spirit. They become more susceptible to orders, and less likely to act spontaneously. The fragmented Spirit clenches to their machinelike bodies, and sometimes gives way to the machine, leaving them in a comatose state.

At each breaking Point the Character losses one cumulative point of Mind, and one Point of Spirit. If either ever equals zero the Character becomes one of the damned, undead, and Spiritless.

- ◆ Humanity 15
- ◆ Humanity 10
- ◆ Humanity 5
- ◆ Humanity 0

REGISTERED cybernetics are special installations that the Law has decided to keep close eyes on. Anyone with an Assassin's License may have Registered cybernetics legally, but otherwise they are considered illegal. Those



having Registered cybernetics are required to notify the Law within two hours of installation that the cybernetic has been implanted, which will go on their file. Repossession and fine of up to 2000 Credits is the usual fine for anyone with an illegal cybernetic. Repossession is immediate, and without remorse.

Some cybernetics function on Bioelectric Energy. **BIOELECTRIC ENERGY** is created within the cybernetic anytime the user is active. Therefore, anytime the industrialist moves their arms, runs in place, or even walks down the street they are providing energy for any cybernetic that runs on this. The human body can only produce 10 units of Bioelectric Energy for every die in Strength. The cybernetics must be recharged (physical exertion) if the user is dormant, or asleep for any longer amount of time. This Energy can be drained the same as Energy, but easily regained by exercise. 5 Rounds of physical exertion is needed to recuperate 5 Bio-E. A Narrator may wish to add unwanted effects to cybernetics that have been drained by electric penance. These effects are temporary until the character regains their Bio-E, but should take the form of nonreactive bioboosters or delayed constrictors.

FULL BODYWARE

FILLERS- Every Filler bought gives the Character 5 extra Essence and Endurance. Only up to 4 Fillers may be injected in one organism without the threat of suffocation, or worse. The Character takes on a stockier build with each Filler implanted, until Class 4 which results in nearly doubling the users starting body mass. With the implantation of the fourth Filler, the Character goes up in size to the classification of Large. Each Filler creates an increased hunger within the subject as the minute processors of the Filler injections require a catalyst energy to feed from.

HUMANITY MODIFIER- -1/ Filler

LOCATION- Full Body

ENERGY- None

ARMOR- 1/ Filler (Natural)

INSTALLATION- 2000 (Simple) **PARTS-** 2000

BIOBOOSTERS- This Cybernetic increases all Dexterity Rolls by 3/ Class, by running a small cables throughout the body all connected to the base of the brain. This networking increases the time it actually takes for synaptic functionality. BioBoosters come in Classes 1-3. Class 2 gives the Character an extra Turn/ Round, and Class 3 gives the Character 2 extra Turns/ Round. After installation, the only obvious signs of usage are the pulsating cables just below the skin which resemble veins in almost every aspect, with exception to their increased size. Each Class also adds that many Levels of Difficulty to an attacker when they choose to dodge.

HUMANITY MODIFIER- -1/ Class

LOCATION- Full Body

ENERGY- 5 Flowing Bioelectric/ Class

ARMOR- None

INSTALLATION- 6000 (Near Imp.) **PARTS-** 5000/ Class

CONSTRICTORS- Those with Constrictors look to have ridged tubing under their skin. This cybernetic increases the Character's Strength rolls by 3/ Class. Immunity is not boosted by Constrictors. Each class of Constrictors adds one cumulative point of damage to any hand-to-hand or melee strike. Constrictors

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are only found up to Class 3, though some illegal shops have modified Class Four at an increased cost. Each Class of Constrictors also allows a person to carry one additional weight without becoming overly fatigued.

HUMANITY MODIFIER- -1/ Class

LOCATION- Full Body

ENERGY- 5 Flowing Bioelectric/ Class

ARMOR- None

INSTALLATION- 5000 (Difficult) **PARTS-** 3000/ Class

CARDIO PROCESSORS- With all the diseases circulating and mutating, it is wise to boost one's Immunity. This piece of cyberware increases Immunity rolls to resist blood or fluid contracted diseases by +3 for each Class bought. This cybernetic is a series of filters and valves that are positioned in central arteries and veins throughout the circulatory system to flush impurities from the blood stream.

HUMANITY MODIFIER- -1

LOCATION- Full Body

ENERGY- 5 Flowing Bioelectric for any Class

ARMOR- None

INSTALLATION- 2000 (Difficult) **PARTS-** 1500/ Class

U.V. FILTER- Placed just under the skin, this weblike material filters radiation from pervading the genetic code of a Character. The Filters themselves will extract 10 levels of radiation before being overloaded by a saturation of radioactive materials. Once collected, radioactive materials are siphoned to a containment unit. The containment unit must then be replaced by a Cyberfix (Moderate cybernetics difficulty roll to replace) at a cost of 1000 CR. New units appear as 6 inch tubes that slide in just behind the shoulder blades.

HUMANITY MODIFIER- -1

LOCATION- Full Body

ENERGY- 10 Bioelectric

ARMOR- 8

INSTALLATION- 5000 (Strenuous) **PARTS-** 3000 / 400 for new unit

DERMAPLATING- This full body Natural Armor is buried under the epidermis. It is a Soft Armor that is fully flexible, yet it is as strong as Hybrid Weavings. Dermaplating adds 3 Natural Armor Points/ Class. This cybernetics creates a crosshatched texture on the surface of the user's skin.

Dermaplating only exists up to Class 4.

HUMANITY MODIFIER- -1

LOCATION- Full Body

ENERGY- None

ARMOR- 3 Natural Body Armor/ Class

INSTALLATION- 3500 (Strenuous) **PARTS-** 2000/ Class

SENSOR MASK- This Cybernetic, being a small chip installed just under the skin at the brainstem, masks the Pulse Rating of an individual. It exists in different classes. The Mask itself covers 10 Energy Points per class, in addition to masking its own Energy output. Sensor Masks are manufactured up to Class 4. Failed installations reduce the Mind rating by one.

HUMANITY MODIFIER- -2

LOCATION- Neck

ENERGY- 6

ARMOR- 3

INSTALLATION- 3000 (Strenuous) **PARTS-** 2500/ Class

SURGE PROTECTOR- This piece of cyberware protects all other cybernetics in the body. The Energy Rating of the Surge Protector must be drained before any Energy is drained from the other cybernetics. The Surge Protector is attached to every other cybernetic, therefore the Installation cost is increased by 500 for every other piece of cyberware already in the body. It costs 1000 extra Credits for cyberware installed after the Surge Protector, if it is to be attached. The difficulties given for self-installation are first to install the Surge Protector itself, and second to attach to existing cybernetics.

HUMANITY MODIFIER- -1

LOCATION- Full body- (Left Torso)

ENERGY- 20

ARMOR- 10 (Left Torso)

INSTALLATION- 2000 + Above (Difficult/Moderate) **PARTS-** 2000

HEADWARE

OPTICAL BANK- Optics are the leading form of visual replacements, and with a change of Oculi the borg gains insight into different perceptions.—but before any Oculi are installed, the Optic Bank must be installed first. The Optic Bank is connected directly to the neural stem, and any ocular information is directed the same as organic sight. All Oculi run off the Optics Energy, and have no Humanity Modifier unless stated. The Difficulty to replace Oculi is 6, allowing most Industrialists to do this themselves.

HUMANITY MODIFIER- -2

LOCATION- Head

ENERGY- 12

ARMOR- 10

INSTALLATION- 5000 (Near Impossible) **PARTS-** 4000

NIGHT VISION OCULI- Night may never come to the Zone, but it is not rare for a Contractor, Alter, or Daemon hunter to be chasing deadly quarry through dark alleyways, dimly lit smoke-filled bars, or the murkiness of Sublevel-Four. Utilizing photoreceptors, sensitive to the infrared spectrum, coupled with magnetic imaging resolution capabilities, this oculi delivers clear vision in opaque situations such as low light or smoke.

PARTS- 2000

MYSTICAL OCULI- After implantation, the user will be able to see Mystical Artifacts with a strange blue glow, as well as those effects caused by Mystical Rituals. Many times, powerful Mystics may give off a blue sheen if they have Rituals into the forth facet. This type of oculi is typically a metallic blue pupil placed within a clear spherical construct.

PARTS- 3000

DIMENSIONAL OCULI- While in use, the user witnesses a purple haze covering those objects tainted by a Kultist or a Daemon. All items, places, and people with Convocations placed upon them appear in this haze. Spirit Blades, and Daemons are also included. Kult Blades glow brighter for each point of Spirit trapped within. Blades with five or more points of Spirit will radiate from under clothing, or from within a satchel or bag. Admonium sheaths prevent this oculi from detecting its contents.

PARTS- 3000

RETINAL-REFLECTION OCULI- *Registered.* This oculi fills the retina with an oscillating pattern of retinal-cones. This creates a 100% reflection-match of scanning-beams of a Retinal-Scanner, allowing full access to such security forms.

PARTS- 4000

NEURALRACK- Harnessing the power of technology to replace a portion of the brain, the Cyberfix may now enhance many of the brains functions. This rack comes in different sizes, each size up is equal to another slot in which the user may insert a Neural disk. The rack is only slightly evident, barely protruding from the right side of the head—it is about 1 cm thick/slot. A borg may only have one disk inserted for each slot installed. The disks are only damaged if the Neuralrack's Armor is exceeded. The disks have no Humanity loss or Energy rating, and may be easily ejected and replaced. The disks themselves appear as 1x1 inch square and a millimeter thin.

HUMANITY MODIFIER- -4

LOCATION- Head

ENERGY- 15

ARMOR- 15

INSTALLATION- 6000 (Impossible) **PARTS-** 4000 for one slot
1000/ additional slot
Max.- 5 slots

SKILL DISK- One Skill disk, when inserted, adds +1D to any one Knowledge or Mechanical Skill. Any amount of disks may be used as long as there are the proper amount of slots. The premise behind these disks is that they free up used information by providing basic theory about the subject of the disk, therefore allowing greater comprehension with the physical brain. The +1D is lost when the disk is ejected.

PARTS- 1000/ Disk

MEMDISK- Creating a backup file of the user's Memory, the user can save certain memories and emotions to the disk as if using a digital notebook. Notes may be mentally taken on any subject—these notes, and even memories can be played back on any other Neural Rack, and on Memplayers. Up to 30 minutes can be saved on one Memdisk before it must be downloaded into a Memplayer or written over.

PARTS- 150

MEDITATION DISK- This disk, when activated, generates a field of white noise within the individual's mind, filtering-out all other noises. This allows the person to achieve the peaceful state necessary for Meditation. The calming nature of the disk also grants a bonus of +1D to Insight when used.

PARTS- 1500

SEARCH PROGRAM DISK- Connected to any type of oculi, this useful disk may be set to detect either ordnance, cybernetics, or mundane items. The program grants a bonus of +1D to Search rolls related to locating anything falling under the current setting. Upon a successful roll, the program lists the number of specified items or beings in the proximity searched and outlines them in a red-glow. Upon a failed roll, the disk alerts the Character if an offending item or being is in the area but informs the Character that it is unable to pinpoint its location.

PARTS- 3000

JACK DISK- A disk that comes with a 10-foot cable. The cable may be connected to most vehicles and computers allowing for immediate information transfers and easier accessibility. Two people with a connected Jack Disk can "plug" into each other for mental communication and data downloads. This is required to access a memplayer or a vehicles link hardware.

PARTS- 1500

MEMORY BACK-UP DISK- This unique and extremely useful disk permanently takes up a slot in the Neural Rack. This must be purchased upon installation of the Neural Rack, though many Major Cyberfix contacts keep clients' memories on disk up to six months after installation. This disk contains all memories of childhood lost upon installation of the Neural Rack, and this disk prevents the Humanity Modifier incurred by the Neural Rack. Inserting another's memories into mind creates a schizophrenic condition, curable only through removal of memories from the mind.

PARTS- 5000

PSYCHOANALYSIS DISK- This disk transmits the sound waves of a speaker to the visual-output nerves of the Character's mind. The soundwaves appear on a vertical bar across the right-side of the Character's vision. This allows for analysis of stress or uncertainty in the speaker's voice, granting a bonus of +2D to Psychoanalysis rolls. An added bonus favored by Contractors is the optional WaveSave feature which allows soundwaves to be saved onto a memdisk—the sounds in WaveSave will automatically be brought to the user's attention if they are ever duplicated. This allows voice and sound recognition and confirmation, and positive I.D. of recorded sounds.

PARTS- 2000

ADRENAL FEED- This disk alters the adrenaline flow to the body when under duress. It suspends Full-Body Endurance at 1 Endurance Point, preventing the Character from losing consciousness while in effect. Usage of this disk drains 1 Energy Point per Round.

PARTS- 3500

ENERGY- 10

PROXIMITY SENSORS- This valuable cybernetic allows 360-degree awareness of motion in a 20-foot radius. Most often, this is used in conjunction with other sensory cybernetic or equipment, but is highly useful in itself. The movement is sensed within the brain itself, as a heightened sense of the area around the Character. The only noticeable feature appears in the form of a rigid collar just under the surface of the skin of the neck with minuscule knobs all around its circumference.

HUMANITY MODIFIER- -2

LOCATION- Head

ENERGY- 10

ARMOR- 6

INSTALLATION- 3500 (Near Imp.) **PARTS-** 3500

MIND STATIC- *Registered.* This Cybernetic generates a field of mental static within the Character's mind. While in effect, the Character cannot enter a meditative trance, and subsequently fails any Insight Roll while the field is activated. However, the static-generation within the mind of the user allows for an enhanced resistance to mind-affecting powers. As a result, all Mental or Restraint Rolls are at -2 Difficulty Levels. In addition, any power that has no

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effect upon a person with a Mind of 5D has no effect upon a person with an active Mind Static, no matter what their Mind rating is.

HUMANITY MODIFIER- -2

LOCATION- Head

ENERGY- 12

ARMOR- 4

INSTALLATION- 4500 (Difficult) **PARTS-** 4000

BUILT-IN TRANSCOM- This cybernetic is implanted to the vocal-folds and aural-sensory nerves. It acts as a Transcom and Wavescanner in all ways, except that any vocalization made by the Character into the receiver may be subvocalized instead.

HUMANITY MODIFIER- -1

LOCATION- Head and Neck

ENERGY- 12

ARMOR- 8

INSTALLATION- 2500 (Moderate) **PARTS-** 2500

ENHANCED HEARING- Replacing eardrum and aural-canal, this cybernetic amplifies and filters sound. The result reduces any hearing-related action by 3 Difficulty Levels. As an additional bonus, the cybernetic also contains an automatic shutdown system. This sets to shut-off after a certain decibel range is exceeded—the setting is anywhere between 20 and 400 decibels. (Normal conversation is 60-70 decibels, 120 could be considered painful to sensitive people and is considered harmful by most doctors, 220 could deafen you, 350 could liquefy your bones.)

HUMANITY MODIFIER- -1

LOCATION- Head

ENERGY- 15

ARMOR- 10

INSTALLATION- 3000 (Strenuous) **PARTS-** 2000

OTHERWARE

VOICE ASSIMILATOR- This cybernetic, replacing the vocal cords and voice box, allows voices and sounds to be assimilated and written to internal disk for reproduction. Sounds may be imitated only as they were heard, without modification, though voices may be assimilated and vocalized as speech. Up to eight voices, or sound-bits of less than ten seconds, may be stored at any one time. Optionally, a memdisk (if a Neural Rack is owned) may be formatted to hold an additional 20 voices. Any sounds from a memdisk may be vocally reproduced. Though uncommon, older model, or damaged, Voice Assimilators has been known for changing the user's voice in mid-sentence to that of a stored one.

HUMANITY MODIFIER- -1

LOCATION- Neck

ENERGY- 10

ARMOR- 6

INSTALLATION- 2500 (Difficult) **PARTS-** 3500

LUNG FILTERS- These items do for airborne diseases, what Cardio Processors do for blood and contact diseases. By adding a micro-filtered mesh to the lining of the Character's lungs, this Cybernetic attempts to filtrate the air inhaled and

strain the oxygen supply of diseases. Each Class lowers all Immunity Roll Difficulties by 1 Level versus airborne diseases only. Lung Filters are produced up to Class 4.

HUMANITY MODIFIER- -1

LOCATION- Chest

ENERGY- 5 Flowing Bioelectric

ARMOR- None

INSTALLATION- 3000 (Difficult) **PARTS-** 1500/ Class

DIGITAL PALM- *Registered.* When installed, this cybernetic allows the Character to translate residual oils already left upon a Palm Print scanner to their own palm. This allows access through any Palm Print Key Device. Each use, however, drains 3 Energy Points from the cybernetic. This synthetic glove is sewn in place of all the existing flesh on the palm of the hand. No indication of its existence is evident with exception of a cold clammy touch.

HUMANITY MODIFIER- -1

LOCATION- Hands

ENERGY- 9

ARMOR- 4

INSTALLATION- 2500 (Moderate) **PARTS-** 3000

CONDUCTIVE FINGERTIPS- *Registered.* These Cybernetics channel Energy (up to their current Energy Rating) into a held victim. This manifests as Electrical Penance. The Conductive Fingertips must be recharged when all the Energy has been used. After implantation, the fingertips of the wearer appear callused, and ridged with small circuitry coils. The cybernetic has a port for recharging in the wrist area with the minute energy units being placed up the length of the forearm.

HUMANITY MODIFIER- -1

LOCATION- Hand (pick one)

ENERGY- 20

ARMOR- 4

INSTALLATION- 2000 (Difficult) **PARTS-** 3500

CAVITY COMPARTMENT- *Registered.* A painful and exacting process, the Cavity Compartment requires that the intestines be severed and reconstructed, through surgery or other means, around the compartment. The skin of the abdomen is replaced with synthetic weaves, as the abdomen now forms the door to the compartment, with a catch hidden in the navel for opening. An additional benefit of this cybernetic is the addition of 3 Hard Armor being added to the armor rating of the abdomen. The compartment itself, however, can hold a Class I Weapon with enough room for a silencer, flash suppressor, and a spare clip if these additions are detached from the gun. Some Machine Kultists have torn apart five or six admonium sheaths to line the interior of a Cavity Compartment so that it might hold their Kult Blades undetected.

HUMANITY MODIFIER- -1

LOCATION- Abdomen

ENERGY- None

ARMOR- 3

INSTALLATION- 4000 (Difficult) **PARTS-** 1000

BIODOUBLER- Placed next to the heart, the BioDoubler regulates and strengthens the pumping of the heart. This allows for the heart to operate on a



strict pattern, with a more efficient beating. The result doubles the Bio-Electric Energy the body outputs. In addition to the regulated heartbeat, the recipient will not fatigue due to hyperventilation, though they will feel the strain upon their system if adequate rest and nourishment is not taken.

HUMANITY MODIFIER - -1

LOCATION- Left Torso

ENERGY- 12

ARMOR- 4

INSTALLATION- 5000 (Difficult) **PARTS**- 3500

SECURITY SYSTEMS & DEVICES

When the Zone had finished construction, many people were out of a job. This became the first time in a while that people were forced to find employment, and those that couldn't were forced to loot and steal from the more fortunate. Using many of the newly-found technologies, corporations were formed with the sole intent of creating systems of securing a residency or business.

In the year 2299, the security business is a large and stable field of employment. Every corporation at a certain stage of growth must adapt to some form of security. With many abilities and equipment focusing upon the bypassing of electrical technology, new forms of security are always being manufactured and sold for exuberant prices. Many corporations will hire insur-

gents to test their new systems, paying them if they are able to get to their central databanks. Many Security-based Corporations hold sales pitches proclaiming that if an insurgent can make it into the centralbanks, they will reimburse the Corporation half the cost.

This section is basically for those Corporations or wealthy home owners who wish for a little more security than a deadbolt and a Zhister Kay. The equipment that follows is specifically directed toward securing larger Corporations, and/or upper-class residencies.

Large enough to have their own Control Rooms, security systems have become increasingly large and complex. Those operating a Control Room usually have some knowledge of installing or upkeeping such systems. At the very least, a Data of 3D or higher is required to operate and understand the complexities of the Control Room.

SECURITY RATING- This is the Difficulty to bypass the electrical system. This requires the face panel to be opened and the wires disconnected and reconnected in different order. A successful Sabotage must be rolled versus the Difficulty presented. Failure usually results in a jolt of Electrical damage equal to the Energy Rating. This cannot even be attempted unless the saboteur is able to physically touch the system they wish to subvert.

ENERGY- This statistic is the amount of electrical current that constantly runs through this device. If it is ever completely drained, the security device fails to continue operation.

INSTALLATION & PARTS- Added together, this is the cost for parts and labor to install this device. The separated numbers are beneficial for Characters who

wish to buy the parts and install the equipment themselves. The Difficulty Rating after the slash is the Difficulty to self-install the device. Each Difficulty level equals one half-hour of work-time.

SENSORY ARRAYS

ORDNANCE SCANNER- One of five standard scanners, the Ordnance Scanner contains ultra-sensitive devices to sense gunpowder, or the residue of gunpowder contained within ammunition or the barrel of a gun that has been fired. This device is normally outfitted for a door or doorway, though it can be setup in halls as well.

SECURITY RATING- Strenuous

ENERGY- 10

PARTS- 4000

INSTALLATION- 1000/ Moderate

CYBERNETIC SCANNER- Operating and looking similar to the ordnance scanner, the Cybernetic Scanner operates by sensing the Pulse Rating of a person. The readout gives an numeric amount of Energy measured in units—the actual number is the same as the Pulse Rating of the person scanned. Sensor Masks and cybernetics without Energy will obviously change the scanned Rating of a person.

SECURITY RATING- Strenuous

ENERGY- 10

PARTS- 4000

INSTALLATION- 1000/ Moderate

DIMENSIONAL SCANNER- Using the same principles as the Dimensional oculi, this scanner may be linked to a monitor, otherwise it just emits an alarm during a violation. The Dimensional Scanner picks-up any and all Dimensional items or beings passing through it, unless sheathed in Admonium. The monitor will illuminate the offending items in purple upon the linked monitor. Spirits with a Spirit Rating of 4 or greater will set off the alarm.

SECURITY RATING- Difficult

ENERGY- 10

PARTS- 6000

INSTALLATION- 1250/ Strenuous

SUPERNATURAL SCANNER- Operating in identical manner to the Dimensional Scanner, the Supernatural Scanner senses anything of a Mystical nature. Those utilizing Rituals will be noticed, unless the Ritual is deactivated during the scan period. Artifacts or those using Rituals to attain Spirit form will also be sensed with this equipment. As with the Dimensional Scanner, this device may be linked to a monitor, either in the Security Station, at the scanner itself or both.

SECURITY RATING- Difficult

ENERGY- 10

PARTS- 6000

INSTALLATION- 1250/ Strenuous

DISEASE & RADIATION SCANNER- Using technology handed down by Law and the CSA, the Disease and Radiation Scanner scans the body for impurities of the blood and tissue. Any contagious or infected items or articles also trigger the scanner's alarm. Most have this device linked to a Neutralizer Spray in order to prevent medical crisis.

SECURITY RATING- Strenuous

ENERGY- 10

PARTS- 4000

INSTALLATION- 1000/ Moderate

TRIGGERING DEVICES

PRESSURE PLATE- An almost invisible square plate three feet to a side, it is usually installed across tiled floor. The Pressure Plate is usually linked to either Ceiling Mounted A.I. or a Schematic Monitor while emitting a silent alarm. The alarm may be deactivated so that only the monitor alarm is triggered in the Security Station if so desired. A Difficult Notice Roll is required to see a Pressure Plate before stepping upon it.

SECURITY RATING- Near Impossible

ENERGY- 12

PARTS- 3000/ Plate

INSTALLATION- 1000/ Difficult (once for each Plate)

PNEUMATIC SENSOR- A small device that, from a distance, looks almost the same as a Neutralizer Spray nozzle or Fire Foam sprinkler, the Pneumatic Sensor is triggered by disturbances in the air within 40'. Often linked to a Schematic Monitor or Ceiling Mounted A.I., the sensor has been altered to sense disturbances larger than a rat. As with the Pressure Plate, all the Pneumatic Sensors may be linked to a single Schematic Monitor, often in series with the Pressure Plate devices themselves. A Difficult Notice Roll is required to see the sensor before triggering it.

SECURITY RATING- Moderate

ENERGY- 6

PARTS- 2500/ Sensor

INSTALLATION- 1000/ Difficult (once for each Sensor)

ELECTRONIC EYE- Using an infrared laser that is projected from one emitter to another. These emitters may be placed anywhere in a straight line, as long as they are no more than thirty feet apart. These may be linked in series with the Pneumatic Sensor and Pressure Plates to a single Schematic Monitor, and may be set to trigger Ceiling Mounted A.I., or other defensive devices upon disrupting the beam. A Strenuous Notice Roll is required to see the Electronic Eye before triggering it, unless the person uses the Night Vision oculi, in which case the Electronic Eye's beam is obvious.

SECURITY RATING- Difficult

ENERGY- 6

PARTS- 1500/ Pair

INSTALLATION- 500/ Moderate (once for each Eye pair)

CAMERA OR AUDIO EQUIPMENT- The Camera and Audio arrays are usually setup in high-traffic areas such as door ways, entrances, stairwells, and elevator lifts. High security areas or restricted zones have these arrays peppered throughout the area. Each video monitor in the Security Station can display four cameras, dividing the screen into fourths. The Audio array must be turned on or off manually in a Security Station's Audio Bay. Each Camera has the Audio receiver built-in. A Strenuous Stealth roll is required to deactivate a Camera and Audio Array quiet enough to not trigger the audio if it is on. The Audio can be detached from the video array and concealed without additional cost.

SECURITY RATING- Moderate

ENERGY- 8

PARTS- 400/ Array

INSTALLATION- 500/ Moderate (once per four cameras)

SECURITY DEVICES

MECHANICAL DOOR- A large steel portcullis, the Mechanical Door slides open from the side automatically upon admittance. If no other devices are attached, the door opens with a button usually placed to one side of the door. Triggering Devices may be set to lock-down doors in a proximity to the device if so desired. An Electric Lock must be purchased for the specified door. The door itself is durable, and has an effective armor rating of 24.

SECURITY RATING- (See Electric Lock)

ENERGY- 12

PARTS- 1500

INSTALLATION- 750/ Strenuous

REINFORCED SECURITY DOOR- Heavy and intimidating to even look at, these doors are expensive and signify that the corporation in question has money and protection to the highest degree. When closed, a tone of finality echoes through the halls as the metal halves shut and seal electronically. With an armor rating of 50, the doors are nearly impossible to breach. They may be linked to Triggering Devices the same as a Mechanical Door. Most corporations only have one Reinforced Security Door to guard their entryways, and only the truly wealthy can afford to have these doors placed throughout their complexes. The complexity of the electromagnetic seals and wiring is such that only professional installation is possible.

SECURITY RATING- (see Electric Lock)

ENERGY- 15

PARTS- 6000

INSTALLATION- 4000/ Impossible

ELECTRIC LOCKS- Operating in five classes, the Electric Lock interrupts the opening mechanism of a door, keeping it shut. These are often bought in a uniform class for an entire corporation, rarely having different locks throughout. The Lock itself is accessed through one or more key devices: Access Box, Card Access Lock, Thermal Sweep, Palm Print, Retinal Scan, or Voice Analyzer. In order to break the Electric Lock without opening the key devices, the devices themselves must be bypassed before attempting to bypass the actual Lock.

SECURITY RATING- Simple (plus one Difficulty Level per class)

ENERGY- 5/ Class of the Lock

PARTS- 500/ class

INSTALLATION- 1000/ Moderate

ACCESS BOX- Operating on a number sequence to open the door, this device merely has a number pad to enter the code with. Most codes are six digits long, and many versions have letters as well as numbers. Corporations tend to change the code daily, requiring all employees to check the new number upon arriving each day. As with all the key devices, these may be relayed to a Security Station to trigger an alarm upon failure to enter the proper access code.

SECURITY RATING- Moderate

ENERGY- 8

PARTS- 500/ Box

INSTALLATION- 750/ Moderate

CARD ACCESS LOCK- This requires an encoding that is issued to the Credbase. A simple swiping through the scanning box is all that is needed to gain admittance from this key device. Corporations may contact the Unity to place a specific delete file throughout registers in a person's sector upon termination of employment. The next time the Credbase is used, the delete file erases the Card Access on the Credbase automatically. This Key Device is the most common for apartments or low-income corporations. Unless otherwise noted, assume that

all apartments are outfitted with this key device.

SECURITY RATING- Strenuous

ENERGY- 10

PARTS- 750/ Box

INSTALLATION- 750/ Moderate

THERMAL SWEEP- The most recent and state-of-the-art key devices, the Thermal Sweep reads and memorizes the heat patterns and contours of the face. Only wealthy corporations can afford this security system and technological terrorists have yet to create a method of bypassing this system.

SECURITY RATING- Near Impossible

ENERGY- 12

PARTS- 3000/ Sweep

INSTALLATION- 1500/ Difficult

PALM PRINT- Reading the entire palm of a person to grant access, the Palm Print key device is common among the middle class corporations and wealthy homes. The Palm Print has seen a decline in usage recently after the approval for Registered use of the Digital Palm Cybernetic.

SECURITY RATING- Difficult

ENERGY- 12

PARTS- 1500/ Print

INSTALLATION- 1000/ Strenuous

RETINAL SCAN- Originally thought to be harmful to the eye, the Retinal Scan had a slow start in the market before the Unity and CSA issued mandates saying that the scan was harmless to a person. The Retinal Scan has been a staple of wealthy businesses for a long time, but has recently been usurped by the Thermal Sweep.

SECURITY RATING- Difficult

ENERGY- 12

PARTS- 2000/ Scan

INSTALLATION- 1250/ Difficult

VOICE PATTERN ANALYZER- Requiring the person to speak a phrase or short sentence, the Voice Pattern Analyzer senses the differences and timbre of the voice. A certain amount of moderation in speaking tone and speed of speech must be exercised when speaking into the microphone. Unfortunately, it is impossible for the analyzer to decipher the difference between the mechanical frequency of a Voice Assimilator and a true voice.

SECURITY RATING- Difficult

ENERGY- 10

PARTS- 1500/ Unit

INSTALLATION- 1000/ Strenuous

CONTROL ROOM

SCHEMATIC MONITOR- Being installed into the Control Room Video Bay, the Schematic Monitor is a large screen containing a wireframe layout of each floor of the building. The Monitor is used in conjunction with any of the Sensor Arrays so that when they are triggered, a small light shows the location in the building of the offense. Those within the Control Room may then deal with the infraction as they see fit. The disarming of the Schematics Monitor requires entry into the Control Room, though disarming each linked Sensor Array may be done from each individual array by overcoming the array's Security Rating.

SECURITY RATING- Simple

ENERGY- 10

PARTS- 1500

INSTALLATION- 1000/ Strenuous

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VIDEO MONITOR- Probably one of the most important items of the Control Room, the Video Monitor is linked to cameras or other visual output items. Each screen can be divided into fourths to allow input from four cameras at once. The Video Monitor is also required to use the Supernatural and Dimensional Scanners, and when linked to other scanning devices, it shows the exact location on the body of the offending item(s). Disarming the Video Monitor is simple to perform, but most desire to disarm whatever the monitor is linked to.

SECURITY RATING- Simple

ENERGY- 10

PARTS- 500/ Monitor **INSTALLATION-** 250/ Effortless

LOW ENERGY WARNING- Linked to all other security devices in a complex, the Low Energy Warning system is set in the Control Room and lets out a small siren noise when a device is low or out of energy. Normally, the Control Room must have a numbered legend, with each device being assigned its own number. The Low Energy Warning can be linked to a Schematics Monitor, however, to show the exact location of the offense. For those wishing to not trigger the siren, the Low Energy Warning must be bypassed on each specific device before draining the energy from that specific security device.

SECURITY RATING- Strenuous

ENERGY- 10 (located at Control Room)

PARTS- 1250 **INSTALLATION-** 1500/ Difficult

AUXILIARY ENERGY UNIT- Located in the Control Room, the Auxiliary Energy Unit is best utilized with a Low Energy Warning. A huge device, the Auxiliary Energy Unit is well over a thousand pounds and five feet tall. The Unit distributes energy automatically and instantly to devices triggering the Low Energy Warning. Essential for blackouts or brownouts, this item keeps a corporation protected at its most vulnerable times. The Unit restores its energy by siphoning power from an outlet it is attached to at a rate of one energy point every minute, though it can distribute this energy all at once if necessary.

SECURITY RATING- Moderate

ENERGY- 200

PARTS- 6000 **INSTALLATION-** 1500/ Strenuous

TOUCH SCREEN- Merely a Touch Screen that is linked to any Ceiling Mount A.I., this monitor allows those in the Control Room to override the A.I. of the Ceiling Mount and select targets at their leisure. A button for single or burst fire is available, and the weapon still fires with the A.I. installed to the mount in question. This is the only method to select who, or what, the A.I. mount fires upon.

SECURITY RATING- Strenuous

ENERGY- 15

PARTS- 1200 **INSTALLATION-** 750/ Moderate

AUDIO BAY- Usually purchased along with Video Monitors, the Audio Bay has enough links for twelve different audio arrays. A switch allows each one to be turned on and off, and a small red light illuminate under each of the twelve channels when being triggered at their source. Many corporations use these as a method of spying upon their employees.

SECURITY RATING- Simple

ENERGY- 10

PARTS- 1000 **INSTALLATION-** 250/ Simple

INTERCOM SYSTEM- Installed into every room of the building, the Intercom System allows those in the Control Room to speak to anyone throughout the corporation. With a Schematics Monitor, selective rooms may be spoken to, and without the Schematics Monitor, the entire corporation is spoken to at once. The Security Rating is the Difficulty to disable one speaker in one room.

SECURITY RATING- Simple

ENERGY- 4 (each speaker)

PARTS- 1500 **INSTALLATION-** 500/ Simple

REMOTE SHUTDOWN- Connected to each and every mechanical door and security lock within the compound, the security operator of the Control room can remotely lock all the attached doors. Probably the smallest component in the Control room, the Remote Shutdown consists of a small box conducting the electrical current and a red button. Connected to a Schematics Monitor, the security officer can remotely lockdown specific doors or area. This device may also be adapted to hold the responsibility of specific electrical devices other than mechanical doors for an increased cost. The Parts cost for this device is enough for 100 doors, and must be bought in increments of 100, so that those needing 101 doors covered must pay twice for Parts, though they will have 99 spare door connections.

SECURITY RATING- Simple

ENERGY- 4

PARTS- 2500 **INSTALLATION-** 750/ Moderate

REACTIONARY DEVICES

NEUTRALIZER SPRAY- Almost exclusively used with the Radiation and Disease Scanner, the Neutralizer Spray did not see much use until the Unity allowed corporations using the Neutralizer Spray to charge those sprayed for the dose used upon them. Each dose of the spray negates two levels of radiation and kills all airborne disease. While this does not cure the victim, it ensures that it is contained for ten minutes so that no others are infected. The Unity has allowed corporations to charge those sprayed 300 Credits per dose used. A refill of twenty doses costs 5000 Credits.

SECURITY RATING- Simple

ENERGY- 6

PARTS- 1500 **INSTALLATION-** 750/ Simple

FIRE FOAM- Installed throughout the complex, the Fire Foam System smothers all flame when triggered. Using the same technology as the vehicular Fire Extinguisher, the foam evaporates in under five minutes. The Fire Foam may be activated from the Control Room, or automatically after temperatures exceed 250-degrees Fahrenheit (or may be set higher upon installation according to the needs of the corporation). A foam refueling is needed after four uses, and is available for 1000 Credits.

SECURITY RATING- Moderate

ENERGY- 4 (per nozzle)

PARTS- 4500 **INSTALLATION-** 1000/ Moderate

ENERGY NULLIFICATION FIELD- A newer idea marketed by Portcullis Systems, the Energy Nullification Field may be linked to any triggering device. The field is centered around a frame that emits a hyper magnetic ion pulse, negating electronics that pass through the frame—the device may be triggered or just

left on for people to walk through. The high-drain device steals 6D6 + 4 Energy Points from anything with an electrical current, and this system has found many uses in stopping mechanical armor, or shutting down the Cybernetics of invading terrorists. The ion pulse is invisible to the naked eye, but those with nightvision oculi may see a blue haze across the framework.

SECURITY RATING- Strenuous

ENERGY- 15

PARTS- 4000

INSTALLATION- 1500/ Difficult

CEILING MOUNTED A.I.- Linked to any Sensor Arrays or merely set for motion detection, the Ceiling Mounted A.I. can hold any weapon with up to three Mount Points. Single or burst may be chosen, and after the selection is made, it can only be changed either manually or by a Touch Screen. The system comes in three classes, having 2D in Firearms for each class purchased. These mounts are usually attached to the ceiling, but for an extra 2000 Credits it may be hidden within the ceiling plates. When the attached Sensor Array is disturbed, the weapon is triggered to mechanically release from the hidden paneling in the ceiling. When concealed, these hidden mounts require a Strenuous Notice roll to detect its presence. The weapon is not included in the price. An automatic reload option is available for an additional 1000 Credits. This feature allows the weapon up to three reloads before it is out of ammunition.

SECURITY RATING- Moderate

ENERGY- 12

PARTS- 800/ Class

INSTALLATION- 1250/ Difficult

ALARM SYSTEM (SILENT OR AUDIBLE)- Available in either audible or silent versions, the Alarm System can be set upon anything from doors, to windows, to file cabinets. Even a simple light switch may be triggered to an alarm system. Silent versions alert the Control Room and must be linked to a Schematics Monitor, while audible versions ring loudly in the room of offense. If the audible version is linked to a Schematics Monitor, then indication is given on the monitor as well.

SECURITY RATING- Strenuous

ENERGY- 12

PARTS- 1000

INSTALLATION- 750/ Simple

GAS RELEASE- Using the same noxious vapor as the Noxious Shell for the BangClick, the Gas Release system is triggered by a Sensor Array. Each Release is armed with four canisters of the gas, which expels in a ten-foot radius from the source of the array. The system is inconspicuous, and requires a Strenuous Notice Roll to see before triggering the system. Most Gas Releases are linked to a Schematics Monitor with the Sensor Array to alert the Control Room while the intruders are incapacitated by the gas. Additional canisters are 300 Credits each.

SECURITY RATING- Moderate

ENERGY- 10

PARTS- 750 **INSTALLATION-** 750/ Moderate

ENERGY CAGE- The latest and most advanced in non-lethal containment, the Energy Cage uses the same principle as The Box. Creating an energy field on all sides of the victim triggering the device, this field traps the victim until security arrives to deal with the offender. This may be linked to any Sensor Array and is hidden in the ceiling and floor on every side of the targeted area. The small energy emitters are hidden well enough that a Difficult Notice Roll is required to see the small slots in between tiles of the floor or plates of the ceiling before triggering the device. The energy field has an equivalent Armor Rating of 50,

and must be deactivated remotely from the Control Room. This device expends one energy point each Round containing the area.

SECURITY RATING- Near Impossible

ENERGY- 35

PARTS- 7500

INSTALLATION- 1500/ Difficult

AUTOMATIC LOCKDOWN- Using equipment almost identical to the Remote Shutdown device, the Automatic Lockdown is useful to those corporations with a large security force. Small radio connections are attached to each door throughout the corporation, then linked to a trigger. When the trigger is tripped, the doors lock and showdown. Most are also linked to a Control Room, alerting those within that the doors have been locked and intruders contained. Most standard operating procedures are to alert the security force then cutoff the energy flow to the doors, preventing any from electronically bypassing the locks. Bypassing the Automatic Lockdown requires that service panels be removed from the ceiling, which often takes about five minutes. Intruders secured inside a room with Automatic Lockdown have little time to work before the energy is cut to the door.

SECURITY RATING- Difficult

ENERGY- 15

PARTS- 1750

INSTALLATION- 750/ Moderate

VOLTAGE SYSTEM 200- Nearly banned by the Unity, this Reactionary Device emits twenty points of Electrical Penance into the floor, walls and ceiling of a 10 foot area. Upon a successful Strenuous Notice roll, those entering the hall or door way with this device activated will hear a small click followed by a rising hum. One Round later all surfaces are charged, and all occupants are electrocuted into unconsciousness. This device is composed of metal sheets resembling parts of the existing wall—once activated, it takes 10 Rounds of recharging before it is capable of functioning again, though connection to an Auxiliary Unit will lower the recharge time to 1 Round.

SECURITY RATING- Moderate

ENERGY- 20

PARTS- 5000

INSTALLATION- 1250/ Difficult

BIO-CHEMICALS DRUGS

The first occurrence of drug-use dates close to one millennia before the physical manifestation of the Azure Hyaline Daemon. These were initially used to induce visions of spirits or the future. Later, with the rise of the Hashashyyn, some plant derivatives were found to enhance performance. The use of hashish and opium quickly spread, and ways to create more potent, and much later, synthetic drugs, were found. While world civilization began its descent at the beginning of the 21st century, drug use and production never disappeared. Much of this is to blame on the Chemicalists and the Circle of Stimulus, who instantly rekindled the most widespread and lucrative illegal trade throughout history. With the rise of the Zone, and the emergence of a lower class, the Chemicalists were instantly there to soothe the spirits of the downtrodden. Many drugs were tested on the streets, and still many more find their way into the eager hands of those with no hope left. Mystics used the idea of chemical

CHAPTER 5

induction to create a peaceful mind, Alters use chemicals for aggression, and Kultists for release of the conscience. Overall, drugs have found their place once more in society, and despite the Law's attempts to stop the flow of drugs, the availability is still there if one knows where to look.

Each drug has a set of characteristics listed below its name. These characteristics are for references such as: addictiveness, cost, and availability of each chemical. A description follows, giving each drug a brief synopsis of effects, history, and appearance. Specifically, each category is defined as follows:

METHOD OF INTRODUCTION: This describes the way in which a drug is introduced into someone's system. It is assumed that any drug can be taken orally, though inhaled drugs are taken primarily through smoking (it can also be ingested, diminishing its effects upon the user).

ADDICTION RATING: This is the difficulty to resist addiction. An addicted person craves a drug each hour not under its effects, and in order for the user to resist craving, they must roll Restraint against the Addiction Rating of the chemical. To resist initial addiction, Immunity is rolled in place of Restraint with the Addiction Rating still setting the difficulty of the roll. It is ultimately the discretion of the Narrator as to when a drug has become potentially addictive to a Character, but it is usually no more than the Character's Immunity rating in doses. Therefore a character with an Immunity of 2D can only take 2 doses of Screammers before they are addicted.

COST PER DOSE: This price reflects the average street value of a given drug. It should be noted, however, that prices may increase or decrease due to demand or quality of the drug. People with a Pusher Contact gain significant discounts toward their purchases.

STREET AVAILABILITY: The difficulty to find the drug on the street. People with the Pusher Contact do not need to roll this to find drugs, with the possible exceptions of: Beetle, Methadone or CrystalFix.

OVERDOSE PERIOD: This is the amount of time it takes the body to fully cycle a given drug from their system. If more doses of a drug is imbibed than the Character's Immunity Rating in under the Overdose Period, then an Overdose occurs.

OVERDOSE EFFECTS: This is what happens to a person upon overdosing on any given drug.

It is important to note that most drugs and toxins do not take immediate effect. The method of introduction, as well as the size of the recipient can alter the time it takes for the effects to set-in. In general, osmotic drugs or toxins have approximately a twenty minute onset time, as well as ingested chemicals. Inhaled or injected drugs can be assumed to have almost an immediate effect upon a person.

BLACK ASPHALT

Created accidentally while trying to synthesize cigarettes, Black Asphalt occurred from adding too much of a synthetic additive now called Laqnum. The increase made the Black Asphalt harsh to the throat, causing rawness, and bleeding if too much was smoked. The Black Asphalt is easily mistakable for a normal cigarette, until it is lit. The smell is much richer, and the smoke is a dark gray, almost black. The drug itself causes giddiness and bolster's confidence. While not benefiting to any significant effect, the drug does reduce Stamina by

ID for about thirty minutes. Prolonged usage can cause hemorrhaging of the throat, and lungs filling with blood.

METHOD OF INTRODUCTION: Inhaled **ADDICTION:** Simple

COST PER DOSE: 20/pack of 10 **STREET AVAILABILITY:** Moderate

OVERDOSE PERIOD: 1 Hour **OD EFFECTS:** permanent -ID to Stamina

CLOUD NINE

Being a small can with a nozzle to be attached to a pocket inhaler, Cloud Nine gained instant popularity to the Mystics and Outcasts. The inhaling of the drug causes an almost immediate euphoria, and a sense of inner peace. Lethargy overtakes the recipient, and movement is reduced to ID. While on the drug, however, the Mind Attribute is raised ID. The drug only lasts for twenty minutes, which most pass in a meditative trance (whether they want to or not). Most leave the drug feeling alone, as if they were just a part of something much greater than themselves. Various religions endorse the usage of the drug, despite—or perhaps because—of its great addictive power. Rumors state that Chemicalists created the drug for nefarious reasons, or that the drug opens a telepathic link to a Lord of Stimulus, but most Mystics deny this claim and say they would know if they had been in contact with a Daemon.

METHOD OF INTRODUCTION: Inhaled **ADDICTION:** Difficult

COST PER DOSE: 150 Credits **STREET AVAILABILITY:** Simple

OVERDOSE PERIOD: 4 Hours **OD EFFECTS:** -ID6 Permanent Essence (not to be reduced below 6)

CRUCIBLE

Crucible was originally used to relax agitated people, blocking-out any extreme moods such as anger, joy, or depression. While the drug is still used occasionally for these purposes, many found themselves addicted because of an overdose, and a market opened on the street for the drug. The drug itself is a blue powder that is either smoked or snorted, and during the time the drug is in effect, all Terror Ratings are halved, and no sense of happiness or sadness affects the user.

METHOD OF INTRODUCTION: Inhaled **ADDICTION:** Simple

COST PER DOSE: 75 Credits **STREET AVAILABILITY:** Moderate

OVERDOSE PERIOD: 2 Hours **OD EFFECTS:** -ID Stamina for one day, -ID10 Endurance, Addiction

CRYSTALFIX

Created by the Kult of the Chemical for the upper class, more than one person has lost everything they had due to addiction to CrystalFix. The drug appears as a clear liquid, almost mistakable for water except for a viscous quality. The drug causes an immediate dizziness that forces someone to sit down, at least at the beginning, and a warm, almost sexual sensation flows through the person. Nothing but the sheer enjoyment of the drug is wanted, or needed. Loss of appetite ensues after taking the drug, and muscular atrophy has been known to occur for recurrent members. The difficulty in finding the drug and high addictive quality and cost causes many to suffer extreme withdrawal from the drug after months of use, the effects of withdrawal being similar in almost every way to an overdose.

METHOD OF INTRODUCTION: Injected **ADDICTION:** Strenuous

TOOLS OF COMMON

COST PER DOSE: 300 Credits

OVERDOSE PERIOD: 48 Hours

STREET AVAILABILITY: Difficult

OD EFFECTS: -3D6 Essence and Endurance, and a permanent -1D to Lift and Stamina

DROMYDE N (AKA DRONE)

Created by a Dark Savant Chemicalist in the early 2250's, Drone gained instant popularity with the music and art scenes. The drug was originally intended to study whether Dimensionally-radiating objects had a certain exploitable resonance, thus enabling the production of sound-based weaponry harmful to Daemons, but not to humans. The results were never finished as the creator disappeared shortly after the drug's creation. The drug is a clear liquid dropped into the ears and eyes—the effect switches the visual and aural sensory, allowing the recipient to hear the resonance of light-wave amplitudes. These sound much akin to a high-pitched buzzing, growing in volume and intensity with the brightness of the light. Extremely bright light, or use of

Aureola while on the drug can cause deafness and eardrum-rupturing. Also, the visual spectrum is altered to include sound waves. These manifest as a rippling sensation spreading across the field of vision, creating a “watery” effect to sight. Louder sounds carry more quickly across the line-of-sight, and disturb the air more, producing more violent ripples. Memdisks have been created containing the visual spectrum of music as well as the actual auditory beats, creating some of the most bizarre and complex music ever. Also, photographic and visual art has taken new turns as sounds can be inputted as well.

METHOD OF INTRODUCTION: Osmotic

ADDICTION: Moderate

COST PER DOSE: 100 Credits

STREET AVAILABILITY: Difficult

OVERDOSE PERIOD: 12 Hours

OD EFFECTS: Blindness, over-sensitive hearing, or deafness

LIQUID SILVER

Appearing as a thick silver liquid, easily mistakable for mercury, Liquid Silver is one of the few drugs to be created and sustained only within a vacuum. The liquid itself is only potent when separated from the nitrogen content of the air. To this effect, the drug is manufactured in a sealed test-tube, with two prongs protruding from the cap. The piercing of the skin breaks tiny seals within the prongs, breaking the vacuum and causing blood to flow in through one of the prongs as the drug rushes into the vein through the other.

The loss of blood is about ten milliliters, so most people grow sickly and weak after repeated usage. The drug itself was manufactured by the Kult of the Chemical as an attempt to induce images of the Chemical Realm, and the creation of the drug itself is said to contain only mundane elements, though no one has been able successfully analyze the actual chemical makeup of the liquid to any degree of certainty. When introduced, the drug takes effect almost immediately, inducing hallucinatory overlay to the world, painting everything a new and vivid color. For the first hour after injection, the receiver's perceptions are increased by 1D. Rumors persist of certain people being able to see pale auras around certain people of powerful spirit, but this has never been proven.

METHOD OF INTRODUCTION: Injected

ADDICTION: Moderate

COST PER DOSE: 100 Credits

STREET AVAILABILITY: Strenuous

OVERDOSE PERIOD: 12 Hours

OD EFFECTS: -1D Restraint permanently
(Color Blindness may ensue after repeated usage)



CHAPTER 5

METHADONE

Appearing as a dark green liquid, thin and flowing. The drug itself is produced and kept potent much the same way as Liquid Silver. The drug itself grants +2D to Insight, but has the effect of placing the user far away from the world, making everything appear unfocused and unreachable. Originally used by Mystics to grant Insight into the Stimulus Realm, the drug was corrupted and given to the Chemicalists by a renegade Dark Savant. The Chemicalists added unknown and insidious properties that increased its potency and addictiveness before reintroducing it to the public under the same name, driving one of the largest Mystic-run pharmaceutical corporations out of business due to the multitude of deaths that initially ensued. The drug has maintained certain notorious popularity on the street by outcasts or those looking for a new thrill.

METHOD OF INTRODUCTION: Injected **ADDICTION:** Difficult
COST PER DOSE: 300 Credits **STREET AVAILABILITY:** Strenuous
OVERDOSE PERIOD: 12 Hours **OD EFFECTS:** 4D6 Essence Loss

NEUROACID

Based off of the chemicals found within the blood of a common Daemon of Stimulus, Neuroacid is nothing more than a liquid compound that is applied to the skin using patches. Many in the drug scene feel that there are euphoric zones on the body in which the patch must be placed to get ultimate sensation, though research has not found this to be truth. Once introduced to the user's system, the drug begins to tingle all extremities as they slowly go numb. Once numbness is achieved, it is only a matter of seconds before the hallucinations begin. While most of the hallucinations are mild and merely enhance colors, sound, and feelings, prolonged use has been known to cause severe flashbacks of intense magnitudes. Those enduring these flashbacks must succeed a Difficult Mental roll or fall victim to whatever scenes they encounter as if it is really there.

METHOD OF INTRODUCTION: Osmotic **ADDICTION:** Simple
COST PER DOSE: 100 Credits **STREET AVAILABILITY:** Simple
OVERDOSE PERIOD: 1 Hours **OD EFFECTS:** Severe Flashbacks

RED HAZE

A small patch, about an inch in diameter that is placed usually on the arm, though anywhere on the body will work, Red Haze increases aggression while simultaneously inhibiting pain. Red Haze gained brief fame with Berserkers and the Kult of the Lost, but quickly lost favor with the former when members of the group began to have spasms of such magnitude that they began to snap their own spines. Red Haze, when introduced, takes about an hour to diffuse into the system. After taking effect, a red sheen permeates the sclera of the eye, and to the recipient everything seems to be viewed through a red filter. The benefit is that the person gains an additional turn per round, a +1D to Strength (not Immunity) and Terror Ratings have no significant effect. The drawback is that the person becomes something of a mindless killer. Anyone or anything can set a person to bloodshed, and very little seems to deter them from their desired actions. Many addicts of Red Haze are also addicted to Cloud Nine or Crucible, these being used to calm them down afterward. The down to this is that after the drug wears off in twenty minutes, the user loses 1D6

Endurance.

METHOD OF INTRODUCTION: Osmotic **ADDICTION:** Strenuous
COST PER DOSE: 200 Credits **STREET AVAILABILITY:** Difficult

OVERDOSE PERIOD: 8 Hours **OD EFFECTS:** Spasms (permanent loss of 1D to all skills under Dexterity, any reduced to zero and the Character has snapped their spine)

SYNTHARETTES

Created even before the completion of the Zone, syntharettes are a synthetic form of cigarette. For the most part, they appear, and are, the same as a cigarette. The difference is that the tobacco is synthetic, and a slightly stale edge pervades the taste, causing many to be flavored. The greatest difference is the amount of nicotine—not being regulated by the Law, companies producing syntharettes have taken the liberty of keeping the addictive content extremely high, forcing many into an unwanted habit by merely being near an addict for too long. Unlike many drugs, however, the addiction comes not by smoking one, but by smoking about a pack. Even so, spread-out over a great amount of time, addiction should not occur (but has been known to). Prolonged usage over years has led to heart failure and loss of stamina and immunity.

METHOD OF INTRODUCTION: Inhaled **ADDICTION:** Difficult
COST PER DOSE: 10/pack of 20 **STREET AVAILABILITY:** N/A (legal)
OVERDOSE PERIOD: 5 Minutes **OD EFFECTS:** Vomiting, headache

TEARS OF THE BANSHEE (A.K.A. SCREAMERS)

Working with human pheromones and portions of the brain involving the excretion of fear, scientist discovered the melding of the two. Taking the appearance of a green liquid in a gel coating, the drug is meant to be ingested. Upon ingestion of Screammers, the user begins to release a natural chemical from the body responsible for inducing fear in those within their vicinity. Similar to intimidation, the pheromones exuded instill 8 Terror Points to those within a 20 foot radius for a Duration of 30 minutes. Recently, however, the Unity has been considering making this drug illegal. It seems prolonged addiction to the "Tears of the Banshee" has been the cause of a Restraint deficit. In other words, those using this drug for extended occasions may find themselves losing a permanent ID under Restraint for each overdose. Other than this, the only side effects are bloodshot eyes and a distasteful stench released from the body similar to body odor.

METHOD OF INTRODUCTION: Ingest **ADDICTION:** Strenuous
COST PER DOSE: 150/ 2 pills **STREET AVAILABILITY:** Moderate
OVERDOSE PERIOD: 8 Hours **OD EFFECTS:** Reduce Restraint ID (possible permanent body odor after chronic use)

ULTRA/SUPER METHADONE (AKA BEETLE)

Created by Chemicalists in a process said to involve the extraction of Daemon-blood, the drug formally known as Super or Ultra Methadone was quickly renamed Beetle on the street due to the injector having small finger holds on the side, making it appear much like a six-legged insect. Pressurized and kept in liquid form by sustaining it in a vacuum, the plunger is automatic, and forces the liquid into the vein. It appears blue or red depending on the

maker, though the effects are both the same. The drug has the same effect as holding a Resin Blade in the presence of a Daemon of Stimulus. Accepting the offer of the Daemon does not grant access to the Kult, however, but causes instant addiction to the drug. In all other ways, the drug acts the same as Methadone, but lasts twice as long.

METHOD OF INTRODUCTION: Injected **ADDICTION:** Near Impossible
COST PER DOSE: 500 Credits **STREET AVAILABILITY:** Impossible
OVERDOSE PERIOD: 24 Hours **OD EFFECTS:** 4D6 Essence Loss



TOXINS

All poisons are outlawed and grounds for immediate forced labor. Anyone caught actually utilizing poisons are either forced into labor or exiled immediately. To this effect, toxins are significantly harder to find than drugs, and have a much darker reputation. Some poisons are drugs that never made it on the street, or were considered too deadly, while others were created with intentions of killing a victim. Most are Chemicalist creations, though some are quite mundane and easy to make. Most poisons can be obtained only from a Major Pusher contact, or sometimes, extremely rarely, from a Major Street contact. Poisons have their own set of characteristics described below:

METHOD OF INTRODUCTION: As with drugs, this is the method of introducing a chemical to the body. Onset time is described under Drugs.

RESISTANCE RATING: This is the difficulty to resist a poison. The Immunity rating of a victim is rolled versus the Resistance rating, success indicates the poison was expelled or resisted by the body and has no effect. Failure indicates the poison has taken effect.

COST PER DOSE: The average cost of the poison on the street. This will vary greatly, and it usually much higher than it appears here.

STREET AVAILABILITY: The difficulty to find a poison on the street unaided. Even then, often times it can only be delivered the next day, or a week from the time the roll is made.

EFFECT: The effect the poison has on a victim.

XENOPHILE

A clear jelly-like substance smeared on a blade or a glove, Xenophile is said to be derived from an unknown substance in the Wasteland.

The onset time is about two minutes, though only brief contact is needed. The pain begins as a stomach cramp, quickly turning into vomiting. The victim loses Endurance over the course of the next two Rounds, half at the end of each. If the victim is still conscious at the end of the period, another few minutes of dry-heaving or vomiting ensues, then passes. Leaving only a stomach pain for the next few hours.

METHOD OF INTRODUCTION: Osmotic **RESISTANCE:** Strenuous
COST PER DOSE: 500 Credits **STREET AVAILABILITY:** Difficult
EFFECTS: -4D6 Endurance, loss of breath, vomiting

LAST SUPPER

A fine powder, easily mistakable for pepper, Last Supper is usually sprinkled on food. Mere minutes after ingesting, the poison creates a burning sensation that spreads slowly downward, increasing in intensity. Soon the pain becomes unbearable, and the victim loses consciousness. The Essence loss is the result of intestinal and digestive tract damage as the poison induces internal bleeding and atrophy of organs.

METHOD OF INTRODUCTION: Ingested **RESISTANCE:** Difficult
COST PER DOSE: 400 Credits **STREET AVAILABILITY:** Impossible
EFFECTS: -2D6 Essence, loss of consciousness due to pain

TRANQ

A small injector, about an inch-and-a-half long, easily concealable in the palm of the hand, Tranq was originally intended for medical usage and anesthesia for surgical procedure. The poison was found to be too weak, and soon gained infamy on the streets for live-retrieval. The effects are almost instantaneous, and the injection need not be to a vein, as the liquid diffuses into the blood stream due to its minuscule molecular makeup and being designed to dissolve into the bloodstream. The unconsciousness lasts about four hours, though extreme pain will revive the victim

METHOD OF INTRODUCTION: Injected **RESISTANCE:** STRENUOUS
COST PER DOSE: 300/2 Doses **STREET AVAILABILITY:** Difficult
EFFECT: Loss of consciousness

GREEN TAR

A thick, glue-like substance smeared across blades, Green Tar is possibly the most feared and hardest to find of all poisons. Used primarily by assassins, the drug was created by Chemicalists in order to remove high-profile officials quickly and efficiently. The poison does not need to enter the blood stream, though it is just as effective in that way as well. The Tar is corrosive to the skin, and quickly kills and infects cells through an acidic compound that diffuses through the body almost instantly. The Tar dissolves instantly in water, though it casts a murky green shade to the liquid. Some speculate the poison is actually tiny Daemon-microbes, but most are too wary to actually study the substance.

METHOD OF INTRODUCTION: Inject, Ingest **RESISTANCE:** Strenuous
COST PER DOSE: 500 Credits **STREET AVAILABILITY:** Hopeless
EFFECT: -4D6 Essence, extreme pain

LANAXIDE

Pressurized into a liquid for storage, Lanaxide coverts to a gas as soon as it contacts the nitrogen content of the air. Normally, Lanaxide is a clear

liquid, mistakable for water except for a slight pink shade to the liquid in direct light. As a gas, the pink turns a subtle red shade that spreads in a tendril-like vapor. The gas was originally developed by Law to contain criminal elements. Side-effects of nerve damage and immunity buildup, however, caused them to scrap Lanaxide in trade for their deadly Paralysis Grenades. The formula for the gas was recently found, and soon inspired black market trading. The gas itself spreads to about a twenty-foot radius when the vial is broken. Anyone breathing the gas is caught instantly in its effects as the nerves seize and the oxygen flow to the body is cutoff. Loss of consciousness is almost instantaneous, and lasts for about an hour. Victims awaken feeling sore and in pain, often coughing blood.

METHOD OF INTRODUCTION: Inhaled **RESISTANCE:** Strenuous

COST PER DOSE: 500 Credits **STREET AVAILABILITY:** Impossible

EFFECT: Loss of Consciousness, ID8 Essence, pain when awakened

VERASERUM

Not truly a toxin as much as a drug, Veraserum has seen incredible amounts of use by investigators and occasionally even the Law. Veraserum breaks down the mental inhibitors of the mind, forcing a person to speak without guile or manipulation. During the questioning, a person does not have any knowledge of what they are saying, and will reveal everything they know. If a Character is ruled as being too evasive, a Narrator may take control of the Character and reveal all necessary information, to the best of the Character's knowledge.

METHOD OF INTRODUCTION: Injected **RESISTANCE:** Strenuous

COST PER DOSE: 700 Credits **STREET AVAILABILITY:** Impossible

EFFECT: Loss of 2D6 Endurance, blurred vision, mental capacity reduction

Antagonists & Protagonists

chapter

VI



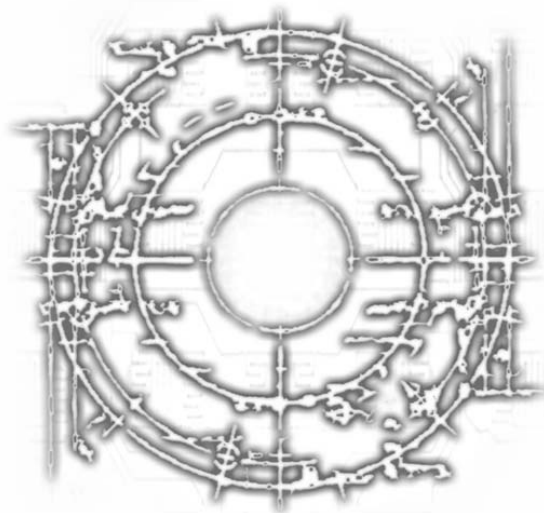
What is a good story without an interesting enemy or a dependable friend to help in the conquest of your enemy? This Chapter is dedicated to the inhabitants of the Zone who attempt to thwart or accompany the Characters throughout the story. The following pages are useful for the Narrator to read through and help provide a deeper insight into the great powers that lie behind the scenes in Obsidian; from the enigmatic Darchomen, infernal Daemons and their lords, all the way to the largest Level 6 Corporations. Most of the information in this Chapter is not to be used within a story, being shrouded in mystery and intrigue. However, an interesting Story could involve minions of the powerful or even a brief appearance of beings beyond description.

In this Chapter, Religion and the Law is dealt with in depth. The religions in this book are but a few of the existing fundamental beliefs, and players and Narrators are encouraged to create their own based around life and

history. The Law is the only visible form of government outside of the Unity—the officers and their vehicles are outlined for the Narrator's use.

Also detailed are the Circles of Hell, which are for reference only. Knowledge into the actual makeup of each Circle is basically founded on hearsay. Few Mystics have pieced together some amount of information, but of those, most refuse to divulge any of their studies. Daemons will only barter information for large favors, and tend to kill the recipients immediately after committing to the promise.

Included within this Chapter are rules for creating Daemonic entities. Specific powers and forms are taken with each of the Circles, and each has their own set of powers that may be bestowed. Pregenerated Daemons, as well as their Circle descriptions, follow directly after ward.



The car settled outside the designated building, a large network of sand bricks painted a dull black color supported neon tubing that bent and twisted to scrawl the words "The Altar" in flowing script. The sidewalk in front of the club reeked of urine and bile that not even the hydration sprays could wash away. The floodlighting running across the top of the sublevel's ceiling had been broken, presumably by gunshots, plunging that area into a neon illumination that caused everything to appear sickly. Streetwalkers littered the block, migrating unconsciously toward the club and the sleek black luxury sedan that was now parked curbside. The driver hurried around the car to the back-passenger side door, opening it with a flourish that was a bow and a last attempt to kick some discarded scrap metal from out of the door's path.

The driver's head remained low as three men filed out, each looking incongruously different from each other. The first, a well-dressed man, meticulously clean but with an air of menace emerged from the blackened void that encased the interior of the vehicle. Smooth, graceful movements brought the man to just beyond the curb, where he awaited his companions with an air of superiority. His calm, haughty stare at those about him made the prostitutes, who had originally seen an opportunity for profit, turn away, lest they incur his wrath.

The second to emerge wore thick black robes of leather. The cowl was pulled over the features of the face, obscuring them in a darkness so complete that it could not have been natural. The figure moved with a ponderous

gait, shuffling softly to reside next to the tailored suit. The well-dressed man seemed to unconsciously pull away from the figure, the only indication of discomfort between the two.

The last man who stepped out of the vehicle stood with an exaggerated elegance, mockingly brushing dust from his suit that was wrinkled and dirty beyond the scope of the mere brushing's capability to clean. The head of the man was shaven and gleamed in the pale neon light, giving him a cadaverous look that was only accentuated by the hollow cheeks and the milky film that covered his eyes. The man ambled from the door, pausing slightly at his companions to allow them to begin walking before he followed them into the club.

The club's interior was much different from the exterior. A huge dance floor dominated the center of the club, with two bars, on opposite sides of the room busy with activity. Tables were scattered about the area, approaching but not quite reaching the dance floor. An extensive network of catwalks could be seen through flashing lights where shadows and silhouettes of people could be seen moving about haphazardly. A security check existed at the door, but the monitor and scanning devices looked more like sculptures than working safety measures. Two large men noticed the well-tailored suit and motioned toward the back of the club.

Inside, people writhed against each other in time with the strobing bass-drum of some raucous musical source. At the opposite wall, seated di-

PROTAGONISTS & ANTAGONISTS

rectly below one of the catwalks of the second floor, was a table of huge, imposing men. They all carried guns, though the men at the security checkpoint seemed helplessly enraged by this fact. The man in the suit smiled slightly and strode directly across the dance floor, pushing aside a small, stumbling man whose dance routine seemed an even mix of coughs and wheezes as he attempted to exert himself in some manner of rhythm. The man in the suit cocked an amused eyebrow, but continued to approach the table of men as the would-be dancer flailed helplessly at the slight push given by the suit.

The table remained motionless, except for an imposing figure, well over six-feet tall, who stood and extended a hand that rippled with a mixture of muscle and metallic enhancements. The suit looked down at the hand and decided it wiser to decline the shake. The man in robes, however, extended a hand from within the robes, a scarred and mangled appendage that had only three fingers and a thumb, as well as an intricate crossing of scars that stretched into the darkness of the robes. A single ring adorned the hand, a small blade extending from the center interior-arch, which had recently cut the flesh of his hand as a trail of still-warm blood flowed lazily through the network of scars. The huge man withdrew his hand sharply at the sight, a slight curl of the lip showing his disdain for such people. The robed figure ignored the look and drew the ruined flesh back into the folds of the dark robe.

Barrabus smiled as he took a seat at the table, withdrew a credbase and datapad from within his suit jacket and hold them out for the group to see. Jackson sat back down and spoke with an air of authority, "Thirty thousand, up front."

The credbase was placed on the table. The huge man picked-up the credbase and scanned the name and total of the credits: "Jackson A. Kipling, Citizen Identification Number 21-01-68-09-62260, Credit balance: 30,000."

The suit looked up from the credbase and nodded approvingly, the well-dressed Kultist had proven he had connections by obtaining a duplicate credbase complete with the cyborg's own information. The man appreciated the silent acknowledgment of power with a return nod, as well as a slight smile as he began to speak, "I see Marcus and Felix did not give you too much trouble at the door."

The men at the table all smiled, a few laughed as the men at the door were still staring disapprovingly at them. The cadaverous man and the robed figure had remained standing, but now wandered to a nearby table, sitting down with a young couple, who quickly abandoned the table in favor of different company.

"You know the target, everything you wish to know is on that datapad, read it and report to me as soon as you wish to make your move," the well-dressed man continued.

The datapad flew from the suit's hand to Jackson's, who quickly tossed it to a man with a Neural Rack protruding from his head. The well-dressed man opened his mouth to give the access code for the datapad but stopped as the man spoke the words, "Bypass System."

The pad illuminated immediately, and information flashed across the screen impossibly fast. The man's eyes moved in a simulation of what appeared to be R.E.M., but within seconds the pad was returned to the huge cyborg. The man with the Neural Rack looked to Jackson and said, "Sir, there was only one thing of note that we did not already know. The elevator code has been changed to 5635."

Jackson smiled as he tuned back to the suit, "Mr. Barrabas, we are ready to make our infiltration now."

The credbase had vanished from the table, presumably into Jackson Kipling's possession, and the datapad was slowly losing its rectangular shape as his huge hand closed around its frame, crushing it beneath his cybernetically-enhanced grip. The pad sparked once, which was accompanied by a quick gout of smoke as the machine bent completely in half and was thrown onto the dance floor where it would be trampled further.

Just as the pad hit the floor, the doors to the club opened and three Law officers could be seen at the threshold. Marcus and Felix backed away after a second's time and the officers made straight for the back of the club toward the group. Jackson cursed and looked to Barrabas, but the Kultist and his associates had already vanished, nowhere to be seen. With a quick look back, Jackson silently ordered the group to disperse, sub-vocalizing the command through the cybernetically-implemented transcom. The group filtered throughout the club, and the words: "Encrypted Form", filtered to Jackson's ears as seven cyborgs fled in every direction along with the crowd.

Jackson remained motionless as the Law officers advanced on him, finally standing before him and saying, "Name and CIN, citizen."

Jackson complied and the officers looked him up and down before the speaker continued, "You are suspected of Kultist traffic. As there are none present, you are free to leave. The suspicion has been noted on your file. That is all, citizen."

The officers turned as one to face the fleeing crowd, booming in their loud electronic voices, "This club has been possessed by the Law for suspicion of Kultist traffic. It will reopen later pending investigation."

Jackson exhaled silently, unaware that he had been holding his breath. With a sigh, he began to leave, heading for Outerzone Acquisitions, where the rest of his group would be waiting.

THE DARCHOMEN

Since its creation, the Darchomen remains the most secret of all the Divinity War groups. Using the Corporate Zone as a forum to conduct business and investigations, they control the last station of Humanity, as well as protecting the last community of man. Hidden deep within the Zone, the Darchomen continues to fight for the Earth Plane against the forces of Hell's Circles.

All remaining 35 original Protectorate members are considered the Mystics of the highest order. Being the first generation, they continue to thrive and fight the Circles. This section gives brief insight into a few of the actual members, and while it is necessary for the Narrator to understand them, this information should not be used—it is presented only as an example of the power and might of the enigmatic Darchomen.

Paranoia and caution are actions the Darchomen use to their advantage, as each protector of humanity never leaves the fortification in which they reside. Instead, they use Projections to correspond with trusted employees, and probe the minds of each of their associates to enforce loyalty. Disloyalty results in Exile or lobotomy, but never death. In its past, the Darchomen has had its share of Daemon sympathists, those who have been tempted by the riches of Hell. In a display of power similar to Transcommune, the Darchomen are able to communicate telepathically within the group; each member is constantly being investigated by the others.

At the time the great Divinity bestowed the power of Rituals upon them, the Darchomen were numbered at 45. Since this time, seven were killed and their Spirits obliterated, and two others have betrayed the order. Of the traitorous two, Anton Grey has been hunted down and released into transcendence. The other remains a fugitive, constantly sought after, but he continues to elude the Darchomen—no sign of him has turned up in the last twenty-two years. The Darchomen do not believe that he is dead—rather, they feel he is gathering an army of unholy proportions to destroy those that vow his obliteration. His name, Jericho Fayne, is etched into each and every member's consciousness, as well as in each new initiate of the Darchomen.

Noting a lost member, Isiah Desmas was perhaps the most promising of them. He was the youngest of the Darchomen by far, being only fourteen at the time he and the other original members were visited by the Divinity. Unlike the others, however, he was not a regular soldier, but a mere boy who took up the weapon of his fallen father in a battle some days before. When he was gifted by Rituals, most wanted him to heal himself, for his leg had been broken during a fight over some clean water at a camp early in his childhood and had never been set properly. Isiah never healed his leg, always keeping it crooked and bent "as a lesson", or so he would claim. Years passed, and Isiah became increasingly reclusive after the death of his sister at the hands of an abomination. It is rumored that this drove him to start what would become the Heralds, before engaging on a pilgrimage to the Wasteland from which he never returned. While most mourned him, those mentally-linked to him said that he never died, but is still alive even today, though he has traveled beyond the scope of even the Darchomen to an unknown land. Though Isiah has long since disappeared, it is said that those few who are initiated into the Darchomen have dreams of him, and members of the Cleansed rank of the Heralds swear they have caught glimpses of a man that resembles Isiah reaching through the ether to pull a Spiritual Entity into an unknown realm.

Since its creation, twelve new members have been initiated into this most powerful establishment, and many others are being held in cautious consideration. Still under careful eye, each have accessed the secrets of life, death, and the Spirit. Guided by the Darchomen, they have been trained as equals and have knowledge in all the powers of Rituals.

Each member holds complete control over any Corporation and may employ them as needed. Using the Unity as Corporate Law, the Darchomen may determine the rise or fall of any corporate entity. They also have complete dominance over the Law, and use them as utensils of investigation and order. With control over so much, it is said among those in direct relation, "The Darchomen's reach extends to touch every soul".

Statistics for each member of the Darchomen vary, but as a whole they remain skilled at just about everything. Having the time of centuries to learn and practice, they can be estimated to all have their Skills above 5D. Invested by the Divinity, they automatically succeed at any Ritual, save the victims resistance. They also are versed in each and every Arcane Ritual, since they were the originators of them. Founded as law, those within the Darchomen have also been accepted by the Kult of Spiritual Essence. Within time they must exceed a Call of 6 and learn each Convokation, as well as all the Arcanes. Though they hold extreme power, fear remains an ally that keeps them off the street and in the Zone's shadows.

A HELL DIVIDED

This Section is for background stories only. It describes the Circles of Hell, along with the goals and ideas behind each one. The information below is strictly for game ideas and a deeper insight into Kults, Daemons, and the Circles that spawned all evil present in Obsidian. Only in a few instances will the Characters ever have knowledge of the present material, and even to know of the existence of the Circles, one must have an Occult of 3D. To know of all the Circles, with exception to the Ninth Circle, a Character would need to have a 4D Occult. Limited knowledge of Divinity names and the evils engaged with each would require a Character to have at least a 5D Occult Rating.

Seven of the nine Circles are described within this Section. The other two Circles being: Pestilence and the Unknown 9th Circle. Pestilence is believed to have been wiped out by the ferocity of the other Circles, and as for the 9th Circle, it is outlined later in this Chapter. Though none bear witness or hold testimony to these truths, the Mystics circulate rumors that whosoever abuses the powers instilled by the Great Divinity for personal gain and corruption will never be seen or heard from again.

THE CREATION OF THE NINE CIRCLES

Each Circle is nothing but a faction of a larger whole designated in different Dimensions. Hell is comprised of nine Circles, nine dimensions. Most Circles are controlled by a higher Divinity; some Circles are ruled by many of these Divinities, while some are ruled by none.

Each of these factions of Hell is fighting for the control of the Earth Plane. The objectives come in many forms—from Preservation, to Assimilation, to Destruction. Each Circle has much to gain from the Earth Plane, as each Circle has much to lose if another Circle gains control. These are the unseen battles in the Divinity War, fought daily in the Wasteland and within the Zone.

Millions of years ago, Hell was unified under one entity in a single Plane of existence. It was not a place of constant conflict, but a place of good. Denizens and beasts lived in a mindless existence of pleasuring and nurturing each other, with Shepherds to watch and keep law. Sheol would have been a land of paradise, with exception of one thing—the bombardment of tainted energy derived from the Earth Plane which saturated Hell and its unforgiving occupants. As perversion and corruption grew in the Earth Plane, black energies flowed into Hell, transforming the once beautiful lands into that of barren, cold landscapes and portraits of despair. In the times ahead, the occupants began to transform into a personified version of the corrupted lands they inhabited.

With most of the Shepherds dead by the claws of the wicked, no rules were enforced and the end was near. The Entity of greatest power ordered law to be preserved and an era of "New Construction" to be instituted. But by now Hell had soaked too much greed and hate from the Earth Plane for it to resist the temptations beyond the barrier. Seeing that total destruction of Humanity was closing upon them, the Great Divinity exhausted all its energies into separating Hell into nine Circles, or Dimensions. Each one totally independent, each one sealed from the Earth Plane.



The Greater Entity passed knowledge to his remaining Shepherd before the separation, *"If by some means the barriers between the Circles and the Earth Plane are opened, protect Humanity. They will be the battleground between all Dimensions. The Earth Plane connects all barriers and it is the Energy from the Human Spirit that opens them. They are the power and the will."*

It was not long before Daemons fought for superiority and control in the fractured Circles, but something that could not have been expected happened among the newly formed Circles—each one started to gain characteristics described only by separate evils. At first, only a few of the Circles were embraced, but soon all were consumed, and all found the key to opening the barriers between hell and earth: the Human Spirit.

The lands took the form of the evil that the Circle represented. Each Dimension grew into its own distinct personality, as did its populace. The creatures are living evil, formed from the elements that destroyed the beauty of Hell. Destined to conquer or destroy the Earth Plane, each Circle holds a different agenda.

THE CIRCLE OF AVARICE (LUST)

THE CREATION

The first to siphon energy from the Earth, The Circle of Avarice was controlled by greed and self-empowerment. It was before the "Birth of Christ" that the Circle of Avarice broke the barrier. Manifestation was weak, and most of the populace was frightened by the appearances of Daemons, but a few vagabonds and thieves dealt with these beasts. Thus, the first Kults were formed and bided by every unspoken word. Death was inescapable, for it provided those chosen few with insane powers—they wielded large blades that were able to hold Spiritual energy. The abilities to remain forever young, breathe death into their enemies, and enslave the human mind kept the Kultists killing more, and gathering more Spirits for the Circle of Avarice. They were considered murderers, madmen, and cutthroats, but they had started the inevitable.

Mankind's weakness for power led to the first contact between Daemon and human. Whispers of promises from the self-proclaimed controller, Ighalli, spread to criminals in every land. The truths in the powers of the Spirit pushed many more to the soul harvesting ideas. Deaths were growing more and more common. Lust led to Murder, and so opened the second barrier—the barrier to the Circle of Requiem.

LANDS & POPULACE

The Circle of Avarice is an inimical Plane with lands of jagged rocks and spiked bone. Most of the inhabitants live within caves and carved rock. Fires burn and smoke blurs the vision of every living thing. Sacrificed servants lie over the protruding landscape, as commanding Daemons whip and torture subservient creatures.

Among all the horrors of Avarice stands an ancient obsidian tower. All law and power structures lie deep inside the tower, as does the Barrier to the Earth Plane. Lines of eager servants spiderweb out into the rocky hills, all waiting for their chance to cross the barrier and satiate Daemonic desires. High atop the tower, smothered in black smoke, resides Ighalli, "The Promisor".

Ighalli was the first of the controllers to open the barrier to the Earth Plane. He tempted all his minions with the thought of internal powers and satiating every desire. He promised that a selected few, hand picked by the

Escheleon, would become representatives of Avarice. For many thousands of years Ighalli has kept his promise, sending legions of these “Representatives” through the barrier, knowing full well the barrier was only one way. In the eyes of Ighalli they were sacrifices, but he honored them for attempting self-glorification.

Ighalli’s plan is to align all the Planes under Hell’s dominance starting with the great energy conductor- Earth. Once the Earth Plane is in Ighalli’s control, then it is just a matter of entering any of the other Circles through their Earthly Portals and taking what he wishes. At the present time Ighalli has spies in almost every Circle, with exception to Pestilence, Under, The Azure Hyaline and the Ninth.

Structure is maintained in Avarice and armies are formed. They are composed of great winged groups, as well as a formidable ground assault group, made up of quadruped beasts with protruding bone horns and mouths full of teeth. Protecting the Citadel are armor-clad warriors, with a thousand years of training and swords made from the strongest steel. Rank has been established and those of the Escheleon have enormous powers, as they bestow Convocations to the Kultists that worship them. It is said that when all the Circles have been conquered, the Escheleon will each be assigned one to rule. Rumors also persist that one of the two Lords of Avarice has been manifested on the Earth Plane.

The Ranks in Avarice are as follows, highest first:

Divinity
Lord (Two)
Escheleon (Nine)
Peregrinator
Liege
Corporal
Legionnaire
Servitor (Millions)

THE CIRCLE OF REQUIEM (MURDER)

THE CREATION

In the wake of so many deaths, the second barrier was opened. A few Daemons managed to transgress the barrier by sacrificing weaker beasts. Failing to remain manifested in the strange land of Earth, the Daemons of Requiem sought out the dead and entered their decaying bodies. Those who remained used the vessels they obtained to travel and convince others of the power of death. Many saw the opportunity and took it.

Following in the same path as that of the Internalists, the Kultists of the Undead discovered the method of killing innocents for power. However, that was not the extent of it—the deaths were only taken to create lives that would follow. Each killing, each murder, gave the Kultist a new minion that would loyally serve him forever. The Circle of Requiem praised their unfounded power. Fooling Humanity to believe they were in control was the greatest lie ever told—the Kultist of the Undead murders humanity, Calls the Spirit, and a Daemon servitor enters the corpse, giving the Circle of Requiem occupancy on Earth. The whole time the Kultist believes the dead actually rise to live again. Hazlia has formed a diabolical plan that even Ighalli is unaware of, and the day it is enacted the Earth Plane will feel the might of The Circle of Requiem.

LANDS & POPULACE

Requiem appears ancient, and smells of rotting wood and mildew. Venomous plant life twists its way around broken, stone buildings. Massive dirt plains lie under a gray fog—moans of the dead can be heard from above in the fog and below under the fresh dirt.

Mausoleums are used for shelter from the torrential acidic rains. The fresh dirt holds the inhabitants of Requiem, breathing decay and the stench of death. A few zombie-like wanderers walk the dirt plains from decaying city to decaying city.

Buried deep within the heart of Requiem lies the Grand Pantheon. With cracked marble walls and ivy-grown ceilings, the Pantheon remains under the occupancy of Hazlia. No other soul exists inside the Temple of Hazlia—he sits alone in a skeletal throne over a pool of murky liquid. All day, all night Hazlia stares into the murky pool as he has since the Division of Hell. He waits for the gifts of Human Spirit, then grants the powers that are deserved.

In Requiem, the Barrier exists everywhere—it just cannot be accessed without the Spirit Hazlia hoards. Hazlia decides who will travel to the Earth Plane, and who will rot for years to come. In the end, Hazlia has total domination over Requiem, whether the denizens like it or not.

Hazlia understands the boundaries of Barrier travel. Therefore he only allows the *Spirit* of his minions to travel. When in the Earth Plane, these Spirits must find and inhabit a body of the dead that has been prepared by the Kult of the Undead. The 2 Spirit Points spent to raise the dead are actually allowing the Daemon Spirit to enter the corpse and take control. Their perceptions are weak, and due to a lack of understanding, the operations of the corpse are limited, which explains the slow movement and limited perceptions. While in the body, communication is transformed into moans and grunts, due to an inoperable larynx.

Hazlia chooses to send his servitor’s Spirits rather than their Physical bodies, because the barrier will allow Spirits from the Earth Plane to return. Therefore, none of his servants are sacrificed to live and die on the Earth Plane.

Requiem has little formation of Rank. Most of its inhabitants roam or sleep, having little or nothing to do with Hazlia’s plan. The Ranks are as follows, highest first:

Divinity
Lords (Three)
Peregrinator
Manifestations (Thousands)
Servitor (Millions)

THE CIRCLE OF UNDER (SACRIFICE)

THE CREATION

It was never determined when the Box of Under began its sacrificial paths, but it was guessed that it was also before the “Birth of Christ”. The first few Kultists held secret meetings, and never recorded the events that transpired. Box of Under Kultists say that they are on a predetermined course set by “The Omnipotent One”. The first Kultists of Under mingled with society on rare occasion, just enough not to be passed over. The scars they endured for their Con-

vocations were on the inner thighs and underarms, making them invisible to the glance.

Throughout the ages, this Circle remains a mystery; from its Kultists, to its conscience origin. Some claim the Kultists are following a clever ploy set by another Circle to gain more followers. Whether or not this is true, this “secret society” holds much power in its silence.

LANDS & POPULACE

The only descriptions of The Box of Under are rumors. It is said that it is a living room in which the symbols of each of its Kultist minions are painted in warm blood. The only evidence that the Box exists are the insane ramblings of the mad and the towering zombie-like legionnaires hunted by the Darchomen.

There is no rank and file in the Circle of Under
It is assumed that Disraeli is the Divinity.

THE CIRCLE OF CARNIVORIA (DEPRAVITY)

THE CREATION

After a thousand years, Kults grew numb to the deaths that they executed—this numbness was a form of a twisted morality. Tearing into soft warm flesh became a common practice to release the inner energies of Humanity, and many of the existing Kultists of the Internal turned from the need for power to strict impulse. Killing was primal and divine; survival of the fittest.

These acts of Depravity weakened the barriers to Carnivoria enough to release hordes of Daemons on the Earth Plane. The Daemons did not take this opportunity to commune with its inhabitants, just to eat and destroy them. It took years of hunting to destroy most of these Carnivores, and in this time some of Humanity adapted to the ways of the beast.

These “Kults” were created from the drive of sins, and had little to do with the collection of Spirits. It is difficult to determine whether this was planned by the Circle of Carnivoria, or if the brutal nature of Depravity had destroyed all logical comprehension. It was ruled that because of the powers they were receiving, the Kultists must have been under the influence of the Circle.

LANDS & POPULACE

Consisting entirely of pulsating landscapes, Carnivoria is Depravity personified. Jungles consumed with barbs lashing at overhead creatures, and roving pools of vile liquids dissolving all in its path. No structures are evident, as this life is primitive and undeveloped.

The cycle of death revolves eternally. Smaller creatures are born to be killed and devoured by the larger ones, and their life span is nearly nonexistent, not even enough to develop expanded sentence.

These cycles of death continue until they cycle to Abaddon. He has been the great Divinity of Carnivoria for ages, as no other creature can defeat his ferocity. Wadding through the daily trials of life, Abaddon satiates Daemonic desires in his destruction of all things living.

The barrier exists in Abaddon—he is the barrier in which all things devoured wait. When a Daemon is convoked, it is from him that they come.

Abaddon is relatively unaware of the riches of the Earth Plane, nor would he care if he was. He is content with the role he plays in this Circle—it is when the other Circles intrude on his domain that Abaddon will fight for his lands.

There are few Ranks in Carnavoria, and they are based on survival. They are ranked from highest to lowest—the highest are those that have survived long enough to gain limited status, while the lower ranks are those who do not live long enough to care.

Divinity
The Roamers (Scores)
Peregrinators
Deviant (Thousands)
Palingenesite (Billions)

THE CIRCLE OF AZURE HYALINE (HATE)

THE CREATION

As promised, the saviors of Humanity managed to breach the Barrier. It took many sacrifices to produce enough energy to send one Daemon across the barrier. This lone creature was a symbol of Hope for the Circle of Azure Hyaline, for he had the responsibility of the entire Circle. He was to heal the damage done by the previous Kults, and in his manifested body he walked the world teaching of the evils of Hell, strengthening the Spirit.

It wasn't long before he managed a following of twelve chosen companions, each one devoted entirely to him. The Daemon showed each man the rite of Convocations, but warned them of the repercussions. He told them of good and evil energies and where they were directed. Only the cleansing of sins would stop the corruption of Hell.

The Daemon fell short when he was crucified in the name of another Circle. The Internalists felt such a power figure would make them appear inferior. With sheer numbers, Christ was killed and his Daemon Spirit Called. Using the Spirit of the Daemon, the Internalists closed the barrier to The Circle of Azure Hyaline permanently, and it wasn't for a hundred years until the Circle found a way to send only their Spirits through the barrier.

At the present date, the Spiritual Essence are allied with the Darchomen in the Divinity War against the other Kults. In fact, those who serve the Darchomen are initiated into this Kult.

LANDS & POPULACE

Shimmering in blue highlights, large crystalline monuments stretch into the sky. Clouds of haze move between monuments, never touching. Orbs of light move in and out of the clouds, entering monument after monument. No sound is ever made.

High above the peaks of the monuments, the sky is invaded by a swirling red-tinted darkness—the barrier to the Earth Plane. Closed forever to physical travel, the barrier seems in constant motion. This is the ever-draining battle between the Energies of Hate and the Will of the remaining Shepherds. Keeping the evil Energies out is the day in and day out duty of the Shepherds atop the towers.

Using Called Spirits to fight the barrier, the Shepherds have no time for daily matters, so the business of enacting Convocations belongs to the Celestials.

All Servitors of Azure Hyaline are formed of pure Energies. They are anything from messengers for the Celestials, to builders of the Azure Hyaline. The Servitors, as well as the Legionnaires are the ones who travel across the barrier in visitations and aid to Humanity.

The ranks of Azure Hyaline are as follows in order of power starting at the top:

Shepherds
Celestials
Peregrinator (Christs)
Lords
Legionnaires
Servitors

THE CIRCLE OF STIMULUS (ADDICTION)

THE CREATION

With the introduction of chemical stimulants and depressants, the Circle of Stimulus was able to breach the barrier some time before the birth of the Christ Daemon. In a time of debauchery and chemical addiction, Xerxant sent forth many minions of Stimulus to introduce the drug culture to the common man. Using drugs to escape reality or purely for feelings of euphoria, Humanity embraced these gifts with open arms. The Chinese were first, but soon the spread of opium dens and the drug trade saturated other cities.

In trade for the sensations promised by the Daemons of Stimulus, Humanity paid with its own mortal soul. The realization of such energy was eventually recognized by the other three Divinities of Stimulus, causing them to send Daemons across the barrier as well. With such infernal trade becoming common practice, the Daemons began employing human slaves to act as a front for their business.

Eventually, the Kult of the Chemical was formed. Working mainly in direct relation with the Daemons of the Circle, they catered to every whim of their infernal masters for the promise of a life of ecstasy. For protection, Kultists and the Daemons of Stimulus tend to stay grouped in packs, concentrating their influence upon one city or smaller countries. As time passed their circle of control grew, as did their powers to facilitate addiction.

LANDS & POPULACE

Barren, cracked landmasses lie scattered between seas of Chemical toxins. Thick, orange clouds of swirling radiation, and poisonous dust pervade every inch of the outer cities. Within the towers of glowing marble resides a horrific mass of sexual orgies and writhing souls. Piles of littered flesh and pools of liquid ecstasy fill the makeshift streets of each towering city.

Controlled by a different Daemon, each city competes for more pleasures. In the City of Ulva, Dermant reigns over a horde of chemical induced minions and commands nothing but a life of satiated addictions. With each of the other three Divinities controlling their own metropolis of malignancy, war is infrequent—rather, they all seem to cooperate in hopes of the eventual domination over the Earth Plane. The three other cities are named: Caropellum (Land of Flayed Skin), Urbis Degenerare (City of Degenerates), Hortulus (Garden of

Pleasure), in direct relation with Xerxant, Signant, and Ledgant.

The inhabitants of Stimulus have devised a method of devouring the Human Spirit, creating a feeling similar to euphoria. Within this Circle, the Human Spirit is used as barter, and commands a decent price on the open market. Though every bit of Spiritual energy is regulated by the Divinity of the City, this creates more demand than supply at times—this turns out to be the greatest appeal when the inhabitants of Stimulus decide which city to reside in, and which Divinity to donate loyalty to.

Daemons that are sent through Portals to the Earth Plane, are Servitors of one of the many Divinities of Stimulus. They are sent to retrieve more Spirit for their city and Divinity. Though their return to Stimulus is impossible, the Divinity has a network of Kultists set up on the Earth Plane with the intention of satiating all Daemons of the particular city.

Divinities (usually four)
Peregrinators
Sergeants
Servitors

THE CIRCLE OF TORMENT (ENVY)

THE CREATION

It was in the later half of the 1400's when mankind began its fascination with the Machine. These complex constructions, transforming energy into production, was loved by all. Labor would soon be replaced by automation, and in the years to come cybernetics would be invented to benefit mankind. The new athletes and corporate contractors would cherish the newfound abilities to alter the human body, but in the process destroy their very own Humanity.

Some of these Industrialists and borg fanatics wanted more, and it was then that Silesia sent its message via computer. Its request was the Human Spirit, and its reward was attunement with the Machine. The Kult was instantly created, and the foolish Human Being continued to discard its invaluable Humanity.

Within a short time, Silesia's TechnoTerror Daemon minions had manifested in the Earth Plane to siphon all Humanity. Melding in with already enormous amounts of machinery and computer technology, these Daemons remain hidden from the naked eye. Many pose as technogarbage and attack scavengers and passersby, draining precious Humanity and often killing the victims.

LANDS & POPULACE

Blackened chrome sprawls over mechanized geography, and digital nonsensical text scrolls over half-lit billboards. Bleeps and twirps invade the processes of thought, as cold steel structures twist their way into flat beds of circuitry and rising diodes.

Amidst the desolation and subtle movements of machine, one entity controls everything by thought alone—Silesia is the Circle of Torment. Constantly attempting to create the perfect body, it suffers incredible torment. Lacking any other human emotion, Silesia wishes only to siphon enough Humanity from Earth to create a breathing bio-organism with all of the emotions and intrinsic responses of the human form.

All of its trials to reproduce the human body have resulted in error.

These castaway sculptures reside as servants to Silesia, sorry that they were not good enough to provide service as a host body. Many resemble the human body perfectly in physical form, though they lack any of the fundamental emotions that would give them reward from Silesia. It is not the body Silesia is after, but the essence of human emotion.

In order to generate sporadic episodes of Human emotion, Silesia must use Humanity, a commodity not easily bought. In an attempt to “steal” some of this Humanity, Silesia uses machines and its castaway bio-organisms to manifest within the Earth Plane. Rigged with sensory equipment and battle gear, these satellites must siphon Humanity from the inhabitants of the Earth Plane in an attempt to please their Creator.

Humanity may also be drained from a dimension that acts as the collector of lost Humanity. To breach this dimension Silesia must use the Human Spirit. The more Spirit used the longer the barrier remains open, allowing satellites to collect as much Humanity as they can and return to their Creator.

Being an extension of Silesia itself, all “Daemons” from the Circle of Torment are controlled by Silesia. It is of one mind that controls this gathering, and one mind that strives to destroy Humanity for selfish desires.

Divinity
Avatars
Peregrinators
Servants
Satellites

DAEMONS

Each Circle is represented by different entities. Most of the Circles transport its inhabitants to the Earth Plane through barrier rifts, otherwise known as Portals. To summon a particular Daemon, a Kultist must sacrifice an equal amount of Spirit Points for every Point of Diadem the Daemon has—similar to Convocations, the actual number of sacrifices are unimportant. The Kultist must also call the name and title of the Daemon they wish to summon, chanting the encryptions read from the particular “Tome of Praenomen”. To actually read from one of these Tomes, a Kultist must have an Occult of at least 4D. However, after reading a Tome of Praenomen, the Daemon described in the tome has their Obscurity lowered by 2. Those lacking the ability to read in the Daemon tongue must learn the ability before they can even attempt to summon any of the unspoken horrors of Hell.

The **OBSCURITY** of the Daemon is the Occult Rating the Kultist must have to understand exactly what they are summoning. Summoning may occur without a Kultist’s Knowledge of the Daemon, although those foolish enough to do so usually pay with their lives as creatures of massive proportions or those with extremely high Aversions are conjured forth. The Obscurity is also used for Characters to recognize those already on the Earth Plane. It allows these individuals to ascertain the originating Circle as well as many of the special abilities the Daemon may invoke. Rules for calculating a Daemon’s Obscurity are found in later in this Chapter.

Daemons are special in nature because they can use Rituals and

Convocations along with a horde of strange Daemonic Abilities. They have Natural weapons and armor as well as a Natural Terror Rating, and any Convocations, Rituals, and Special Abilities a Daemon has may be used without the expenditure of Spirit, though it does take an action to use. Rules to create Daemons and their special abilities are found later in this Chapter. Definitions of all Convocations and Rituals are specified within the Inhabitants sections of Chapter 4. When creating Daemons for a Story keep in mind the amount of subterfuge they must employ to survive the investigations of the Darchomen. The Daemon names listed below are not the actual names—they are Street names given by those who cannot speak the Daemon tongue.

Many times, large groups of Kultists will give praise to a Daemon. This tribute usually takes the form of an amassed ball of Spirit similar to a Praebere Sphere. Upon consumption of the sphere, the Daemon has different options it can take. Most consist of a growth in power, while others relate directly with the Circle they serve. For a Daemon, Spiritual energy can be used in a manner similar to Experience. This will be further explained in later expansion books, but it does go to show why many Daemons willingly work for Kultists.

CREATING A DAEMON

Daemons are strange unearthly creatures that travel to this Plane to collect Spirits for higher authorities. They come in all shapes and sizes—from metallic orbs to gargantuan monstrosities. Roaming Sublevel Four and unlit alleyways, they seek out assistance from Kultists and others of corrupted natures. They do, however, have a major weakness—the same energy that brings them to the Earth Plane can bind them to it. Humanity may use their very Spirit to demand servitude from the very ranks of Hell.

Anyone may start with a bound Daemon if they are of the Social “Beastkeeper”, though they still must spend Humanity to reduce its Aversion according to the chart below. Also, no Character may start the game with a Daemon if they do not have the necessary Spirit Points. Either Humanity must be spent to lower the Aversion, or the Character must spend the necessary points to raise their Spirit.

BEASTKEEPER PREREQUISITES

AVERSION	CHARACTER’S NECESSARY SPIRIT RATING
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28	7
24	6
20	5
16	4
12	3
8	2
4	1

SUMMONING

Shortly after the rise of the Kults, Ighalli—and soon the other Divinities of Hell—discovered that with Humanity's aid, Daemons could cross to the Earth Plane at dramatically lower Spirit costs. Originally, the Divinities were forced to spend a number of spirits equal to the total Creation Point cost of a Daemon, and this drove the Divinities to restrict their minions to only the weakest and smallest of Daemons. Though through the sacrifices and incantations of their Kultist minions, a Daemon could be summoned from this side of the Earth Plane at nearly one fourth of the spiritual cost.

The process is still functional, though it requires practice in the Daemon tongue and the specific name of each Daemon. To help the Kultists properly summon forth these horrific creatures, the Divinities created a series of books known as "The Tomes of Praenomen". These tomes contain all that a person requires to summon a single specific Daemon. In addition to the Daemon's name, their proper titles, history, and incantations designed to attract the Daemon's attention are included. Though the tomes describe the Daemon's deeds and history in detail, no reference to physical appearance and very few Daemonic abilities are given. The incantations often require simple preparation, including chalk circles or goblets of wine, though some require extensive rituals similar to those of the Arcane Convocations.

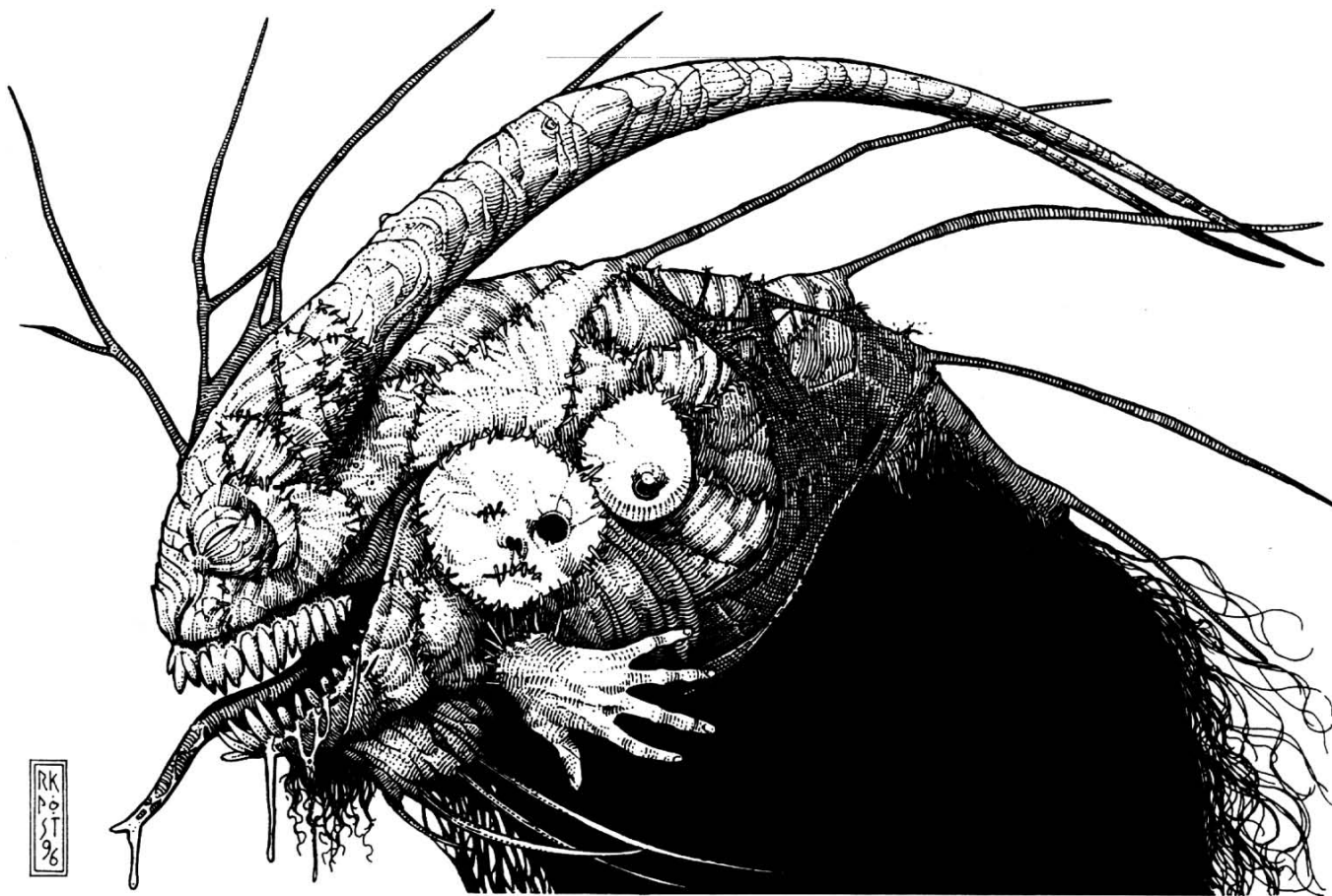
Bringing a Daemon forth from Hell requires clarity of thought and a strong sense of mental energy. The summoner must meditate for one hour be-

fore preparation—this is also the time when a Kultist stores the huge amount of reserves required to incant the necessary passages and titles for the incredible amounts of time required. To reflect this massive strain upon the Kultist's system, the Kultist must succeed in a Difficult Insight roll.

Also, the time invested into each summoning is dependent upon the creature's direct power. Each Daemon requires five minutes of chanting for every Spirit Point spent in summoning the Daemon. The Spirit Points spent are equal to one-fourth of the Daemon's Creation Points, except in the case of Carnivorian Daemons, who require one-fifth of the Creation Points. This rating is known as the Daemon's **DIADEM**.

Upon spending the necessary Spirit Points and incanting the proper passages, a hellish glow emanates from the center of the tome. This glow radiates outward to form a temporary portal, opening briefly to allow the Daemon to walk through before receding back into the tome. When the glow finally draws back into the tome, it spreads outward to envelop the aged pages before drawing it into a nexus of infernal energy. Anyone still holding the tome at the time the glow envelops the book is robbed of his or her Spirit as the small rift warps the grimoire. At this time, the Daemon named within the book is summoned forth from the light, with their Tome of Praenomen in hand.

More often than not, groups of people engage in the summoning of a single Daemon. In this case, only one person must actually meditate and prepare the incantations, and the others must merely contribute Spirit. Each par-



ticipant must have a Spiritual Solidarity of at least 2, with each point above one allowing them to contribute one extra Spirit from their blade. The process begins with the members merging their Spirits together in the form of a growing orb known as a **PRAEBERE SPHERE**. The process involves two people merging their Spirit into a single mass, then in a procession, each member adds their Spirit to the mass until the one who will perform the ceremony is at last left holding a huge mass of all the collected Spirits. The ceremony is performed and the Praebere Sphere is sacrificed as one massive Spirit, drawing forth the power of the Daemon as previously described.

TOMES OF PRAENOMEN

Though Tomes of Praenomen may take many forms, most Circles have a usual format with minor variations. All Tomes of Praenomen radiate Dimensional emanations in accordance with the power-level of the Daemon described within the Tome. The greatest of Daemons can cause blindness to the unwary looking upon the Tome of Praenomen with Dimensional oculi. Similar to Kult Blades, these Tomes are immune to normal methods of destruction.

TOMES OF AVARICE- The Tomes of Avarice tend to be ancient tomes with as much dust as pages, inscribed in blood with scorched and burnt pages made from anything ranging from tanned human skins to simple papyrus. Proper ceremonies may include the lighting of candles made from the fat of children, or the burning of frankincense. The books are often elaborately illustrated with diagrams of chalk circles that must be inscribed, or the proper phases of the moon to perform the ceremony. Rarely, but noted, illustrations of the Daemon itself may be scrawled in bloody form across the pages.

TOMES OF STIMULUS- Those of Stimulus tend to be damp and either covered with mildew or in some bizarre slime. The text of the tomes of Stimulus are often illegible to those not under the influence of various hallucinogens and may include various recipes for strange chemicals that must be imbibed to properly call the Daemon. Pages are almost always made from chemically treated organic paper, and bound with the leathery veins of the Daemon described in the tome.

TOMES OF REQUIEM- The Tomes of Requiem always reek of the dead, with the scent of wet and soggy dirt and the malodorous stench of the graveyard. The tomes are stiff to open and cold to the touch. Dark blue leather with bands of bone across the spine and at the corners of the cover is always evident. The script is penned in a flowing hand that details the horrors of the Daemon described—as one reads the tome, whispers from the Circle of Requiem itself echo forth and invade the reader's mind, causing the faint of heart to shut the book forever. Summoning ritually requires a place where many have died, and is often heralded by the rising of mists and a sense of evil. People avoid the areas where an Undead Daemon Spirit has been summoned, for it is said that the mists never lift from that area, and dreams of those who reside there are never pleasant. These Tombs are by far the most rare to find, most have been buried in the Wasteland in fears of what they will awaken. The Tomes of Requiem summon manifestations and shambling Daemons.

TOMES OF TORMENT- The Tomes of Torment are often found on a datapad or as a series of memdisks. This information has been encoded into circuitry that, when under inspection, should not work. The incantations are always found in binary, and must be transmitted as such. Occasionally, a powerful Daemon may

require the sacrifice of Humanity as an additional incentive, while others require a certain Humanity level to have been depleted, but these are by far the exception and not the rule. The information on the memdisks and the datapads may not be destroyed except through the usual means of disposal for a Tome of Praenomen.

TOMES OF AZURE HYALINE- The Tomes of the Azure Hyaline are made from some sort of woven material, very similar to silk, and the words are stained upon the material with care and precision. Some only exist in the Spiritual Dimension, while others radiate Mystical emanations. Truly powerful Daemons from the Azure Hyaline may only be summoned by those with an incredibly powerful Spirit, while others require the additional use of certain Rituals to take place during the ceremony. The Tomes of the Azure Hyaline create a soothing calm in those who touch them, and while it is rumored that Internalists find the Tomes painful to the touch, not many have actually had the opportunity to test this theory.

TOMES OF CARNIVORIA- The Tomes of Carnivoria can barely be called Tomes. Often they are nothing more than scratches on the inside of some unknown animal skin, or clawed into a plate of chitinous hide of some dead creature. The scrawls are often not human, or even intelligible, but impart knowledge to those who read them only after the entire Tome is completed. The knowledge is gained as an instinctive thought, not something learned or known as contemplative thought, but an instinct for the danger or dominance this creature may exhibit or display. These Tomes are extremely rare, and often overlooked for the grotesque leavings they are.

BINDING

Gaining the companionship of a Daemon requires a powerful mind, for most Daemons are extremely inhumane and dangerous. The powers to summon Daemons from their native Circles are held exclusively by the Kultists, but more important are the means of Binding. A Daemon with a high Aversion desires not to serve a lowly human, but to do its Master's bidding or follow its own agenda.

Daemons arriving into this Plane have a natural Aversion of 20 (Some Greater Daemons have much higher Aversion Ratings). The **AVERSION RATING** is the amount of control over the Daemon possessed by their Daemonic masters. For any amount of control over it, the summoner—or those that wish control over the beast—must allow transference of their Humanity (this loss is permanent). With a touch of the summoner's flesh upon any portion of the creature, the transference of Humanity from binder to Daemon is exchanged, taming the beast. The more points given to the Daemon, the less Aversion it has (each Humanity Point spent into the Daemon lowers its Aversion by four points), and the more it is attuned to Humanity. Humanity may also be relinquished from many people wishing to bind a particular Daemon, though it will be bound to each one stronger to those that spend more Humanity. Every Daemon has the innate ability to siphon the Human Spirit, though the human vessel must allow it. At any point within the exchange of Humanity's transference, the human may demand the Daemon to cease. While the creature is bound, Humanity may no longer be transferred to it. If the link between Binder and Daemon is ever broken, the Daemon regains its original Aversion with a bonus of +4 permanently.

Daemons of the Azure Hyaline do not have normal Aversion ratings—rather, they choose to help mankind of their own free will. Their Aversion is generated only towards those of evil origin, (i.e. Kultists other than Spiritual Essence and other Daemons). Anyone attempting to bind these benevolent Spirits must still roll versus their Aversion Rating in the same manner as stated above.

To successfully bind a Daemon, the hopeful binder must roll their Spirit Rating as a die roll using six sided dice. Thus, a Character with a three point Spirit Rating would roll three six-sided dice, with the Difficulty being the creatures Aversion. Failure to bind the Daemon with this roll causes it to lunge at the parasitical human, and it will fight to the death if necessary as a show of honor among most Circles. If the Spirit Rating roll succeeds, the Daemon is only tempted; now the hopeful binder must feed it one Point of their Spirit (This is also a permanent point loss). This transaction is conducted in the same manner as above, with but a human touch upon the Daemon. In the event that a person does not wish to grant the Daemon a Spirit Point, the person still has limited control over the Daemon, though in no way does this mean the Daemon will follow every command and order. This attraction only means that the Daemon will not harm the person, and will protect that person to some degree. However, the Daemon is under no compulsion to actually listen to anything the person says, and is free to leave at any time if the Spirit Point is not given. The Spirit transferred is imbued into the Daemon as one Point of corrupted Spirit.

The number of Creation Points your Daemon has is indicated either in the Social, or by the Narrator. The following is a few of the expenditure costs to create such an unearthly creature. Bound Daemons lose their Natural Convocations, until they are somehow freed from the mental bindings of their keeper. Daemons bound cannot be bound to anyone else until the person who enslaved it is destroyed, or its binding is severed through Ritual or Convocation use.

OBSCURITY

While many people are aware of the existence of Daemons, the knowledge of their abilities and powers is an entirely different matter. Most Circles have millions of Daemons and Daemon-types, making it nearly impossible to identify all of them. Some are unique, while others are a specific breed, and many have never seen the surface of the Earth Plane.

The knowledge of a Daemon requires a person to have an Occult Rating equal to or greater than the Daemon's Obscurity. The Daemon's Obscurity Rating is the rarity of a Daemon's apparent existence upon the Earth Plane. To discover a Daemon's Obscurity Rating begin with a base number of 2, and modify it using the chart below:

- ◆ -2 after reading the Daemon's Tome of Praenomen (This requires an Occult of 4D.)
- ◆ -1 for Circle of Avarice
- ◆ +1 for Circle of Torment
- ◆ +2 for Circle of Carnivoria
- ◆ +1 for every 5 Diadem (i.e. at 5, 10, 15, etc.)
- ◆ +1 for every rank above the lowest for particular Circle
- ◆ +2 for being a Peregrinator
- ◆ +1 for beings of Spiritual nature
- ◆ +2 for variant Daemon species

CONSTRUCTING SERVANTS OF HELL

The Diadem is usually the number of Creation Points divided by four, with the exception to Carnivorian Daemons whose Diadem is the number of Creation Points divided by five. This backwards math simply states that for every 4 (5 for Carnivorian Daemons) Creation Points spent to make a Daemon raises its Diadem by 1 point. The primary social "Beast Keeper" gives the player 40 Creation Points (10 Diadem) to create a Daemon. The secondary social "Beast Keeper" gives the player 20 Creation Points (5 Diadem) to create a Daemon. The Diadem of the Carnivorian Daemons will be slightly lower, but their Creation points will remain the same.

The initial step in creating a Daemon is to determine the creature's size. Though before choosing its size, the tangibility needs to be established. Either the Daemon is an inhabitant of the Physical or Spiritual Dimension. Spiritual entities are limited to only being able to directly affect the Spiritual Dimension with exception to Convocations, special Daemonic abilities, and Rituals. It should be noted that Spirits without any Spirit points are nearly invisible within the Spiritual Dimension, but are very easily destroyed. Also, where starting characters have 2D as a basis for every Attribute the daemons do not. They must use their Creation points to buy Attributes. Unmodified Attributes will be at 0.

PHYSICAL BODY SIZE

1 Pt- *SMALL- SMALL, RAT SIZED BODY*

2D6 Starting Essence & Endurance Points
6 Attribute Points to distribute
2 starting Terror Points

2 Pt- *MEDIUM- THIS CREATURE IS ABOUT WOLF SIZED*

3D8 Starting Essence & Endurance Points
8 Attribute Points to distribute
4 starting Terror Points

6 Pt- *HUMAN SIZED- THIS CREATURE IS HUMAN HEIGHT*

5D6 Starting Essence and Endurance
12 Attribute Points to distribute
6 starting Terror Points

10 Pt- *LARGE- THIS CREATURE IS ABOUT HORSE SIZED*

6D8 Starting Essence and Endurance
14 Attribute Points to distribute
10 starting Terror Points

16 Pt- *MASSIVE- THIS CREATURE IS ELEPHANT SIZE*

7D10 Starting Essence and Endurance
16 Attribute Points to distribute
16 starting Terror Points

24 Pt- *GARGANTUAN- THIS BEAST ONLY FITS IN THE WASTELANDS*

12D10 Starting Essence and Endurance
20 Attribute Points to distribute
20 starting Terror Points

SPIRITUAL BODY SIZE

FREE- *SMALL- SMALL, USUALLY GLOWING ORBS OF LIGHT*

0 Starting Corrupted Spirit Points
2 Attribute Points to distribute
Starting 1 Terror Points

1 Pt- *MEDIUM- THIS SPIRIT IS ABOUT WOLF SIZED*

0 Starting Corrupted Spirit Points
4 Attribute Points to distribute
Starting 2 Terror Points

3 Pt- *HUMAN SIZED- THIS ENTITY IS HUMAN HEIGHT*

1 Starting Corrupted Spirit Point
6 Attribute Points to distribute
Starting 4 Terror Points

5 Pt- *LARGE- THIS SPIRIT IS ABOUT HORSE SIZED*

1 Starting Corrupted Spirit Point
8 Attribute Points to distribute
Starting 8 Terror Points

8 Pt- *MASSIVE- THIS ENTITY IS ELEPHANT SIZE*

2 Starting Corrupted Spirit Points
10 Attribute Points to distribute
Starting 12 Terror Points

12 Pt- *GARGANTUAN- THIS SPIRITUAL ENTITY FILLS THE ENTIRE LINE OF SIGHT*

2 Starting Corrupted Spirit Points
12 Attribute Points to distribute
Starting 16 Terror Points

THE DAEMON'S BLACK SOUL

Daemons may have a tainted version of the Spirit—this costs 8 Creation Points for one point of Spirit, though Azure Hyaline Daemons need only to spend 4 Points/ Spirit Point, and the incredibly potent Spirit from the Azure Hyaline is worth 3 times its amount to all of the other Circles for purposes of satiating a Sustenance Pleasure, making such Spirits prey for greedy Daemons. The Spirit from any Daemon may not be Called as normal by a Kultist, as their energies are derived from a corrupted Hell. This Spirit is not a Soul—instead, it resembles a battery of Spiritual Energy that has accumulated within the Daemon's corrupted flesh over time. This energy is used to add power and durability in Spirit Form, and as an added precaution, this Spirit may be spent in place of one Sustenance Pleasure, granting the Daemon respite if it cannot manage to fulfill its hunger for one day. This loss is permanent, so a Daemon will only use this as a last resort. Spirits without any Spirit points are destroyed if any contact is made with another Spiritual entity, and these spiritless beings cannot buy Spiritual Armor.

The Daemon's Black Soul may also be used to hold its very being, even after its physical body has been destroyed. If the Daemon in question is killed, its Spirit (if it had one) may attempt to find a Portal for the Circle they hold allegiance to. If found, they may enter the Portal from the Earth Plane side to reemerge at their Circle in Hell. After a period of time equal to 1 week for each Point of Diadem, they may physically regenerate back into their former form. This is all possible only if the Daemons had a Spirit rating when it was

killed, and if their specific Tome of Praenomen remains intact.

Although rare, the Daemon has the opportunity to enter another Circle's Portal in this Spiritual form. However, they do not regain solidity, rather they remain in Spirit form, trapped behind enemy lines until either summoned again or killed.

ATTRIBUTES

The cost for a Daemon to raise an Attribute is 2 points/ Attribute bought. Similar to humans, Daemons have Attributes to relate with the areas of Skill. Daemon Attributes may exceed five, and those with Attributes above five are considered to have inhuman traits Mystical in nature. Spiritual Daemon may take Attributes in the same way, but cannot use Strength, Dexterity, and Mechanical unless they are manifested. In future books, Daemons Skills will be further described, but until then, all Skills are the same as the corresponding Attribute. These Attributes start at zero, until boosted using Creation Points.

ARMOR

Every Creation Point spent buys the Daemon 2 Soft Armor Points or 1 Hard Armor Point. The Narrator or Player should be prepared to describe what form this armor takes—many types of Daemonic armor take the form of leathery skin or manufactured suits created within the depths of Hell. Spiritual Daemons may buy armor as well, but this is only used as Spiritual Protection from Spirit harming effects. It costs 4 Creation Points for 1 Point of Spiritual Armor. If the Spirit uses Manifest Form, the armor vanishes until the Spirit dissipates again. Spiritless entities cannot buy Spiritual Armor.

MYSTICAL POWERS

The Rituals of the Mystics may seem to originate from the Plane of Earth, but they were truly introduced by the powers of Hell. Daemons have used the same such Rituals for thousands of years, and they may purchase any with the two exceptions: Derabus and Aitherios, which rely on the Human Spirit and the Earth Plane to enact. To purchase any of the other Mystical powers costs the Daemon 2 Pt for every ID. Most Alter or Visionary Ritual may be bought, and there is no limit to how high it may be purchased. Some Daemons are believed to have gained special advantages of Rituals after 10D, and Peregrinators may employ the Ritual Derabus.

CONVOKATIONS

The cost for Convocations are 2 x Spirit Level. If a Convocation is taken, it may be used as a turn, with no Spirit cost. Daemons from one Circle can only use Convocations from the corresponding Kult. **Daemons may not use Convocations that are marked with an asterisk.** All use of Convocations is lost upon being bound to a human. They are regained after the bind is broken. *Example: A Daemon from Avarice can only use Convocations from the Kult of the Internal. To enact this Convocation costs the Daemon one of its Turns/ Round.*

Narrators may wish to add an optional rule to Daemon creation. This rule allows Convocations to be purchased more than once, increasing the damage, range, resist difficulty or duration. For example, this will allow the Internalist Convocation "Redemption" to inflict 1D6 Penance/purchase. Some really unique effects can be attained through the use of this process.

NATURAL WEAPONS

Every Natural Weapon that a Daemon has adds 1 Terror Points to their total Terror Rating. This effect is caused by the Mind's irrationality towards inhuman characteristics. These beneficial additions to the Daemons' arsenal come in many forms—for example, the Outstretching Tentacles may take the form of cables or robotic arms for those Daemons of Torment, or the Unnatural Roar may be subsonic or even an effect that just damages the human nervous system. Depending on the originating Circle, the appearance of each of these weapons may take a different form and shape. For all weapons that have a Strength bonus, just add the Strength rating to the roll. For example, a human-sized Daemon with Claws and a Strength of 4 inflict 3D6 + 4 Essence Damage.

1 POINT EACH-

Tail- This tail-like weapon inflicts 1D4 Endurance Damage/ Size Level. This weapon is considered a free action to use for the wielding Daemon, though it may only be used once each Turn. A strength bonus is added to this attack.

Claws- These sharpened protrusions add 1D6 Essence Damage/Size Level to any brawling attacks made by the Daemon. These tools are used to pry open their victims in an attempt to grab internal organs. Smaller creatures just use this attack to slash at their opponent. A strength bonus is added to this attack.

Razored Mouth- 1D4 Essence Damage, +2 for every Size Level. With a Size of Large or higher and a Strength of 5D or greater, the Daemon may try to swallow a victim after biting them by successfully making a Strenuous Fighting Attack. This mouth doesn't necessarily need to be on the Daemons face. Note: The Bite must be successful first.

Horns- A Daemon with Horns may ram their victims with 1D6 Endurance Damage/ Size Level, and they may also choose to gouge a victim for 1D8 + 2/ Size Level Essence Damage—the Difficulty to gouge a victim is raised two Difficulty Levels. This Natural Weapon also adds 4 points of armor to the beast's head. A strength bonus is added to this attack.

Large Hands- After a Successful Grapple, the Daemon may attempt to break the bones in the location held. The Daemon rolls its Strength for Endurance Damage, and the location is crushed if the roll exceeds the Essence in that location. Otherwise, just the Endurance damage is dealt. Crushed limbs are useless, and crushed heads result in death.

Cloven Hooves- Cloven Hooves deal 1D6 Endurance Damage/ Size Level if a successful kick is made. Cloven Hooves also protect the Daemon's feet with 4 Points of Hard Armor. A strength bonus is added to this attack.

Talons- Ending the Daemon's appendages reside sharpened hooked hands capable of 1D8 Essence Damage/ Size Level. The drawback is the Daemon cannot employ weapons or items requiring an opposable thumb. Large hands may not be taken with this. A strength bonus is added to this attack.

3 POINTS EACH-

Breath of Hell- From a specified orifice, the Daemon projects a malevolent attack. Usually in the form of fire, the expulsion does 2D6 Essence Damage, and as an action, the Daemon may fire this upon making a successful Firearms roll. Depending upon the originating Circle of Hell, the fire could be a multitude of different colors or something along the lines of spines, lasers, or acid.

Stench- All those within a ten foot proximity of this Daemon are assaulted by



PROTAGONISTS & ANTAGONISTS

a pungent odor. Failing a Moderate Stamina Difficulty forces an olfactory overload and the Character in the vicinity is knocked unconscious. The acrid stench is also extremely hard to get out of clothes, furniture and skin, and although foul, these scents do not carry the ill effects that the creature exuding them does.

Acidic Skin- Causing ID6 Essence Damage/ Contact Round, this form of natural defense accumulates the damage inflicted until it bores through objects and flesh. No armor is strong enough to protect itself from a duration attack by any Daemon grappling it.

Unnatural Roar- This effects causes ID6 Endurance Damage to everyone within the range of hearing. This generally will break Non-Armored glass. This is not considered an action for the creature employing this, though it may only be utilized once each Round.

Razor Skin- ID6 Essence Damage is inflicted to anyone using bare hand strikes to damage the Daemon. The Daemon may add this damage to any of its own strikes as well. Any Hard Armors negate this added effect.

Outstretching Tentacles- This does ID4 Endurance Damage/ Size level. This ability launches tentacles (or those things based on a common principal) from the Daemon's body, extending up to a number of Feet equal to the Daemon's Dexterity x 5. The Outstretching Tentacles may also attempt to Grapple objects by rolling a successful Grapple. If attempting to grapple a person, the Daemon must succeed a Moderate Fighting roll. This is considered a free action, useable once each combat turn.

Additional Appendages- Each time this is taken, the Daemon gains two additional limbs, arms or legs. If legs are taken they may double their ground Movement. If arms are taken they gain an additional attack with the second set each Turn of combat. This ability does not need to be taken to give a creature extra limbs, though it is the only way to make them fully capable of generating actions. Each set of appendages has a Lift equal to the Daemon's original rating—purchasing this ability more than once allows for a Daemon to have additional arms in which to attack with, and raises the creature's Movement by double, triple, quadruple, and so forth.

Venomous Attack- Purchase of this weapon gives the Daemon one poisonous attack. This strike, whether it is a spit attack or secreted attack, inflicts no damage upon success, but slowly depletes 1 point of Essence each Round to the struck location. To strike, the Daemon must succeed a fighting or firearms roll. The Narrator may give special effects for this attack upon the eventual loss of all Essence in a particular location, such as the loss of sight if spat in the eye, or the disintegration from a limb attack. This Essence loss is halted upon the reintroduction of Essence or if combated with a neutralizer.

DAEMONIC ABILITIES

1 POINT EACH-

Blood Potency- The Daemon's blood gives the Binder, or anyone who drinks it, + ID4 Strength for the number of rounds equal to the number of Essence consumed. Most Daemons are very protective of their Vitae.

Adverse to Humans- This Ability gives the Daemon a bonus of 1 to their Aversion Rating. This manifests as resentment and short temperament in their social graces, when conducting business with humans. This ability may be gained as many times as desired, though each time raises the

Daemon's intolerance to humans.

2 POINTS EACH-

Daemon Flight- The Daemon gains the power of flight. This can be achieved either through the use of wings, or pure Mind control. Many Daemons of Torment use built-in devices similar to that of hover technology.

Telepathic Communication- The Daemon may communicate through telepathic communication—it may talk to anyone it wishes. It may also invade one's thoughts unless the target makes a Strenuous Mental Roll. This is instantly noticed.

3 POINTS EACH-

Bodyshift- This Daemon has the ability to shift into human form if needed. They shrink to match the human size—therefore they are more easily disguised, and they may grow back to their natural size at any time. Only creatures of Large Size and greater may take this unnatural ability.

Blasphemy- This adds 6 Terror Points (This may be bought up to 3 times.) The Daemon cannot hide its hideous features, but has the ability to destroy the fragile minds of Humanity. Spirits may also take this ability, though it only counts as a bonus of 3 Terror Points if it manifests or the observer looks within the TerraDaenime.

4 POINTS EACH-

Suicidal Aura- Anyone in a 10 Ft Radius must succeed a Simple Restraint roll or immediately kill themselves. The Daemon may chose to keep this effect on at all times, though all Characters are prone to this each round.

Chemical Pigmentation- This effect makes the Daemon invisible to any who do not have the ability to peer into the Dimensional Realm. Treat these Daemons to the likes of Spirits, although normal damage may be inflicted if they are struck.

Unearthly Will- This adds an additional 10 Essence and Endurance Points to the Daemon. There is no limit in which this may be bought, and every three times it is bought gives the Narrator the option of increasing the Daemon one size level, though no new attributes or Terror Ratings are applied.

6 POINTS EACH-

Guile- Deceiving humankind is a legendary trait of Daemon lore. Transforming their body to physically match any visage of human that they have recently seen. If the Daemon is any other size than human, they must take Body Shift as well.

Exhaust- Upon placement of the Daemon's hands on human flesh, it may sap vital Spirit from their body. Each round of contact with the victim leeches away one point of Spirit to the Circle from which the Daemon originates. Daemons with Exhaust are of the few that gain early passage into Portals.

7 POINTS-

Dissipated Form- The Daemon with this ability may shift out of physical form and exists in a Spiritual type state. It is able to see everything going on and move about, but it is unable to affect anything in the Physical Dimension and vice-versa. The drawback is that for every round spent in the Spiritual Dimension, once materialized it cannot Dissipate again until the same number of Rounds have passed. For example: a Daemon Dissipates trying to evade hunters. It stays in the Spiritual Dimension for 10 Rounds. Once manifested, it will be 10 Rounds before it can Dissipate again. Unless someone is able to see into the Spiritual Dimension, the Daemon is for all purposes invisible. Any Spiritual Damage upon a Daemon in this form forces it back to the Physical Dimension.

Vital Impulse- This Daemon benefits from unearthly secrets. Able to survive the most vicious of attacks, it will not be completely destroyed until a specific organ, or organs, are eliminated. Until then, it has the ability to slowly reform at a rate of 1 Essence Point an hour. Spirit spent by Kultists gives the foul creature five immediate Essence for each Point devoted. Many times minions of a Daemon will retrieve its remains in hopes of it having “Vital Impulse”. The knowledge of a Daemon’s Vital Impulse is 2 Points higher than its Obscurity.

10 POINTS-

Manifest Self- This is the opposite of Dissipate form for Spiritual Daemons.

Spiritual creatures may Manifest themselves into the Physical Dimension. It may now use Rituals that require physical touch as well as any Physical Abilities. The same rule of Demanifestation applies to Spirits—the number of rounds spent Manifested is the number of Rounds before it can Manifest again. If for any reason even one Point of Essence is inflicted upon the manifested Daemon, it dissolves back into Spiritual form. Those Daemons of the Spiritual Essence cannot take this ability, due to the damnation of Christ and the curses of the Internalists.

SEPARATED CIRCLE ABILITIES

The Daemons from the separated Circles differ in personality and appearance. In the following section descriptions are given and basic demeanors are described. By no means however, do all the creatures from the specified Circle follow the patterns described, many remain loners or attempt companionship when they normally might not.

Daemons from each Circle have special abilities due to the diversity of each plaguing evil. Only those of the specified Circle may take the abilities described. Strange new abilities are always rearing their ugly little head towards the Mystics all the time. Consider whatever evil the Circle is bombarded by to be the source and affects of these abilities.

THE CIRCLE OF AVARICE

The Daemons of Avarice are extremely fanatical to their Circle, but even more so to the tainted energies of Greed itself. They amass rigid formations in the Wasteland, their tightly knit ranks distinguishing the lesser from the greater. Each Daemon maintains plans of ultimately ruling the Circle of Avarice, and will willingly cheat, lie, or steal in order to gain more power, but only if the risk is worth the reward. At face value, the Daemons of Avarice seem orderly and extremely helpful to Humanity, often asking favors that seem a pittance in comparison to what is offered. When the time comes to pay debts, however, the Daemons are ruthless collectors. Their devious and often frightening uses of Infernal Contracts are a legacy by which the Internalists themselves model their own manipulative actions. The Internalists have found Daemons to be willing tutors toward their unquenchable thirst for power, and the dark instructors are often found in service to a particular House rather than an individual.

Each Daemon of Avarice takes a form compatible to its needs. The imposing ArmorClads stand resolute in their ceremonial armor, while the subtle and conniving Manipulator changes shape to suit the situation. The monstrous

Omostigeous slinks unseen amidst its prey, and thousands of other Daemons march across the Wasteland in formation and uniform as they come ever closer to the Zone. Daemons are judged by their clever minds or quick logic rather than their physical prowess. Serving as lowly Servitors, pack animals, or messengers for the armies, the Legionnaires form the standard soldier. Many of the most devious Lieges serve as spies or leaders of various formations.

1 POINT-

BLESSING SCARS- Touched by Ighalli, this minion will never be attacked by another Daemon of Avarice. Either through valued service or born into royalty, a coursing energy flows through this minion’s body. This seems to be a Daemonic Ability prevalent to those Daemons in service on the Earth Plane. This ability becomes lost if the Daemon is bound to a human.

2 POINTS EACH-

DAEMONIC ARMAMENT- Outfitted with Obsidian Steel, this infernalist carries a huge sword. This sword is unbreakable, and is made of obsidian rock and unholy fire. Inflicting 3D6 + Str Penance, the sword also sets flammable objects ablaze, though it is cold to the touch when not used as a strike. Weight- 4

4 POINTS-

ENSLAVE- The Internalist Daemon may bind a human in the same way as a human binds a Daemon. They may Enslave any number of humans equal to their Mind. No rolls are needed, though human with a Mind of 4 or higher are immune to Enslave.

6 POINTS-

CURSES- All humans in the presence of the Daemon (20 Ft) lose one die from all rolls, as evil thwarts every Earth Plane being. The Daemon may select not to curse specific people.

DAEMONIC FITTINGS- This Daemon is dressed in Ighalli’s royal Armor. It has a 16 Hard Armor Rating and doesn’t effect the minion’s Dexterity. Daemons wear this armor with pride and are the first to confront anyone speaking ill words about their master.

THE CIRCLE OF STIMULUS

Those Daemons normally manifesting of the Circle of Stimulus are warped creations from the cesspools and vaporous toxins of the Circle itself. Each Daemon serves a particular city within their Circle, harvesting Spirit for their masters to collect. Some, however, serve only pleasure, glutting themselves on their own Sustenance Pleasures and vile excess. Most are served by packs of Chemicalists, who have been noted to worship these creatures as gods or heralds of pleasure. Others work for the Kultists, being granted Spirit and sustenance from the humans they serve.

The form and variety of the Daemons of Stimulus are extremely varied and diverse. The dark pleasures that flow through the Circle of Stimulus serve to mutate the inhabitants, creating new and varied strains. Often, a Kultist opens a portal only to see new and previously unheard of Daemons crossing the threshold to the Earth Plane. Whether in control of Kultists or controlled by Kultists, the Daemons of this Circle serve only pleasure and vice.

1 POINT EACH-

EMITTANCE- These Daemons can emit Level one Radiation at will. The radius of the affected area is 10 Ft, and each Round in range of the beast gives the victim another dose of Level 1 Radiation.

EUPHORIA- This Daemon's blood is the equivalent of a strong dose of the CrystalFix drug, and it is also a prized ingredient in many illegal drugs. Two Essence points worth of blood is the equivalent of 1 dose of CrystalFix.

2 POINTS-

SCENT OF THE HUNT- This Daemon may sense the proximity and location of those victims nearby with the Convokation "Trail" on them. It will then proceed to hunt these victims, canceling any Sustenance Pleasures for that day if the hunt proves successful.

4 POINTS-

BILE- One of the strangest of the Daemonic Abilities, those with this trait can belch a noxious vomit and expel acidic feces. The unnatural content of the waste is enough to destroy the very dirt that covers the Earth. Any land exposed to Bile slowly begins to warp into the lands known as Terravolaticus, creating a nesting ground for Daemons of Stimulus as well as limited protection in their Radioactive wastes. Each day nesting in the area, the diameter of the corrupted land grows ten feet.

6 POINTS-

CHEMICAL FORM- Daemons with this ability cannot be affected by normal Ordnance. It must be separated, flamed, or doused with a strong basic substance. This creature may also conform its body to any shape.

THE CIRCLE OF CARNIVORIA

Unique in their motivations, the Circle of Carnivoria and its minions seem to have no motivation other than to hunt and consume those who are weaker. Daemons of this Circle tend to be nothing more than horrific beasts, hunting and killing as their hunger dictates. With millions of different breeds of Daemon, the Circle of Carnivoria constantly pours forth manifestations that become increasingly savage or predatory as they learn and adapt to their human prey. The Circle of Carnivoria, along with the Circle of Torment, is probably the most adverse to Humanity, having Aversion Ratings far greater than other Circles.

The Daemons' interactions with Kultists of the Lost are infrequent at best. Often a Carnivorian Daemon's first prey is the Kultist that summoned it. Occasionally, however, smaller Daemons of the Circle can be found as hunting dogs to a powerful Kultist. The most ruthless or powerful Carnivorian Daemons are based in the Wasteland by necessity, as they are too powerful or predatory to be found within the Zone. These Daemons tend to carve a small portion land as their own territory and viciously defend it from others who intrude upon their lands.

1 POINT-

INFECTIONS- If any claw or bite attack is successful by this Daemon, the victim will continue to take one point of Essence every 10 minutes. General antitoxins, as well as the Ritual "Respite", cures these affects instantly. Due to the infectious nature of the wound, the D.C.R. to contract this pestilent affliction is a Strenuous Immunity Roll.

2 POINTS-

SPORES- Flaking DNA in the form of dead skin, these Daemons begin to spread horrible airborne infestations. Resembling the disease Flagrosis, these Spores remain sentient for up to 10 Rounds with intent on infecting Humanity. The D.C.R. remains the same, though the contact becomes airborne.

4 POINTS EACH-

INFESTED- These Daemons carry microorganisms that reproduce within its body. When released either through pores or some larger orifice, they station themselves in the area they were released. Within a time of two hours the organisms become a horde of ten Nechrodermites. The organisms may be released once every day.

EVER GROWTH- This Daemon is constantly growing and changing. They regenerate two points of Essence each Round, as well as regrowth of severed limbs within an hours time. Each day on the Earth Plane this Daemon gains 2 extra Essence in which to add to their maximum.

8 POINTS-

ASEXUAL REPRODUCTION- At a rapid rate of once each day, this Daemon spawns a duplicate of itself. This neonate reaches maturity in 6 hours, but until then it is helpless to the world. Often the progenitor will stand by and make sure the neonate is protected and has a first meal ready and waiting. All statistics are the same for the new Daemon.

THE CIRCLE OF AZURE HYALINE

Sent forth from their Circle as saviors and healers, the Spiritual Daemons of the Azure Hyaline seek out the Kultists of the Spiritual Essence and Mystics in order to aid them in their reclamation of the Earth Plane and the purification of the energies of the Earth. While trapped in Spirit Form, these Daemons aid as best as they can—delivering messages and granting respite to those who are found in need. The incredible energies and the necessary act of sacrifice, necessary for opening a portal or summoning forth a Daemon, cause very few of these Daemons to actually inhabit the Earth Plane.

With the barrier in place, the Circle of the Azure Hyaline is forced to send forth only Spiritual Daemons. Should the barrier ever be broken, however, it is possible that the Divinity War would come to an end as the Daemons would be free to work their miraculous powers unhindered by the confines of the Spirit Dimension. While occasionally trapped serving the whims of an evil Kultist, the Spirits of the Azure Hyaline are freed almost instantly when a sympathetic Mystic or Spiritual Essence witnesses this atrocity. While gentle and peaceful in appearance, their echoing whispers are often cryptic or cloaked in ancient dialects. Others find them haughty or aloof, but most argue that this is merely the voice of those without sin being heard as off-key to the impure Humanity. The Daemons of this Circle work for the ultimate betterment of Humanity, and therefore work closely with mankind by necessity.

1 POINT EACH-

WHISPER FROM BEYOND- This Azure Hyaline Daemon may speak with any person in the Physical Earth Dimension. Though only whispers may transcend the Dimensions, communication may be accomplished. Bound Azure Hyaline Daemons may speak with their human master at any time, anywhere—their voice traveling beyond the barriers of space and time.

SENSE CORRUPTION-The Spirit may sense the proximity of Spirit Blades, Kultists who have recently damned a Spirit (One Segment), or Dimensional artifacts. Anything in a 50-foot Radius may be detected if not sheathed in Admonium.

2 POINTS EACH-

HERALD ANGELS-Messengers to the Daemon Spirit, these angels will provide messages and warnings to those the Daemon chooses. The angels usually approach humanity through dreams or soft airy voices echoing from the light. These Herald Angels are identical to those described later in this Chapter, though they are really residual Spirit formations formed from the Daemon they work for.

VISIONS-The Spiritual entity may manifest visually. They may be seen, and heard, but may attempt no physical action. During this time, the Daemon appears as a shifting form of blue and white vapor, vaguely forming into a human-like face and body wreathed in a glowing light.

3 POINTS EACH-

SAINTLY ARMOR OF THE HOLY SEPULCHER-Legends have spoken of Spirits with near tangible shields and it is evident that these rumors stem from this ability of the Circle of Azure Hyaline. Those Spirits blessed with this armament are granted a form of armor, whether it be a shield or any other form of partial armor. When the Spirit with this power expends one Turn to block, the Spirit gains an additional 2 Spiritual Armor points. By gaining this power, it is understood that the Spirit in question has been knighted by the Shepherd of Azure Hyaline for unwavering and perfect service for a period of five centuries.

SAINTLY WEAPON OF THE HOLY SEPULCHER-Those who have been inundated to the knighthood of Azure Hyaline are often blessed with a weapon in order to combat the minions of Hell. This weapon may take many different forms, from scythe to sword, but all are equally deadly. In TerraDaenime, this weapon appears, regardless of form, as a shining blade surrounded by an aura of light that may only be described as holy. Through the use of this weapon, the Spirit may add one to all Spiritual Penance. This additional point of Penance is inflicted regardless of the opposing creature's Armor Rating, as the divine power of the Shepherd penetrates even the thickest of coverings.

4 POINTS-

BLESSING-When enacted, the Azure Hyaline Daemon may grant one person a Blessing equivalent to an extra Luck Point to all actions the target takes this Turn. The use of this power does not require any vocal command or somatic gesture, but merely requires the Spirit's concentration for one Turn.

THE CIRCLE OF TORMENT

Sent to the Earth Plane as a satellite for Silesia, the Daemons of this Circle are merely another aspect of Silesia's manifestation amidst the teeming masses of Humanity. Daemons of this Circle resemble machinery in vaguely human shape. Some appear almost human except for some telling flaw that makes them seem hideously frightening. Occasionally, Daemons of Torment can be seen attempting to mimic emotion, which is often laughable in its display. No matter how perfect Silesia attempts to create its minions, they are always flawed in form and action. Despite their flawed form, however, each serves only



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to act upon Silesia's wills and desires. Often they act in perfect concert, being all of one mind through Silesia. Rumors indicate that Silesia's ego has placed itself within the dead space of the Datanet, creating virtual Daemons that often attack Credit accounts and information societies.

The Daemons are extremely adverse to humans—being victims of Envy, they hate what they cannot be. To this end, their Aversion Ratings are often higher than most other Circles. The Daemons almost never are seen in the company of anyone but the Kult of the Machine, who occasionally work with Daemons of Torment in attempt to fulfill Silesia's desires. The Daemons seem to have a slight affinity with their Machinist counterparts, as they often ignore or kill any others who get in their way.

1 POINT-

LOG

Rise—This ability makes it impossible to tell if a Daemon of Torment is alive and functioning or dead and lifeless. It will not appear on any source of tracking devices or optics if it is in "Off" Mode.

2 POINTS EACH-

UPGRADE—Choose one Cybernetic function. This Daemon may mimic that function—whether it is a memdisk or Enhanced Hearing, the Daemon may gain the appropriate bonuses for it. For Cybernetics with level advancements, this ability must be bought once for every Class of the Cybernetic desired.

REMOTE BODY—Bound to Silesia only, this Daemon cannot be bound to humans without the expenditure of 5 Humanity instead of Spirit. The exchange in Humanity for servitude is a decision made by Silesia, as it gains the lost Humanity and allows its remote body to serve the human parasite.

3 POINTS-

ORDNANCE IMPLANTATION—Acting as additional appendages, the Daemon has Class 2 Weaponry built into it. It may use 1 Essence Point to create a Burst of 4D6 Penance each Turn. Firearms must still be rolled as normal, at one Difficulty Level lower. Small Daemons cannot take this ability.

4 POINTS-

TECHNO-SHIFT—This Daemon can contort its form to resemble any object of its own size. The object will appear overcomplicated with readouts and buttons. Technogabrage Daemons use this to disguise themselves as a pile of cables, metal plates, and nonfunctional processors.

THE BOX OF UNDER

The Box of Under has only ever manifested the Legionnaire of Under, and it is unknown whether or not the Box has the ability to bring forth other manifestations. Ancient texts have described dark rituals that required the sacrifice of the priests themselves, or in this case, the Kultists of Under. The texts give vague descriptions of unimaginable horrors and endless expanses of darkness that will pour forth if the proper incantations and rituals performed. These rituals are thought to have been utilized by the Mayans just before their disappearance midway through the millennium, but no survivors lived to give an account of what happened.

The Legionnaire, however, exists to serve only the Box of Under. Binding this Daemon results in the loss of Spirit and a distractedly aware creation that will serve until beckoned by its true master: The Box of Under. The Daemon itself cannot project a vocal noise, but through telepathy a haunting voice speaks only that its future is foretold, and that the emptiness is expanding. Many have

speculated meaning for this, but few agree. *As there is only one Daemon for this Circle no point costs are given for these powers.

Antipathy—Inflicting a vision similar to the Convokation, "Fallen Wisdom", the Legionnaires of Under cause any victim gazed upon for one full Turn to be granted a vision from the Box. Unlike the Convokation, this power induces an urge in the victim to see this image fulfilled. The victim must, and will, do anything they can to ensure this future comes about. This will not work on anyone with a Mind of 5D or Spirit Rating of 6 or higher.

Portal Soak—Taking two full Turns to utilize, Portal Soak requires that the Daemon first Grapple the opponent and hold them until the Daemon's next Turn. At their next Turn, if the victim has not broken free, the Daemon may "soak" them into their chest, transporting them to the Box of Under and destroying them utterly. The victim must have an untainted Spirit Rating of some sort to be affected by this power.

THE CIRCLE OF REQUIEM

Taking the form of Spirits, all the Daemons of Requiem must leave their physical bodies behind, slumbering in the moist grounds of Requiem. When summoned, they are instinctively drawn toward Kultists of the Undead. Following them in packs of up to five or six, the Undead Daemon Spirits await the opportunity to enter a deceased human host, and in the meantime, they protect the Undead Kultist from Mystics in Spiritual form and other malignant Daemon Spirits. Evil and callous, these shadowed Spirits enjoy siphoning vital energy from wandering Spirits. Taking human shape with glowing red eyes, these Spirits of Requiem appear only in the TerraDaenime. Their only distinguishable features include a psychopathic grimace and lengthened, pointy fingers.

Though the Spirits only take one shape and size—that of the host—it is understood that others exist and horribly warp the human shell upon reanimation, though these are extremely rare and not commonly found without the rite of summoning. Such Spirits will be described in detail in later supplements.

Consumption—These Daemons have the ability to drain 1 Spirit point per Round from any Wandering Spirit. Unlike any other Spiritual power, this drained Spirit is added to their Spirit Rating. Their base rating is 2 and each day in the Earth realm costs these Daemon Spirits 2 points of Humanity's Spirit. A successful Mind roll is still needed to attack, but once made the victim is drained of their vital Spiritual energy.

SUSTENANCE PLEASURES

These Pleasures are the essence of a Daemon. It is the craving the beast possesses, or the goals created by its Divinity. These cravings must be satiated according to the amount provided for each Daemon, and if the Daemon fails to accomplish this each and every day, it is destroyed due to the forces in which allow them to exist in this Plane. Each Daemon's Pleasure is usually derived from the evil of its Circle—for example, a beast from Carnivoria must satiate its tendencies of Depravity. Certain Visionaries have found ways of offering artificial Pleasures to abstain from releasing these beasts upon the Zone.

There are a few ways for a Daemon to lower their Diadem cost to be summoned and transverse the Earth Plane. First, they can increase the amount each day that they need to fulfill their Pleasure, which gives them 2 extra Creation Points for each additional time they must fulfill it. Another method is to give them an additional Pleasure, completely separate from the first—this gives the Daemon 4 extra Creation Points to spend. If a Daemon ever fails to meet these objectives, they are overcome by the energies of the Earth Plane and are destroyed. This must be done once each day, set by the time that they transcended the barrier to the Earth Plane. The Ritual Derabus gives respite to Daemons by introducing an artificial means of satiating a Pleasure. This must be used on each Sustenance Pleasure, each day, to ensure that the Daemon will not die. A few of the Sustenance Pleasures are as follows.

EXAMPLES-

Acquisition- Those Daemons with this Pleasure must gain physical wealth, be it a large sum of money (1000CR) or a valuable minor Artifact.

Competitive Destruction- The Daemon must destroy one Spirit Blade from another Kult. Specifying a Kult gives the Daemon 2 extra points to spend during Creation.

Consumption- The minion of Hell must imbibe 80 pounds of human flesh and blood (One average-sized human).

Contagion- This Daemon must spread either a disease, or pass radiation to the human populous.

Corruption- The Daemon must initiate a new Kultist every day. This Sustenance Pleasure is usually worth an extra 2 points. A Daemon with this may also force someone to commit a particular sin each day, although this is only worth the usual one point.

Delusions of Grandeur- The Daemon must hoard souls and power of any sort in attempt to rise in strength and gain followers. The Daemon must gain at least four Spirit Points per day. This Spirit must eventually be used to embellish themselves.

Desecration- The Daemon must relieve themselves upon, or cause harm to, one sacred place of worship.

Knowledge- Those creatures with this Pleasure crave Knowledge. To satiate their desire they must make a new discovery or progress their Knowledge of a certain field of interest. Many Internalist Daemons that have this Pleasure, must spy and report new information concerning a particular enemy to Ighalli each day.

Murder- The Daemon must kill one human a day. Specified Ethos or Socials give the Daemon 2 extra points to spend during creation.

Psychological Torture- This Daemon must destroy something that is cherished by another, and that would cause severe mental anguish. Daemons of Torment usually employ this Pleasure by murdering a loved one in the presence of their family or friends.

Spiritual Obliteration- One Spirit Point must be siphoned and sent to their Divinity, through means of Exhaust.

Sexual Desire- This Daemon must engage in intercourse with another organism. This is usually extremely painful, if not fatal for humans.

Terrorize- Through physical and mental abuse, this Daemon must make it their duty to completely terrify one person into a state of catatonic shock. This Pleasure is worth 1 extra point, though the victim must fail their terror roll by at least 15 (see Terror in Chapter 3).

BESTIARY

The following are Daemons that have been pregenerated to give both an idea on how Daemons generally look and how they should look after they are created. Narrators should use Daemons sparingly, as to present the concept of rarity.

DAEMONS OF AVARICE

ARMORCLAD Legionnaire

Hidden beneath medieval plate armor, this massive Daemon warrior kills for Avarice. The ArmorClad appears almost human beneath their fitted armor, though anyone trying to pry open the infernal metal will find that the armor has been grafted to the Daemon's skin with large rivets being driven through the body and anchored to bone. The flesh beneath the metal has grown callused and raw beneath the constantly moving metal and grinding of bone. The agony produced is incredible, but the ArmorClads never show the slightest discomfort, considering the blessing of metal that Ighalli has granted them to surpass any mere discomfort that may be incurred.

Diadem-	9	Obscurity-	3	Aversion-	20
Essence-	6D8	Endurance-	6D8	Body Size-	Large
Dexterity-	3D	Strength-	5D	Mechanical-	2D
Knowledge-	1D	Perception-	4D	Mind-	2D
Armor Rating- 16 Hard Armor (Daemon Fittings)					
Convocations- Evil Prayer, Redemption (3D6 Essence AR negated)					
Natural Weapons- Horns (4D6 + 5 Endurance), Unnatural Roar (1D6 Endurance Penance)					
Daemon Abilities- Daemon Fittings, Daemon Armament (3D6 + 5 Essence), Exhaust					
Sustenance Pleasure- The ArmorClad must kill and Damn Spirit to Avarice (2/Day).					
Terror Rating- 12					

THE MANIPULATOR Liege

Disguised as a human, the Manipulator lures those he Enslaves into signing over their Spirit. The Manipulator is often considered the Succubus of the elderly, given that a Manipulator is granted the ability to restore a person to a younger age, which they often do in trade for a signed contract. The Manipulator also acts as the field tactician of any garrisons of Avarice upon the Earth Plane. In its natural form, the Manipulator appears as a goat-legged Daemon with an eternally leering grin and yellow catlike eyes. The face is decidedly human, despite the sharp, angular jaw and high cheekbones. Most often, however, the Daemon is found in the form of a well-dressed human of either sex depending upon the prejudices of the victim.

Diadem-	16	Obscurity-	7	Aversion-	22
Essence-	5D6 + 10	Endurance-	5D6 + 10	Body Size-	Human
Dexterity-	2D	Strength-	4D	Mechanical-	1D
Knowledge-	2D	Perception-	2D	Mind-	4D
Armor Rating- 2 Soft Armor					
Rituals- Visject (7D), Phobius (4D)					
Convocations- Infernal Contract, Redemption (1D6), Faith, Athanasia					

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Natural Weapons- Cloven Hooves (*3D6 + 4 Endurance*)

Daemonic Abilities- Adverse to Humans (x2), Guile, Unearthly Will, Enslave

Sustenance Pleasure- Collecting Souls (4/Day)

Terror Rating- 7 in natural form

OMOSTIGEOUS Servitor

This slug-like beast hunts the living in order to consume and digest their Spirit. It is approximately 20-feet long, extending up to a large gaping mouth and twelve eye stalks. The Daemon's thick, leathery skin has a wet sheen to it, leaving a trail of melting metal and acidic wetness as it moves about. It is found quite often that an Omostigeous will use its inherent ability to mask itself within its surroundings, much like a chameleon, though much more complete. They tend to be manacled to a group of ArmorClads during assaults into high-risk situations. In areas of heavy conflict, five to ten Omostigeous are released onto a foe to create confusion and havoc within the enemy before any ArmorClad units enter the fray.

Diadem- 16	Obscurity- 4	Aversion- 28
Essence- 7D10 + 10	Endurance- 7D10 + 10	Body Size- Massive
Dexterity- 5D	Strength- 8D	Mechanical- 0D
Knowledge- 2D	Perception- 5D	Mind- 1D

Armor Rating- 10 Soft Armor

Convocations- Reticent

Natural Weapons- Large Razored Mouth (*1D4 + 10 Essence penance*), Thick Tail (*5D4 + 8 Endurance penance; free action*), Unnatural Roar (*1D6 Endurance penance; free action*), Acidic Skin (*1D6/contact Round*)

Daemonic Abilities- Blood Potency, Adverse to Humans x8, Telepathic Communication, Unearthly Will, Chemical Pigmentation, Exhaust

Sustenance Pleasure- Must kill and eat the human Spirit (4/Day). Devouring the Spirit damns it to Avarice.

Terror Rating- 20

SUCCUBUS Corporal

In her natural form, the Succubus appears as an ebony-skinned female with billowing bat wings, claws, and a long sinuous tail. She stands about seven feet tall with eyes of amber that seem to look directly into a person's heart. The Succubus is one of the most devious and clever of the Avarician Daemons, having the ability to seduce and warp a person slowly over time. The Daemon is found in all non-combative situations in the form of a beautiful female. The Daemon is often found working as a secretary for highly influential Internalists, or as a spy within other Corporations. Upon seducing a victim, the Succubus lures them into a sexual encounter, where the victim is drained of Spirit during sex. It is important to note that the Succubus, unlike most Daemons, may only drain Spirit during a sexual encounter through the Daemonic ability Exhaust.

Diadem- 13	Obscurity- 5	Aversion- 20
Essence- 5D6	Endurance- 5D6	Body Size- Human
Dexterity- 3D	Strength- 3D	Mechanical- 2D
Knowledge- 3D	Perception- 4D	Mind- 6D

Armor Rating- 2 Soft Armor

Convocations- Faith, Influence, Daemon Sight, and Greed

Rituals- Visject 2D

Natural Weapons- Claws (3D6+3 Essence), Horns (1D8+6 Essence), and Tail (2D4+3 Endurance penance; free action)

Daemonic Abilities- Daemon Flight, Guile, Exhaust, and Vital Impulse (The eyes)

Sustenance Pleasure- Must seduce and drain away the Spirit of one person each day.

SPECTRE Legionnaire

One of the few Daemons or Entities to take its name and identity from ancient times, the Spectre appears as a glass humanoid. Its body is clear, though a network of spiderweb-like cracks run through the torso and stretch along the limbs. A pair of golden eyes shine brightly, and, according to rumors, those with an extremely high Sensitivity can see the eyes even if they normally have no ability to see Spirits. The creature, being formed of the corrupted Spirit of a victim, consists entirely of the victim's fears and secret desires. To see a Spectre formed of one's own fears and desires (meaning the victim whose Spirit created the creature) triples its Terror Rating against that victim.

Diadem- 7 Obscurity- 4 Aversion- 22

Spirit Points- 1 Body Size- Human Spirit

Dexterity- 0D Strength- 0D Mechanical- 0D

Knowledge- 3D Perception- 3D Mind- 4D

Spiritual Armor Rating- 2

Convocations- Hinder Spirits (+1 Difficulty Level)

Daemonic Abilities- Telepathic Communication, Adverse to Humans (x2), Blasphemy

Sustenance Pleasure- Must obliterate one Spirit per day

Terror Rating- 9

DAEMONS OF REQUIEM

There are few Daemons of Requiem on the Earth Plane in their Hellish bodies, as normally they take host to whatever dead vessel they may find. In order to summon a Spirit from Requiem into the Dead, the Kultist must use the Kult Convocation "Reanimate".

The Spirits that follow the undead Kultist await the reanimation Convocation. Once convoked, the undead Spirit has the ability to enter the vessel. These Daemons are considered evil wandering Spirits with the ability to consume other wandering Spirits.

UNDEAD DAEMON SPIRIT

Always in Spirit form, unless they are "Reanimated" into the dead, they follow Kultists of the Undead in hopes of becoming one with a corpse. Approximately two to four of these Spirits follow Kultists of the Undead at any given time. In their Spirit form, they appear as flowing black shadows crawling and writhing across anything in their path. When attacking, the Daemon Spirits cover the body of their Spiritual foe, draining away their Spiritual substance and absorbing them into their shadowy forms. Most often the Undead Daemon Spirits are found in packs of four to twenty.

Diadem- 5 Obscurity- 4 Aversion- 20

Spirit Points- 2* Body Size- Human Spirit

Dexterity- N/A Strength- N/A Mechanical- N/A

Knowledge- 1D Perception- 3D Mind- 2D

Spiritual Armor Rating- 2

Daemonic Abilities- Consumption

Sustenance Pleasure- They must drain Spirit from others to maintain their Spirit form in the Earth Plane.

Terror Rating- 4 (Only in Spirit form)

ZOMBIE

Most often found in human form, these creatures are animated bodies of the dead. Most drip blood or flesh from decayed bones as they shamble toward their prey. Relentless and nearly unstoppable, the Zombies of the Undead Realm can be anyone from a family member, to a dead and reanimated Daemon. The appearance of a Zombie depends largely upon the body's state upon reanimation. Incredibly decayed bodies often appear more horrific, while others have been instilled with motion after rotting to a mere skeleton. Others have been grafted into forms far from resembling human structure before being instilled with the Undead Spirit, such as living walls, doors, ceiling traps or thrones. A Zombie has the same body Endurance as the body it inhabits, however, it is never depleted from Endurance inflicting attacks. It is only used to calculate the amount of physical trauma a zombie can take before sustaining Essence penance.

Diadem- N/A Obscurity- 3 Aversion- 20

Essence- Host Body Endurance- N/A Body Size- Varies

Dexterity- 1D Strength- +1D Mechanical- 2D

Knowledge- 2D Perception- 1D Mind- 2D

Armor Rating- Same as Host

Natural Weapons- Varies

Daemonic Abilities- Unearthly Endurance (see above)

Sustenance Pleasure- None

Terror Rating- 3

DAEMONS OF STIMULUS

CHEMICAL BEAST Servitor

A large canine-like beast, glowing a pale orange tint, this creature is often found as a guard dog for Chemical Kultist compounds. The body of the beast itself writhes under light. Closer inspection shows small maggot-like creatures clinging to dripping skin, giving it a "furry" appearance from a distance. The small slug-like creatures themselves are responsible for producing the protective layer of acid that coats the flesh of the Daemon. Though the creatures feed from the latent radiation of the Chemical Beast they may survive up to one hour after being removed from a radioactive environment. Many researchers have taken to studying the small larvae, though any productive uses or speculations into the diminutive creatures have proven unfounded. The Chemical Beasts themselves live in symbiosis with the creatures, often radiating a killed victim and allowing the creatures to slowly crawl from its canine body onto the flesh of the victim, allowing their acidic nature to break down any bones or sinew of the body so the Chemical Beast may more efficiently digest the victim.

Diadem- 5 Obscurity- 3 Aversion- 20

Essence- 3D8 Endurance- 3D8 Body Size- Medium

Dexterity- 3D Strength- 2D Mechanical- 0D

Knowledge- 0 Perception- 4D Mind- 1D

Armor Rating- 4 Soft Armor

Rituals- Projection 2D

PROTAGONISTS & ANTAGONISTS

Natural Weapons- Claws (3D6 + 2 Essence penance), Razored mouth (1D4 + 6 Essence), Acidic skin (1D6 Essence/contact Round)

Daemonic Abilities- Emittance, Scent of the Hunt

Sustenance Pleasure- Must devour 1 Radiated victim/ Day. Any amount of radiation is accepted.

Terror Rating- 7

GROTESQUE Servitor

More massive than the Chemical Beast, this divergent species appears to have six legs and thick, leathery skin. Closer inspection shows a watery appearance as it constantly seems to flow and swirl as it stands or hunts its prey. The creature maintains a constant form, unless needing to flee superior forces. The creature itself is often thought to be nothing more than sentient radioactive plasma, though many scientists have found a rudimentary skeletal structure within the liquid form, causing many to think perhaps that it was once a vertebrae that was exposed to an excess of radiation or otherworldly chemicals from the Stimulus Realm. The creatures themselves often appear doting to Chemicalists, though this seems to be the only case where they do not immediately attack and attempt to devour a human. Though they appear as nothing more than beasts, the Grotesque employs a great deal of restraint in their attacks, studying and watching its prey before attacking.

Diadem- 10	Obscurity- 4	Aversion- 20
Essence- 6D8	Endurance- 6D8	Body Size- Large
Dexterity- 3D	Strength- 4D	Mechanical- 0D
Knowledge- 2D	Perception- 5D	Mind- 2D

Convokation- Choke (Moderate Stamina or fall unconscious)

Rituals- Projection 4D

Natural Weapons- Claws (4D6 + 4 Essence penance), Razored mouth (1D4 + 8 Essence), Tail (5D4 + 4 Endurance penance), Acidic skin (1D6 Essence/contact Round)

Daemonic Abilities- Euphoria, Emittance, Scent of the Hunt, Chemical Form

Sustenance Pleasure- Must Radiate and devour 3 Victims/ Day. The victims must have Radiation poisoning before the beast can eat.

Terror Rating- 13

ABNORMALITY Sergeant

A hunter known for its berserker tendencies, the Abnormality is almost more fitting as a Daemon of Carnivoria. Not holding chemicals or other synthetic forms of addiction, this beast is in constant search of a worthy prey. Having two sets of arms—the lower set being long, grotesque hooks—the Abnormality stands upright as a man would, but has no hair. Two huge whip-like tentacles emerge from the back of the creature, appearing as a rubbery appendage with small spines along its length. Its skin is covered in a highly acidic jelly-like substance, and its eyes hold a maniacal gleam. The skin is wrinkled and looks tender, but after years of hardening under the burning covering of its acidic coating, the creature's flesh is thick and callused.

Diadem- 13	Obscurity- 5	Aversion- 26
Essence- 5D6 + 10	Endurance- 5D6 + 10	Body Size- Human
Dexterity- 3D	Strength- 4D	Mechanical- 2D
Knowledge- 3D	Perception- 2D	Mind- 4D

Armor Rating- 6 Soft Armor

Convokations- Trail, Adrenaline, Thrall

Natural Weapons- Large Hands (4D6 Endurance, exceeding the lo-

cation's Endurance destroys the location), Tentacles (3D4 Endurance penance), Talons (3D8 + 4 Essence penance), Additional set of arms (Talons), Acidic Skin (1D6 Essence/contact round)

Daemonic Abilities- Adverse to humans (x6), Scent of the Hunt, Unearthly Will

Sustenance Pleasure- Must Trail three people per day, and hunt them all before the night is over, this only after giving them an hour to disperse.

Terror Rating- 11

STIMULUS MERCHANT Servitor

When summoned, the Stimulus Merchant usually appears with an unusually large number of Tomes of Praenomen. The Merchant barter the Tomes to Chemicalists in return for drugs and contacts into the drug world. The Merchant quickly becomes a prominent figure in the drug community, always selling drugs cheaply and to anyone who asks. Their liberal use of Addiction, Transinjection, and Viral Overdose ensures that the Merchant always has a constant supply of customers. His defenses usually entail Transinjection of his own blood into someone, as well as Suicidal Aura. In his natural form the Stimulus Merchant appears as a fat, grotesque mass of flesh, with track marks marring the bulging arms and flabby skin. Few features are discernible, with exception of the beady black eyes and gaping maw with no teeth. The Merchant, when appearing on the Earth Plane, often puts forth the guise of a tailored suit with well-groomed hair and professional demeanor.

Diadem- 13	Obscurity- 4	Aversion- 20
Essence- 5D6	Endurance- 5D6	Body Size- Human
Dexterity- 2D	Strength- 2D	Mechanical- 2D
Knowledge- 4D	Perception- 3D	Mind- 4D

Convokations- Addiction, Trail, Transinjection, Viral Overdose

Daemonic Abilities- Euphoria, Blood Potency, Suicidal Aura, Guile

Sustenance Pleasure- Must addict two people per day to an illegal drug or substance.

Terror Rating- 6

DAEMONS OF UNDER

The Legionnaire of Under is the only known being to ever have manifested from the Box of Under. He holds an incredible amount of mystery to the Darchomen who are always attempting to capture this monstrosity.

The servitor will never attempt communication with the Kultist, or anyone for that matter. They follow orders if bound with a point of Spirit like usual, otherwise they are completely free-minded. Like the Kultists' of the Circle, the Legionnaire follows a predetermined path and may one day just wander off to fulfill its destiny. Each Legionnaire is able to self destruct at will providing they are not Bound to anyone. If they so choose, they may turn into a fine gray dust. This becomes their weapon against the prodding fingers of the Darchomen.

LEGIONNAIRE OF UNDER

Bounding over its prey, the Zombie-like Legionnaire is composed of recycled flesh torn from the Boxes' victims. It glows with a dim gold sheen, and its face is shrouded by shadows created from protruding facial features. Its constructed body of leathery skin and bone grants it some amount of protec-

tion. Though the creature takes a vaguely human shape, often the bones of the creature are formed from skeletons of the victims of the Box, though typically the skeletons of many victims must be used to form one Legionnaire. Often, upon appearing, the Legionnaire is cloaked in large black robes of those faithful who have sacrificed themselves rather than be taken by a foe. The large robes are overlaid by a covering of bone plates that drape from leathery skin and maintains a head that is merely the shadowed skull of a horned-creature that has never been recorded in any history known to mankind. The Legionnaire itself serves only the will of the Box, though often those who bind the Daemon are granted its loyalty for a time. However, the creature forever heeds the call of its creator, and is never bound to any human for very long.

Diadem-	12	Obscurity-	12	Aversion-	20
Essence-	6D8	Endurance-	6D8	Body Size-	Large
Dexterity-	2D	Strength-	5D	Mechanical-	2D
Knowledge-	4D	Perception-	3D	Mind-	5D
Armor Rating- 8 Hard Armor					
Convocations- Auripsych, Empty, Countenance					
Natural Weapons- Large Hands (<i>4D6 Endurance, exceeding the location's Endurance destroys the location</i>), Horns (<i>1D8 + 13 Essence penance</i>)					
Daemonic Abilities- Telepathic Communication, Portal Soak, Antipathy					
Sustenance Pleasure- None					
Terror Rating- 12					

DAEMONS OF CARNIVORIA

NECHRODERMITES Palingenesites

The large larvae-like creatures, with dozens of meaty appendages, live off of dead flesh and are similar to maggots in many aspects. They have minuscule teeth lining their mouth in five rows on both top and bottom. The creatures often begin in small groups, but quickly grow to large hordes as they periodically reproduce. The process is quite gruesome to behold, temporarily increasing the terror rating of the creature from 4 to 6, as the new Nechrodermite slowly crawls forth from the mouth of the parent creature. The newer creature is encased in a thin membrane of decaying flesh from whatever creature the Nechrodermite ate earlier that day. The process of regurgitating its young takes about five minutes, and after about another minute the new creature has eaten through its membrane and has full function of its form. Many fear that mature Nechrodermites evolve into Burrowers, but little evidence to that speculation has arisen. Those entering a den of Nechrodermites must succeed a Strenuous Stamina roll or vomit due to the noxious fumes from the piles of waste left by these horrid little creatures.

Diadem-	2	Obscurity-	4	Aversion-	20
Essence-	2D6	Endurance-	2D6	Body Size-	Small
Dexterity-	2D	Strength-	1D	Mechanical-	0D
Knowledge-	0	Perception-	2D	Mind-	1D
Natural Weapons- Razored Mouth (<i>1D4 + 2 Essence penance</i>)					
Daemonic Abilities- Asexual Reproduction					
Sustenance Pleasure- Must eat 5 Essence Points of meat/day.					
Terror Rating- 4					

THE FEEDERS Palingenesites

Growing larger and more massive each day on the Earth Plane, this Daemon is rarely seen within the confines of the Zone. Riding upon four massive stumps, this creature chases down human victims and consumes their body, gaining knowledge in advanced Skills. With twelve thick horns crowning its head and a tail twenty feet long, it is said that its sight alone can kill you. Feeders are covered with a thick leathery skin with the strength of steel, making their destruction a chore at best. Though they travel in solitude, favored feeding grounds are usually always patrolled by a group of three to six of these hideous monstrosities.

Diadem-	10	Obscurity-	6	Aversion-	24
Essence-	7D10	Endurance-	7D10	Body Size-	Massive
Dexterity-	2D	Strength-	9D	Mechanical-	0D
Knowledge-	1D	Perception-	3D	Mind-	2D
Armor Rating- 16 Soft Armor					
Convocations- Exploiting the Victory					
Natural Weapons- Razored Mouth (<i>1D4 + 10 Essence</i>), Horns (<i>1D8 + 19 Essence penance</i>), Tail (<i>5D4 Endurance penance; free action</i>), Unnatural Roar (<i>1D6 Endurance penance</i>), Additional Limbs (<i>Legs</i>)					
Daemonic Abilities- Ever Growth, Adverse to Humans (x4), Infections					
Sustenance Pleasure- Must gain physical size (Ever Growth), and learn one new Skill each day (Exploiting the Victory).					
Terror Rating- 21					

THE BURROWERS Palingenesites

Almost exclusively found in the Wasteland, the Burrower hunts in packs of two to eight, though rumors in the westernmost outposts report sightings of higher numbers on occasion. The creature resembles a huge scarab with eight legs and four arms, which end in huge hooks in order to pierce, then rend, the flesh of its victims. Recently, reports of these creatures attacking lone treaded vehicles have been filtering back to the Zone—empty vehicles with their armor peeled away by huge claws are all that remain of its savage attacks. The creature remains buried under the sand, emerging as it senses a vehicle passing over it. The carnivorous Daemon hunt only for meat, consuming all in its path. The Burrower has found a recent enemy, however, in many food production companies as its flesh is considered some of the most tender Daemonic meat available. Frighteningly enough, however, some scientists have speculated that the Burrower is actually a mature Nechrodermite.

Diadem-	12	Obscurity-	6	Aversion-	20
Essence-	7D10 + 10	Endurance-	7D10 + 10	Body Size-	Massive
Dexterity-	4D	Strength-	5D	Mechanical-	1D
Knowledge-	3D	Perception-	4D	Mind-	4D
Armor Rating- 12 Soft Armor					
Rituals- Aitherios 2D					
Natural Weapons- Tail (<i>5D4 + 5 Endurance penance</i>), Talons; on all 4 arms (<i>5D8 + 5 Essence penance</i>), Razored Mouth (<i>1D4 + 10 Essence penance</i>), Additional Appendages x4 (<i>4 Arms, 8 Legs</i>), Unnatural Roar (<i>1D6 Endurance penance</i>)					
Daemonic Abilities- Blood Potency, Infested					
Sustenance Pleasure- Must consume at least 80 pounds of flesh each day.					
Terror Rating- 25					

PROTAGONISTS & ANTAGONISTS

DHURON Palingenesites

The Dhuron is a hunter of Mystics or those who draw its attention. The Daemon appears on the Earth Plane and immediately finds a heavy cloak or rags to shroud itself in. Prowling the alleys and the darker confines of the Zone, the Daemon looks nearly human draped in thick clothing under dim light. When finding their prey, however, the Dhuron throws off the clothing and immediately uses "Fiend". The now-huge creature uses its massive claws to desecrate the body of the Mystic, often impaling them upon its horns, which curve around the face to protrude from each side of its mouth. Its incredible sensitivity to anything peculiar allows it to merely wander the streets and sniff at the areas of power.

Diadem-	13	Obscurity-	6	Aversion-	25
Essence-	5D6	Endurance-	5D6	Body Size-	Human
Dexterity-	3D	Strength-	3D	Mechanical-	1D
Knowledge-	2D	Perception-	6D	Mind-	2D

Armor Rating- 4 Soft Armor

Convokations- Taint of the Ninth, Territorial Barrier, Sermon of Abaddon, Fiend

Rituals- Flux 4D

Natural Weapons- Claws (3D6 + 3 Essence), Horns (1D8 + 9 Essence)

Daemonic Abilities- Adverse to Humans x5, Infections

Sustenance Pleasure- Must hunt and kill those with Mystical Rituals once each day.

Terror Rating- 8 (13 when using Fiend)

HUNTER SPIRIT Palingenesites

The form of the Hunter Spirit is that of a bestial human with gaping jaws and eternally gory claws. The Spiritual creature leaps after its prey, rending and tearing Spirits with relish and fervor. The creature itself distorts and distends as it moves, drawing its jaws to enormous proportion, and has claws that trail off into the ethereal space, making it nearly impossible to tell where the vicious tips of its Spiritual claws actually begin. Rather than strength and brutality in the kill, however, the Hunter Spirit uses speed and Spiritual dexterity. The incredible speed of the Spirit makes it a terrible foe to face.

Diadem-	11	Obscurity-	7	Aversion-	22
Spirit Points-	2	Body Size-	Human Spirit		
Dexterity-	0D	Strength-	0D	Mechanical-	2D
Knowledge-	2D	Perception-	6D	Mind-	6D

Spiritual Armor Rating- 5

Rituals- Tempest 2D

Daemonic Abilities- Blasphemy x2, Adverse to Humans (x2)

Sustenance Pleasure- Must hunt and obliterate 3 Spirits per day

Terror Rating- 12

DAEMONS OF AZURE HYALINE

HERALD ANGEL Servitor

Appearing as an orb of glowing light that pulsates gently as it flits about delivering messages or important information to Spiritual Essence Kultists or their Spiritual allies, the Herald Angel is a benign being of unknown origin. Often a blue or green color when calm, the Herald Angel appears to have the ability to change its color at will to suit its mood. While quick and

small, the Herald Angel is never seen in a combative situation, preferring to flee instead of confronting an opponent. Its voice is whisper-soft and kind, even when giving the most frantic of messages. The only sign that this creature is ever disturbed is a yellow or orange color instead of its normal shades.

Diadem-	5	Obscurity-	4	Aversion-	0(20)
Spirit Points-	1	Body Size-	Small Spirit		
Dexterity-	0D	Strength-	0D	Mechanical-	0D
Knowledge-	1D	Perception-	3D	Mind-	5D

Spiritual Armor Rating- 0

Convokations- None

Daemonic Abilities- Whispers From Beyond

Sustenance Pleasure- None

Terror Rating- 2

WAVERING INTELLIGENCE Servitor

Sent from the Azure Hyaline, the Wavering Intelligence can only take Spiritual form, though to peer into its Dimension of existence one would see beauty incomparable. Shimmering in blue glitter and silver highlights, this Spirit usually seeks to help members of the Spiritual Essence with informative observations. The Wavering Intelligence will not engage in confrontations, preferring to use its Fenestra to sense threats and flee before the danger emerges. In rare cases, the Wavering Intelligence will use its Light of Purity to blind an opponent while it flees.

Diadem-	11	Obscurity-	5	Aversion-	0 (20)
Spirit Points-	2	Body Size-	Human Spirit		
Dexterity-	0D	Strength-	0D	Mechanical-	0D
Knowledge-	6D	Perception-	3D	Mind-	3D

Spiritual Armor Rating- 2

Rituals- Fenestra 6D

Convokations- Light of Purity

Daemonic Abilities- Whisper from Beyond

Sustenance Pleasure- None

Terror Rating- 0

SPIRITUAL WARRIOR Legionnaire

The Spiritual Warrior appears as an ethereal knight clad in shining armor. The Spirit itself holds a large crucifix of soft ambient light that glows brightly when the Warrior confronts an evil Spirit. In extreme cases, the Spiritual Warrior can be persuaded to force a human into Spirit form, where the Spiritual Warrior may destroy it. This is rarely done, however, as the Warrior feels that those of the flesh should deal with those of the flesh, and it will deal with those of the Spirit. The Spiritual Warrior stands from seven to eight feet tall in the Spiritual Dimension, towering over most of its victims. When in combat, no shadow of mercy or pity shows on its face as it performs its duty with diligence and precision.

Diadem-	15	Obscurity-	7	Aversion-	0 (20)
Spirit Points-	4	Body Size-	Human Spirit		
Dexterity-	0D	Strength-	0D	Mechanical-	0D
Knowledge-	4D	Perception-	5D	Mind-	4D

Spiritual Armor Rating- 2

Convokations- Divorcing Flesh, Banish (1D8 Spiritual penance)

Daemonic Abilities- Sense Corruption, Whispers From Beyond, Sainly

Armor of the Holy Sepulcher (*Shield*), Sainly Weapon of the Holy Sepulcher (*Broadsword*; +1 *Spiritual Damage*)

Sustenance Pleasure- None

Terror Rating- 0

WASSER GEIST Lord

The Wasser Geist appears as a flowing form within TerraDaenime. The vague human shape of the Daemon is maintained only by its own will—as an almost Spiritual liquid, the Daemon may flow to assume any shape desired within the Spiritual Dimension. When using its abilities to break through the visual barrier between the Physical and Spiritual Dimensions, however, the Wasser Geist most often is seen as a watery humanoid placing solemn hands upon a dead body as it restores the broken flesh to a working state. The Daemon is often sought after as a tutor as the Spirit is knowledgeable in almost any field.

Diadem- 22 Obscurity- 9 Aversion- 0 (20)

Spirit Points- 5 Body Size- Human Spirit

Dexterity- 0D Strength- 0D Mechanical- 0D

Knowledge- 8D Perception- 4D Mind- 3D

Spiritual Armor Rating- 2

Convocations- Sense Flock, Light of Purity, Cleanse Body

Rituals- Reconstruction (6D), Aethir (6D)

Daemonic Abilities- Whispers From Beyond, Sense Corruption, Visions, Blessings

Sustenance Pleasure- None

Terror Rating- 0

THE REAPER Legionnaire

Appearing as a hunched figure in black robes holding an ancient scythe, the figure of the Reaper has been noted throughout history. The figure moves from victim to victim, granting Transcendence to those touched by its cold grasp. The figure itself, upon viewing under its hooded robe, appears as nothing more than an empty shadow. Most assume the hooded robe itself is the actual form of the Daemon, though others tell stories of a skeletal face deep within the robes. The Reaper, whatever its true form, appears only to the dying, and often speaks soothing words to the pure of heart, and steals the Spirit of the evil away to the Circle of the Azure Hyaline. The form of the Reaper has grown to such fame that its sight is disturbing to most, though it truly has little ability to visit harm upon those of the flesh.

Diadem- 20 Obscurity- 8 Aversion- 0 (20)

Spirit Points- 7 Body Size- Large Spirit

Dexterity- 0D Strength- 0D Mechanical- 2D

Knowledge- 4D Perception- 4D Mind- 4D

Spiritual Armor Rating- 1

Convocations- Burial Rights

Rituals- Phobius 4D, Dieorvium 3D

Daemonic Abilities- Whispers From Beyond, Sense Corruption, Visions, Blasphemy x2, Spiritual Armament (*Scythe*; +1 *Spiritual damage*), Exhaust

Sustenance Pleasure- None

Terror Rating- 15



DAEMONS OF TORMENT

CIRCUIT ZOMBIE Satellite

A Circuit Zombies is a human that has been turned into machinelike entity. This Daemon was born of the flesh, and turned into Silesia's Satellite using the foul Convokations of the Kult of the Machine. Green circuitry cascades across this Zombie's synthetic flesh, as it hunts to infect others. The Circuit Zombie lives only to serve Silesia, who now controls its body from its home in the Circle of Torment. The former human is instructed to stalk its families or friends, adding fear to the Torment the victims endure, constantly feeding Silesia with new examples of fear for examination.

Diadem-	N/A	Obscurity-	5	Aversion-	20
Essence-	5D6	Endurance-	5D6	Body Size-	Human
Dexterity-	2D	Strength-	2D	Mechanical-	3D
Knowledge-	2D	Perception-	3D	Mind-	2D

Armor Rating- 4 Hard Armor

Convokations- Glitch (*Cannot be seen by electronic detection*)

Rituals- Cyberrhea 6D

Daemonic Ability- Circuitry Infection- Moderate DCR Contact. Failing this disease roll initiates the Circuitry Virus effect.

Sustenance Pleasure- Must infect one victim/day with the Circuitry Virus.

Terror Rating- 6

TECHNOGARBAGE Satellite

Seemingly from nowhere, this Daemon attacks scrags and alley wanderers. It appears as a pile of lifeless, broken machinery until one rich with Humanity walks too close, which it will then launch four segmented cables from the center of the pile at its victim, draining precious Humanity for Silesia as it hooks into flesh and muscle. The Technogarbage is occasionally found in other forms, ranging from malfunctioning computer consoles to small vehicles in varying states of disrepair, parked in innocuous areas. The Technogarbage is a stealthy being that strikes only by surprise. The Daemon lives to feed, but after fulfilling its Sustenance Pleasure the Daemon is more likely to stalk and watch its potential prey for the next night, calculating its attack to occur just before dawn.

Diadem-	9	Obscurity-	4	Aversion-	26
Essence-	5D6	Endurance-	5D6	Body Size-	Human
Dexterity-	4D	Strength-	2D	Mechanical-	2D
Knowledge-	2D	Perception-	2D	Mind-	2D

Armor Rating- 8 Hard Armor

Convokations- Crash (*ID4 Humanity Loss*)

Natural Weapons- Outstretching Tentacles (*Cables; 3D4 Endurance*)

Daemonic Abilities- Lost Pulse, TechnoShift, and Adverse to Humans (x6)

Sustenance Pleasure- Must drain completely drain the Humanity from 1 Victim/ Day.

Terror Rating- 7

ARMIGER SENSILIS Satellite

Appearing as man-made Deathware armor, this Daemon actually gave the reverse engineered technology used in such armor. Instead of a human wearer, complex circuitry make up the internal components of this sentient

machine. The only betraying feature of the Daemon is its movements, which appear too fluid and graceful to be someone merely in mechanical armor. Often the Armiger Sensilis are found in groups of four to six, with one being a higher version than the others and acting as the leader. Other versions, such as Bounty and Assault-Stabilizing Armigers, also exist. Adjusting the Armor Rating accordingly, and adding Ordnance Implantation for Assault Stabilizing versions (which appear as Riot Control Law Officers) are all that is necessary.

Diadem-	11	Obscurity-	5	Aversion-	21
Essence-	6D8	Endurance-	6D8	Body Size-	Large
Dexterity-	3D	Strength-	5D	Mechanical-	3D
Knowledge-	2D	Perception-	2D	Mind-	2D

Armor Rating- 16 Hard Armor

Rituals- Putrefect 2D

Convokations- Error, Crash (*ID4 Humanity Loss*)

Natural Weapons- None

Daemonic Abilities- Lost Pulse, Adverse to Humans (x1)

Sustenance Pleasure- Must inflict enough damage to knock someone unconscious each day, without killing them, and drain at least 8 Humanity from that victim.

Terror Rating- 0 (12 after realizing its a Daemon)

AGONY SLAVE Servants

Created by Silesia in an attempt to emulate Humanity, the Agony Slave is forever tormented by that which it may never have. Its form is a twisted parody of the Human form, with flesh stretched across a metallic framework and clamped over circuitry and wire. Long metal nails are driven through each fingertip, giving it a defense in close combat, as well as a means of drawing shallow cuts in its tortures. Long chains writhe and flail rhythmically from along its spinal column, waiting to grasp its next victim. Each Agony Slave is created to mimic a different emotion that Humanity experiences. Some may appear to weep eternally, while others may cackle as they commit their heinous acts. Any emotion may be found amidst their ranks except fear.

Diadem-	13	Obscurity-	6	Aversion-	20
Essence-	7D10	Endurance-	5D6 + 20	Body Size-	Human
Dexterity-	2D	Strength-	3D	Mechanical-	2D
Knowledge-	2D	Perception-	3D	Mind-	5D

Armor Rating- 4 Hard Armor

Convokations- Bypass System, Interface, Bio-System Analysis

Rituals- Phobius 4D

Natural Weapons- Claws (*3D6 + 3 Essence penance*), Outstretching Tentacles (*Chains; 3D4 Endurance penance*)

Daemonic Abilities- Unearthly Will x2, Blasphemy, Remote Body, Lost Pulse

Sustenance Pleasure- Must kill or drive to insanity at least three people each day through torture, either psychological or physical.

Terror Rating- 14

THE ORACLES VERSION 4.2 Satellite

Appearing as a floating array of processors, data-banks, and CPU's, the Oracle is an information-gatherer for Silesia. The Oracle uses its invisibility granted by the light-bending technology installed on-board the body to enter

Corporate buildings and download all files. The Oracles, while large and lumbering, with two lashing cables, are benign and rather defenseless. Anyone with an Occult Rating high enough to identify the Daemon is assumed to have succeeded in their Terror Rating, as they understand the Oracle is all but harmless. Many Kultists of the Machine have been known to hunt for this creature, spending the vast amounts of Humanity required to bind this creature, as its infinite knowledge is priceless to Humanity.

Diadem-	28	Obscurity-	8	Aversion-	30
Essence-	6D8	Endurance-	6D8	Body Size-	Large
Dexterity-	ID	Strength-	ID	Mechanical-	4D
Knowledge-	9D	Perception-	5D	Mind-	4D

Armor Rating- 3 Hard Armor
 Convokations- Sensory Defragmentation, Search Database Files, Processing, Structural Integrity, Interface, Error, Bio-System Analysis
 Natural Weapons- Outstretching Tentacles (*Two cables; 4D4 Endurance penance each, both act as a free action*)
 Daemonic Abilities- Adverse to Humans x10, Remote Body, Upgrade: Memdisk, Upgrade: Enhanced Hearing, Upgrade: Mystic oculi, Upgrade: Dimensional oculi, Upgrade: Night Vision, Upgrade: Jack Slot (On end of cables), Chemical Pigmentation, Daemon Flight
 Sustenance Pleasure- Must record at least ten different emotions twice each day, this information is then uploaded to Silesia.
 Terror Rating- 11

THE NINTH CIRCLE OF HELL

Secluded from all vision and correspondence, the Ninth Circle will be the last to reveal themselves and their divine nature. Residence of the Great Divinity, this Circle remains a mystery to anyone who believes there to really be nine circles, and not eight. Strangely enough, this lack of contact is not because the Circle cannot penetrate the barrier, rather they are working in a manner similar to the Darchomen.

With no Human Kult paying allegiance, this is the only Circle to rely on pure untainted energy given from the Divinity itself. Made from the same material as the Earth Plane, the Divinity of this Circle is more powerful than most of the other Circle Divinities put together. Sadly, most of its power was used in separating Sheol into Nine Circles, otherwise known as Hell. At the present time, the Divinity is content on giving the responsibility of Hell's recovery to the Mystics.

THE MESSENGERS OF A GOD

The minions of the Great Divinity act as enigmatic messengers of death to all of the Mystical society not heeding the direct law set by the Divinity centuries ago. Fallen angels and ostracized Alters who are abusive of the powers they wield become the targets of the Great Divinity's vengeance. Angelic warriors set upon following the Divinities command, the **BELLASERAPHUS**, systematically obliterates all those of corrupt Humanity.

Though the task is far from simple—for at any given time the numbers of these war angels range from five to ten within the entire Earth Plane, which is too few to provide the respect the Divinity demands, but just enough to give symbolic gesture to Godfearing Mystics.

The only other entities who transgress the barrier of the Ninth Circle are the **TRIEBRIUM**. If the Bellaseraphus are the Hands of the Great Divinity, the Triebrium would be its eyes and ears. Used to direct the Bellaseraphus, the Triebrium investigate those of Mystical origin who have tasted the sweet appeasement of evil. Mystics who use Rituals for personal gain, or inflict harm upon innocents are turned over to the Bellaseraphus, who have direct orders to destroy them after considerable punishment.

Though it may seem that the inhabitants of the Ninth Circle, as well as its Divinity, are corrupt in their methods, they did bestow the gift of Rituals upon civilized Humanity—a gift that is just as easily taken away if the terms are not held in compliance.

IN SECRECY IT WILL BE KEPT

Since being the first Circle to transgress the great Barrier, the Ninth Circle has continued to maintain its secrecy. In the same manner as the Darchomen, this unseen society will not divulge its presence. The methods by which the Circle work are so secret in nature not even the Darchomen are aware of its existence, though rumors circulate as the Divinity intends, but no proof is evident.

Traveling within a dimensional plane all their own, the Earth bound inhabitants of the Ninth Circle are never seen or heard. They continue to watch and hunt from a plane of existence called the "Plane of the Divine Right". Within this Dimension, the Bellaseraphus and the Triebrium conduct their duties—the Triebrium watch and note corruption, while the Bellaseraphus rip the fabric of reality and pull those noted into this third Dimension to be punished.

OTHER MOTIVES

It may seem the Divinity is overlooking the true nature of corruption while in its crusade for respect. It is not. In fact, the destruction of Kultists and manifested Daemons inhabiting the Earth Plane is priority number one. The Bellaseraphus are given direct instructions to destroy any Kultist or corrupted Daemon plaguing the Earth reservoir—evidence need not apply, as the Angels of Death are intelligent enough to decipher a Kultist or Daemon from the human populous.

Aside from death and retribution, the Divinity has another goal in regards to the Earth Plane—it is for these motives that the Divinity uses its last original Shepherd, Michael. Thus far, only a handful of humans have managed to evolve beyond their normal confines and join the ranks of the Ninth Circle, but the minions of the Divinity stand ready to claim many more before the wars begins in full. These chosen few have been brought to the Ninth Circle for what could only be assumed to be training, but for what or how this is done is uncertain, though Michael stands ready, ever vigilant in the protection of the Earth Plane and the wishes of the Divinity of the Ninth.

CORPORATIONS OF IMPORTANCE

The largest of all the Zone's Corporate entities are governed primarily by the group known as "The Unity". With their hands in each of the Level six Corporations, they control the entire Zone. In turn, all the following Corporations have extensive ties to the Unity and take every precaution to sustain them.

This Section is meant to give example of the largest Corporations the Zone has to offer. They are outlined purely to define the nature by which they react with society and the Characters. It is possible for a Character to work for one of the following Corporations, but access into the higher positions should be extremely hard and require many Stories built around trust and loyalty within the specific Corporation. Acolyte and even Vanguard in these Corporations are often considered expendable and usually don't last long in the company without serious attention to loyalty and obedience.

AVANTE ENTERTAINMENTS- Known primarily for their contributions towards new clubs and other shadier avenues of entertainment, Avante Entertainments is the leading branch in new business funding. Even though they only contribute to the lower level Corporations, Avante still seems to be making a marginal profit. With popularity stemming from the smaller Corporations catering from prostitution to cyberporn, Avante Entertainments seems to have tapped into a lucrative market. With such interests in near illegal trade, the Unity has come to suspect this Corporation of occultic dealings and corrupted morals. Without the existence of this and other similar Corporations, smaller ones would not exist. It is said, that many of the Corporations dealing with Avante Entertainments are devious instruments in organized crime and responsible for releasing damaging information and ideals. This Level Six Corporation supposedly has the most members of the Unity watching them at any given time, though through their enormous sprawl of Networking they have fooled the Unity thus far. Constant rumors that Avante Entertainments all but runs the underworld of Sublevel Four throughout multiple Sectors have not even started to put a dent into the profit margin of the corporation. Another cause for concern is that each infiltrator the Unity has sent inside the company to find rumors of corruption has turned up dead by "accidental" means.

BALLISTA CORP- Being one of the first ordnance designers in the Zone, BallistaCorp has come to be associated with the highest standards in weapon manufacturing. With such models as the Prang ZII and the UltraVe series, BallistaCorp has just about cornered the entire market. Announcing that it is in its beginning phases of entering the Cybernetic field has put fear into the scientists at smaller manufacturing companies. Being such a monopoly of power, this Corporation almost sets the price for most firearms and street-legal weapons. After joining the ranks of other Cybernetic manufacturers, many industrialists are waiting to see if quality cyberware goes up in price. The BallistaCorp logo stands for affordable, durable weaponry. Last year, the corporation disclosed its holdings to the Unity. When the results were published, the BallistaCorp rated number two following closely to Slavefactory in sheer number of establishments. These two companies are incredibly huge and sprawling, sustaining almost ten percent of the entire Zone population through their employment.

BIOCHEM ANTIBODIES INC.- Starting shortly after the closure of the Vallex Corporation, BioChem Antibodies moved into the number one position of producing cures and antitoxins. In the forefront of medical sciences, this Corporation is completely funded by the CSA since its discovery of the Doomsday Syndrome antidote. While often believed to be a branch of the CSA, BioChem has little competition and never engages in the Virus Wars. With their own small militia, they hold dominance over three Wasteland installations, along with numerous branches within the Zone. They also have two to three clinics on each sublevel, catering mostly to those who can afford their exorbitant prices. Boasting some of the highest security systems, BioChem Antibodies, Inc. has contracted Portcullis Systems to design the most impenetrable security system ever created—the system is extremely effective, as numerous groups have attempted to infiltrate the research and development laboratories and have all been eliminated.

CORPORATION FOR SCIENTIFIC ACTIVITIES- This Corporation is one of the largest in the Zone. Holding many of the same benefits as the Law and the Unity, the Corporation for Scientific Activities is in charge of all interests of science and medical advancements. With concerns focused mostly upon disease containment and reverse engineering technologies lost to time or those Daemonic in nature, this group of intellectual geniuses control the scientific community in thought and progression. The latest breakthrough in scientific advancement is the use of hover technology, which has only been marketed in the hovercrate. Soon the hover technology will hopefully be used in vehicles, and later in flying craft. A corporation in name only, the CSA has sprawled across the entire Zone, commanding almost as much authority as the Law itself. The CSA holds its areas of expertise as sacred as most religions hold their scriptures. So far, no one has even bothered to challenge the right of the CSA to dominate the field of science.

GUILDUS INTERFICIATE- Operating legally under the watchful eyes of the Unity, the Guildus Interficate has set the standards in which bounty hunting is done. With a steady growth ever since the Assassin's Law was passed in 2287, this feared Corporation continues to aid the Law in hunting criminals and those marked for death. Consisting of well over 40,000 members—ranging from Contractors to Law officers—the Guildus Interficate excel at finding and eliminating those marked by Contract. Utilizing numerous information guilds and underground Veilis, this corporation has a reputable tendency to eliminate those contracted before the Law has the opportunity to tell the victim. Using a large spread of Databanks, those within the Corporation can scroll through a picturebank of Contracted citizens, as well as Exiles and the deceased. Using the best in informational services and a percentage of their contracted income to finance the hunt, Contractors of this Corporation are compared to none—they are the most efficient machine the Zone has in operation. Secretly employing Kult of the Machine and a few Kult of the Lost, this legal Corporation continues to remain true to the code of law in all other matters. Those few citizens that actually hear they have been contracted by the Guildus Interficate tend to run into hiding or flee into the Wastelands hoping for better odds. The Law normally would have had multiple complaints about messy procedures and excessive violence, but because of the efficiency in which this corporation cleans the wanted list the Law chose to ignore most infractions.

INTERCEPT AUXILIARIES CORP- Originally funded as a Wasteland endeavor by the owners of MediciTank, the Intercept Auxiliaries Corp was

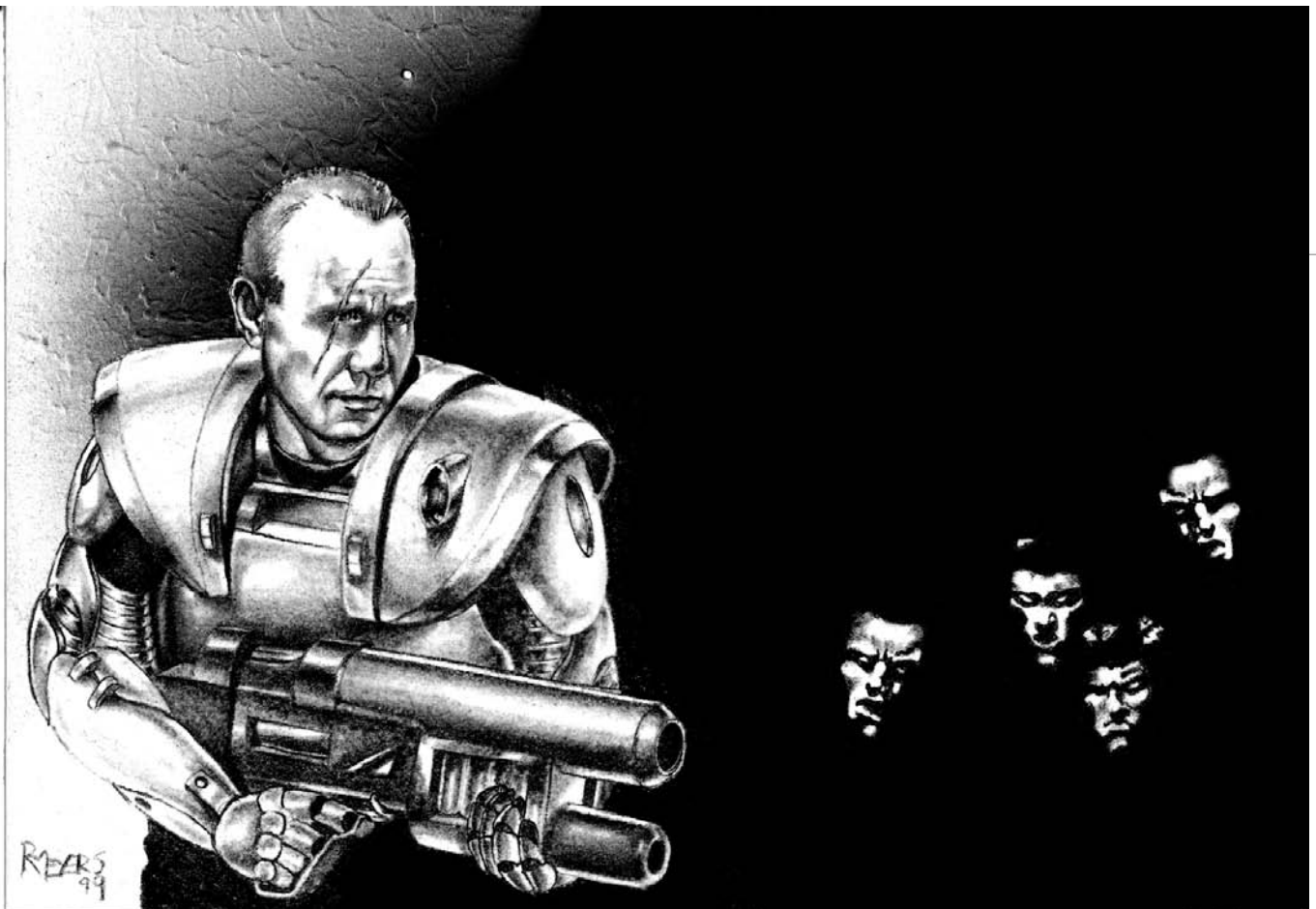
bought out by a retired Law officer and a few highly financed investors. So far, their investment has created them ample profit. Offering jobs to many of the "reformed" criminals whose families left them while they served time in the Nocturnal Banks or other Sanctioned work details, this corporation has gained partial funding from healthy donations by the Heralds. In effect, for a high fee, the Intercept Auxiliaries Corp keeps a beacon in installations of their clients. If the installation is attacked, the Corp sends a contingent consisting of twenty battle-hardened soldiers and two very well-equipped treaded vehicles. The Intercept Auxiliaries Corp has been renown for keeping some of the most brutal and hardened soldiers in its employment. The Corp maintains four installations, one in each of the cardinal directions, placed fifteen miles outside the Outer Limits. Because rumors have arisen as to whether or not the Corp has kept exiles in its roster, the Unity has been, perhaps reluctantly, forced to withdraw its backing and conduct an investigation into the corporation itself. Many other installations have submitted statements claiming that the Corp is one of the only reasons their installation still exists, almost ensuring that a degree of leniency will be shown to the Corp even if it is found guilty of the rumors.

INTERSECTOR COMMUNICATIONS- One of the largest manufacturer of vidphones and vidscreens, InterSector Communications is the company responsible for ensuring the working and upkeep of video-audio lines and wavelengths for vidphones. Recently, the corporation has also bought the rights to extend this influence to the area of databanks. The corporation has already renovated its factories to produce the necessary components of a data terminal and the

huge super processors and databanks needed for storing the immense amount of information accessible through the Datanet. So far, the CSA has been extremely pleased with the results, watching the Datanet become streamlined into an easily understandable and efficient system. Without a single period of "down time" in their entire duration of thirty years of production, the creators of the vidphone have an impeccable record. Oddly enough, no one, not even the most strident detractors of technological advancement, has ever heard even the slightest negative rumor concerning this corporation. The Unity has never found even the slightest infraction or reprimand, let alone reason for Censure, within InterSector Communications corporation. With such an incredibly perfect record, InterSector Communications could soon become even more influential than the gargantuan BallistaCorp.

LAW- Barley classified as a Corporation, the Law is a fixture of the Zone. Their position, just below the Unity, is not likely to be replaced anytime soon. Consisting of the most advanced of known technologies and incredibly exclusive, the Law demands a rigorous physical, mental, and social prerequisite. The unflinching loyalty demonstrated by the Law is unheard of throughout the history of any corporation, as is their method of ensuring such loyalty. Further information can be noted in the Law section of this chapter.

MEDICITANK- Maintaining an establishment on sublevel one of every Sector, MediciTank caters exclusively to the wealthy due to the enormous prices for their services. The MediciTank costs 3000 Credits per month, plus any additional expenses incurred through revival. The corporation, when hired, installs a PulseMeter next a person's heart. When the heart stops or slows dramati-



cally, MediciTank is alerted, and a contingent of Visionary ShockTroopers are sent out in a heavily armored treaded vehicle to revive the client. During the revival, if hostile situations are encountered, the Visionaries lay down suppressing fire from the treaded vehicle, as well as two of the ShockTroopers firing Noxious Shells in a perimeter defense. After revival, the client is brought back to MediciTank's corporate center and an additional charge of 500 to 1500 Credits is applied depending upon the amount of ammunition used and the number of employees killed during the operation. If a MediciTank is destroyed, Law is notified and arrives within minutes. MediciTank itself has an average response time of five minutes, because each one of their twelve groups partitioned for each Sector is constantly patrolling various sublevels in a spread-out and detailed pattern designed to give MediciTank quick access to any signaling beacon.

THE NEW KINGDOM PROJECT- Regaining the lands lost to Hell's recent conquests is the motivating drive of this corporation. The New Kingdom Project sends monthly groups of Kultists of the Spiritual Essence called Divine Regents into the Wasteland to purify the Earth and eliminate Daemon infestation. Well armed and funded by volunteers, the Regents press deep into the manifested terraformations stopping along the way to help exiled citizens and distraught caravans. Using the power to dispel Convokations, they attempt to transform the corrupted lands and inhabitants back to the green Earth long forgotten. The New Kingdom Project has also been responsible for patrolling a huge compound sixty miles west of the Outer Limits, helping the Law replace stationed guards from the Intercept Auxiliaries Corp. Also, their repulsion of the Terravolaticus has helped in reclaiming a total of almost sixteen square miles of corrupted land and acidic pools of unknown liquids. Because of this monumental conquest, the Unity has granted an extreme leniency toward the recent allegations made by various lower level corporations that the New Kingdom Project has led infiltration raids into their compounds. So far, the Unity has discovered no evidence to support these claims, even though the proof of video surveillance has all but condemned the members of the New Kingdom Project responsible in the eyes of the public.

PORTCULLIS SYSTEMS- Creators of the newest Key Device—the thermal sweep—Portcullis Systems has led the forefront of security technology since its creation in 2287. Another incredible trait of this company is the fact that any of its systems costing over 50000 Credits that are penetrated are upgraded 2500 Credits by Portcullis Systems to ensure that the infraction never happens again, as well as recompensation due to stolen property or damage. This has caused many corporations to invest incredible sums of money into state-of-the-art security systems. This level of manufacturer's faith in their own product is staggering, and has given cause to a phenomenal increase in sales. The Unity has cautioned Portcullis Systems about their policy, but so far the company has only had to pay out a total of 10000 Credits of free installations. The actual profits made after this guarantee has been well over thirteen million Credits. This prestige and profit increase has even caused BioChem Antibodies, Inc., and other extravagant corporations to request specialized systems tailored to their companies.

PULSE INVESTIGATIONS- The only investigative corporation to coordinate its efforts across every Sector, Pulse Investigations has gathered information detailing the entire Zone. In addition, their network of Veilis Contacts

is overwhelming and their willingness to outbid a client of the Veilis for the location of a person is legendary. Their costs for accumulated information can be exorbitant, sometimes over 3000 Credits for just the name of a person or an address. Increased prices are given for people who must actually be investigated and not already listed in the databases of Pulse Investigations. No one can ever be sure whether their Veilis will sell them out to Pulse Investigations, and rumors are abundant that tell of certain factions within the company that will eliminate investigated people quietly for a fee. Regardless of whether or not the rumors are true, Pulse Investigations remains the largest information bureau in the entire Zone. Recently, the corporation has also contacted Portcullis Systems about an incredibly potent security system to guard its central databases—the reason for this stems from a small group of terrorists that purged their system a few months ago and infected the database with a virus. The result cost the corporation over two million Credits in damages and lost information. The company is still reeling from the loss, and only aid from the Unity and low-rate loans from Avante Entertainments, rumored to be paid back by free investigations in the future, have saved its level six status.

SLAVEFACTORY- The largest corporation the Zone has enlisted in its employment, Slavefactory is more of an institution rather than a Corporation. Using Sanctioned citizens as the basis of their work force, Slavefactory actually only maintains a total of about 20,000 employees, most of whom are security guards or surveillance personnel. The corporation itself was established in 2264 as a small corporation based upon the use of Sanctioned citizens. The Law felt the idea had merit and offered an obscenely large sum for the rights to the company, and after selling, the corporation spread to the point of having at least two establishments on every Sector. The corporation remains the lead producer of detonators and explosives, as well as weaponry and machine parts. Various divisions have diversified into the production of data terminals or vidscreens, and even small amounts of cybernetic production. Recently, the Law has transferred control of the Nocturnal Banks to Slavefactory instead of maintaining Law soldiers as stationed guards. In 2291, the corporation offered to produce designed equipment from other corporations for a modest fee and the cost of reoutfitting the factory in question, and many companies have taken this avenue as a cheap method of having their own factory. The enormous nature of the corporation makes it the largest corporation with exception to the Law and Unity. Slavefactory still maintains the highest profit margins of any corporation throughout Zone history.

STORMGATE SCIENCES- Leading the forefront of Daemonic study, this Wasteland-based corporation was the first to submit the idea of Daemonic flesh as a possible source of sustenance. Their discovery led the Unity to grant a stipend of three million Credits, which they put toward building an enormous facility five miles outside the western point of the Outer Limits. In this state-of-the-art complex, all manner of Daemons or Daemonic entities have been captured and dissected for weaknesses or genetic patterns. Their research into the encroaching area of Terravolaticus has caused the New Kingdom Project to seek them out on multiple occasions with new information or questions about the tainted region. Their installation has grown to nearly four square miles and burrows four stories into the ground. A battery of almost five hundred capable soldiers, and a contract for up to fifty extra troops from

the Intercept Auxiliaries Corp has only bolstered their nearly impenetrable security systems. To date, no raid or Daemonic attack has ever come within one hundred yards without being repulsed or destroyed outright. StormGate Sciences maintains only two small offices in the Zone, mainly for interviews of potential employees or a meeting place for officials of the Unity in a safer environment than the Wasteland.

ZONE SAFE TRANSFER COMPANY- Expanding to include every Sector of the Zone, the Zone Safe Transfer Company is by far the most reliable and widespread courier service. Having a no-questions-asked policy, the only stipulation is that the package successfully pass through a Dimensional scan as well as an ordnance check. Many employees have been terminated for accepting bribes to pass through a package that would normally be alerted by the scans. No package is too large or fragile, and the utmost respect is given even the most mundane of items. Each package is sent to the Sector of its destination, where it is sorted by gentle hands. After being sorted, they are separated by sublevel, then block, and then placed in a heavily-armored cargo vehicle containing a battery of five ShockTroopers and a skilled driver. The rear of the cargo vehicle is padded, the driver is an expert, and the soldiers the best that Credits can buy. All in all, the Zone Safe Transfer Company loses less than twenty packages per year and can guarantee up to a ten thousand Credit insurance for lost or damaged items. Recently, new negotiations and plans have been initiated to deliver packages in the Wasteland as well, but so far the Unity has had reservations about contraband being delivered to illegal Wasteland towns. Demand has been noted, however, and most think it is only a matter of time before the Zone Safe Transfer Company can deliver to the Wasteland as well.

THE LAW

The Largest of any Zone funded Level 6 Corporation, the Law, or "The Protectorate" as it has been known, is responsible to uphold and defend the "Code of Humanity". At whatever cost necessary, this corporate institution must control the amount of corruption spread throughout the Zone. By force—and sometimes death—they capture Kultists, close Portals, destroy Daemons and confiscate illegal artifacts and paraphernalia.

Given their profession and concern for Humanity, the officers of the Law appear in control and dominant. Using synthesized monotone voices and wearing the latest in mechanical armor, the officers show no emotion and display no signs of nervousness. Seen on the street as the huge imposing behemoths that they are, the citizens have learned to fear and act within compliance to an officers questions and demands. Most fear the mental probing of Impulsus the Law uses so freely, even if they have nothing to hide. The citizenry have no idea, however, just how many times that officer has been through that same process from their superiors.

Loyalty is paramount within the Law and each officer knows it. Once each month, the officers are required to submit to Impulsus and Visjeet as their superiors see fit to ensure continued loyalty.

Standard Officer (without armor)

Essence-	6D6+10	Endurance-	6D6+10	Humanity-	20 (7)
Dexterity-	4D+3	Strength-	5D+9	Mechanical-	3D
Knowledge-	4D	Perception-	4D	Mind-	5D
Spirit-	1D6+2	Pulse Rating-	108	Armor Rating-	10 Soft
Rituals- 12 Points to Distribute as Mystics					

Cybernetics- Fillers Class 2, Dermaplating Class 2, Constrictors Class 3, Bio-boosters Class 1, Neuralrack (5 Slot) (Memory Backup Disk, Psychoanalysis Disk, Adrenal Feed, Memdisk, and Search Program Disk) Proximity Sensor Optics (Dimensional/Mystical Oculi, and Registry Oculi--connected to hyperlink) Mind Static Cybersoul Chip Law Scanner, and Reaction Detonator.

Ordnance- Choose one, all officers have both in the vehicle at all times.

Verdict- Full Auto (4D10), No Difficulty modifier, +1 Location/ burst

Prosecutor- Burst (2D10), No Difficulty modifier

Officers normally use Trace or Suppression Rounds

Special Equipment- These items are standard issue.

2 Law Issue Shockwaves (40 Foot Conc.) 4D6 F

1 Paralysis Grenade (plus antidote)

STRUCTURE

Within the center of each Sector, located on Sublevel One, the headquarters for the Law is established. Titled "**CENTRAL CORE**", this building houses all the Law's databanks, vehicles, and officers, and is the closest thing to a governmental structure the Zone holds. Most legal forms of identification and licensing can only be attained from here—the Unity also holds an office inside each Sector's Central Core.

The databanks of the Central Core hold incredible amounts of information. This includes all of the following; citizen backgrounds and profiles, all corporate information and acquired knowledge, occult references and Convocations, and known Daemon manifestations and minions in their employment. Other pertinent information is added as necessary, and once each week, all the information is uploaded to The Unity for compilation and storage. This backdated information may still be obtained from any Central Core location by a registered officer of the Law.

Within the Law, behind the doors of Central Core, different groups and sects have emerged. Most of these are noted below, although secret factions have been known to step in and take charge of situations deemed unstable.

The most common of all the Law officers are the Patrols. These officers are required to keep the peace and control the streets. Necessary for protection, they are outfitted in the Patrol Mechanical Armor and issued the Verdict Special Issue Class II. The armor resembles modified Deathware, painted black with the Law emblem on the chest and back of the armor. With reinforced alloys and mercury-hydraulic systems, the armor is smooth and fluid in motion. The armor itself also has a compartment on the leg where two sets of maglinks are kept for arrests.

When the streets become too unruly, the Riot Control officers are sent forward. Boasting the most protection of any armored gear, mechanical or otherwise, the Riot Control officers use tactics to eliminate the greatest enemies first. Riot Control officers are usually deployed to assist and cover officers who have been grounded in combat, but most often used as intimidation. This officer

is equipped with the Law Stabilizing Armor. Two of these officers stand guard at the steps of each Central Core, and each Precinct while it is parked.

After the fighting is done, the Investigators are sent in to look over the remains. The Investigator is skilled with a 5D Perception and sixteen Mystic Ritual points to distribute as the Narrator sees fit. Wearing the standard uniform and the Holocaust Coat, their only mundane weapon is the Prosecutor Special Issue Class I. Investigators are also used to uncover mysteries and explore cases of the Occult.

Each Patrol is given a circuit to walk, and during that time they are responsible for answering any calls in their vicinity. Sublevels Two and Three have stations where Law officers are ordered to stand and wait for calls, as well as having circuits walked in other areas. Sublevel One has fewer circuits and patrols than any other sublevel, primarily because the presence of Central Core discourages many of the more petty offenses.

Paramount to the Law is the use of Precincts—these mammoth treaded vehicles act as roving command centers for the Law. They offer a recharge to Law Patrol vehicles as well as a station of transport for criminals and commanding officers. There are two functioning Precincts on each Sector, one of which is stationed on Sublevel One and the other has the responsibility of the other three sublevels. The rumble of a Law Precinct is usually followed by the scattering of people on the street in fear of confrontation.

While not common, Inquisitors are the officers who keep a constant watch over their fellow officers. This group has permission from the Unity to lie, cheat, or even hire people to pose as Kultists and approach the officer with offers of power and money. The Inquisitors are not well-liked by their comrades, but then most of the time they are dressed as any officer, and indistinguishable from their normal Patrol counterparts.

Other areas of specialty within the Law include: the Daemon Hunters (called in for any Dimensionally-based problem), the Researchers (responsible for much of the reverse-engineering of the Law equipment), and the Public Liaisons (in control of the weekly reports issued by the Law regarding the state of each Sector). Even more secretive is the Undercover officer, referred to by other officer as Moles. Only rumored to exist, these are officers who are said to have mental suggestions put into their minds during the monthly screening process in order to act as an insider for the Unity to ensure loyalty in yet another manner. Each field or sect has their own prerequisites (for instance—Daemon hunters may have a of Derabus 6D and a Spirimundus of 6D), and most officers act as regular patrols when not acting in their field of specialty.

LAW ISSUED EQUIPMENT

The following equipment is not for sale, and may only be in the possession of an active Law officer. All of the listed articles are issued to an officer with the regards of care and maintenance, and each item is internally encoded with the officers badge number. Lost items will be replaced, but the officer is fined 1000 CR. If for any reason the lost possession resurfaces in the hands of a citizen, an additional fine of three months pay is fined. Most of the equipment described exhibits technologies unseen or considered rare within the citizen society.

LAW ISSUED ORDNANCE

THE VERDICT- Modeled after the Last Rites, this upgraded version is slightly smaller and incredibly lighter. In fact, no Difficulty Modifiers are incurred to the use of this weapon. Blazing 4D10 points of Penance, many compare the effects of this ordnance to that of a Class 3. The Verdict is a completely Full-Automatic weapon capable of firing an extra location with each burst or full auto expenditure.

THE PROSECUTOR- This weapon was actually the predecessor to the Zhister Kay. Though it was never released into the Zone's circulation because of the extreme damage causing affects of such a concealable weapon. Instead, the Law took control of the manufacturing to distribute it to their undercover, and less conspicuous, agents. Inflicting 2D10 Penance, the Prosecutor has both Single and Burst capability, and also has no Difficulty Modifiers.

LAW ISSUED EQUIPMENT

HYPERLINK- This item is a wireless digital network allowing massive amounts of data and communication to be transferred from Central Core to this officer instantaneously. Attaching to the Registry oculi, this piece of equipment also allows the officer to capture the CIN from any Credbase, provided they are within a 50 Ft proximity. Each citizens Credbase holds a beacon that intermittently transmits identification information. Using the Registry oculi, the officer may access the CIN, then proceeds to check into their background accessing the Central Core Databanks using the Hyperlink.

PARALYSIS GRENADES- Though these grenades do not inflict lasting damage, they will cause all within its radius to be knocked unconscious. Releasing gases, this grenade fills a radius of 20 Feet within seconds, and only those who have previously been holding their breath remain unaffected by the gases unless the victim's succeed in a Hopeless Stamina roll. The duration of unconsciousness lasts until an antidote is injected into the victim's bloodstream. Use of this item is extremely uncommon; most officers carry only one paralysis grenade, and must reapply for a new one each time it is used.

PATROL MECHANICAL ARMOR- Resembling modified Deathware in plate placement only, the Patrol Mechanical Armor is lighter, more durable, and has a more efficient energy source. The armor itself is sealed against Radiation and airborne toxins and disease. The oxygen supply lasts for eight hours, and the energy output of 36 Energy Points lasts a full twelve hours before needing a recharge. The armor is light enough that it only imposes a loss of one Turn per Round, while increasing Strength by 2D. The durable nature of the lightweight alloy grants 22 Hard Armor.

HOLocaust COAT- The Holocaust Coat is standard issue to investigators and any who are not specified for violent crimes. The coat has a weight of one, due to small metallic plates sewn into the lining, granting it 2 Hard Armor points in addition to the 5 Soft Armor granted by the Hybrid Weave of the coat. Ample pocket room, as well as a sewn-in shoulder holster for a Class I weapon reside within the coat, and the Law emblem is prominent on the left breast. This coat is one of the most sought after Law issue equipment on the Black Market for its easy alteration. The small plates themselves are useful in creating high-impact armor piercing rounds, which make these coat priceless to the unscrupulous.

LAW STABILIZING ARMOR- Modeled after the immense Assault Stabilizing Armor, the Law version removes the hands and replaces them with built-in burst-capable ordnance. The dual cannons are loaded with high-velocity and sup-

pression rounds, and may be fired with no penalty due to the stabilization of the armor. The weapons inflict 5D8 each, but may be fired simultaneously. The barrel-clip loaded into the arms contains 125 rounds of both ammunition types in each arm. The armor has the same energy efficient reactor as the Patrol Mechanical Armor, holding 36 Energy Points and lasting 12 hours. The bulky armor reduces Dexterity by 1D and has a maximum Movement 2D, but grants 30 Hard Armor due to reinforced plating along the outer shell of the armor.

LAW ISSUED CYBERNETICS

CYBERSOUL- The pride and joy of Law's research and development laboratories, the Cybersoul chip slides into the neck, and contains a circuitry type reverse engineered from the Circle of Torment and charged with unknown Mystical procedures. The chip retains the Humanity of the beneficiary while energy courses through the cybernetic. Therefore, while a person may actually have a Humanity of 12 due to cybernetic installation, with the chip they are granted the effects of having a full 20 Humanity.

Humanity Modifier- None (Raised to 20)

Location- Neck

Energy- 12

Armor- 4

LAW SCANNER- The Law scanner not only acts as a built-in transcom, it also has access to the radio bands above those normally used by the transcom which are reserved for Law use only. This allows the officer to be in constant contact with Central Core, even in the most hard-pressed of situations. For those in the Wasteland, the Outer Limits have also been outfitted with receivers for these transmissions, allowing the Law to be in contact with the Outer Limits during Wasteland excursions. The range beyond the Outer Limits has been measured as twenty miles, but this is often unreliable as Radiation winds or sandstorms can greatly reduce this distance.

Humanity Modifier- -1

Location- Head and Neck

Energy- 12

Armor- 8

REACTION DETONATOR- Initially developed for the common market, the Law and CCE restricted its sales, finding the cybernetic to be too nonspecific. The Law took a modified form, however, as their own version of the Cortex Bomb. Renamed the Reaction Detonator, it is triggered by the death or heart failure of the officer equipped. Upon detonation, the Reaction Detonator triggers an explosion in a 10' Radius. This explosion is electric concussion, and deals 5D6 Endurance and Electrical Penance to everyone in range of the blast. The detonator must be armed prior to death, giving groups of Law officers the option of disabling the detonator so that their comrades are not caught in the blast.

Humanity Modifier- -1

Location- Left Torso

Energy- 15

Armor- 6

REGISTRY OCULI- This oculi contains a hybrid blend of Nightvision and X-ray technology, allowing it to scan for Credbases and read its information from a distance. This must be hooked up to a Hyperlink to be of any use, although without it the officer may still read the name and CIN of the person in question.

The Registry Oculi is effective at up to 50 feet, and can scan Credbases through any type of construct (except admonium).

LAW VEHICLES

The following Law vehicles are not for sale. Use or ownership is illegal by all citizens, upon the penalty of one year of Sanctioning. The following descriptions are standard for Law vehicles, though some are outfitted with more or less ordnance and equipment depending upon the mission or area patrolled.

THE PATROL- The standard vehicle of the officer, the Patrol Vehicle is a modified Sedan, outfitted with: All-Wheel Steering, All-Wheel Drive, Blind Spot Indicators, Fire Extinguisher, Roll Cage, Voltage Security System (increase Penance to 3D8), Dimensional/IR/Mystical/Disease/Ordnance/Radiation Sensor array, and Link Hardware. Faux Tread tires are standard issue as well as Die-Pane Glass. An AI Mount is connected to the vehicle with a Hyperlink to Central Core, where a gunner sits and controls the weaponry through remote access. Mounted on top of the vehicle is a fully automatic Heretic. The Patrol has a one hundred and thirty decibel siren that is directional specific allowing only the offending vehicle to sustain the full blast of noise. Normally only two Patrol officers ride in one vehicle for any reason, leaving the back empty for citizens who are Sanctioned, or needed for questioning.

ARMOR: 30

RANGE: 2 Hours

HANDLING: None

MAXIMUM SPEED: 20 Marks/ hour

ACCELERATION RATE: 6 Marks

SEATING: 4

MOUNTING POINTS: 6

ENERGY RATING: 100

THE PRECINCT- At approximately forty-feet wide and long, The Precinct dominates both the treaded lane and an adjacent standard lane. Precincts are the mobile version of Central Core, giving them all the resources necessary to carry on procedure and command. With six stationed Patrol vehicles and over thirty officers at any given time, the size and mass of these vehicles actually create tremor-like vibrations to those standing on the street, and it is for this reason that no siren is needed. This two-story roving command center is fully equipped with: All-Wheel Steering, All-Wheel Drive, Blind Spot Indicators, Fire Extinguisher, Roll Cage, Voltage Security System (increase Penance to 4D8), Dimensional/IR/Mystical/Disease/Ordnance/Radiation Sensor array, Cargo Safe, and Link Hardware. This vehicle is also outfitted with Law Overtreads—these beltless treads are solid rubber coated in a twelve-inch metal alloy, allowing them navigation over anything smaller than it without the risk of damage to the treads or the vehicle itself. Within this impenetrable fortress resides offices, a detox lab, ten holding cells and an arsenal that would make an arms dealer cry.

ARMOR: 80

RANGE: 2 Hours

HANDLING: + 3 Diff. Levels

MAXIMUM SPEED: 8 Marks/ hour

ACCELERATION RATE: 1 Marks

SEATING: 40

MOUNTING POINTS: 30

ENERGY RATING: 400

PROTAGONISTS & ANTAGONISTS

THE EXECUTOR— Nearly twice the size of the Precinct, this vehicle is the Central Core of the Wasteland. Though its only function is that of mass destruction and Daemonic neutralization, The Executor has many luxuries and necessities making it possible to survive the Wasteland for up to three weeks without any sort of maintenance or restocking of supplies. With only four such vehicles in use, the Executor is constantly being reassigned to multiple tasks at a time. Thankfully, it has 45 high ranking Officers (10 of which are of the Kult of Spiritual Essence) to navigate and command this vehicle as well as the 10 modified Patrol vehicles within its iron belly. Before leaving the Zone each time, these vehicles undergo rigorous testing of all its features, which include: All-Wheel Steering, All-Wheel Drive, Blind Spot Indicators, a Beacon Dropper, a Radar array, Fire Extinguisher, Roll Cage, Voltage Security System (increase Penance to 3D8), Dimensional/IR/Mystical/Disease/Ordinance/Radiation Sensor array, two Supercells and Link Hardware. These vehicles also are equipped with the Law Overtreads. It also internally houses twenty living quarters (which are shared by officers), a detox lab, a science lab, five holding cells, a full galley, a workout room, and an oversized holding cell for large creatures. Wasteland scavengers and exiled roadwarriors leave these vehicles very much alone.

ARMOR: 90

RANGE: 12 Hours

HANDLING: +4 Difficulty Levels

MAXIMUM SPEED: 8 Marks/ hour

ACCELERATION RATE: 1 Marks

MOUNTING POINTS: 45

ENERGY RATING: 1000

The preceding actions are considered illegal, the punishments given for each action, however, indicate the maximum Sanctioning time and the maximum fine allowed by law. Any fine having a “+” after the number indicates that in that case the punishment may be greater, but generally is kept to only that much as a rule.

ACT

Assisting an arrest (with information)

Assisting an arrest (with actions)

Aiding an officer in peril

Saving an officer's life

Turning in a Kult Blade (per blade)

Turning in a Kultist

Killing a Daemonic threat (Diadem 8+)

Saving a citizen's life

Closing a Portal

REWARD

minor

minor/ 200 CR

major/ 500 CR

major/ 1000 CR

minor/ 200 CR

major/ 300 CR

major/ 400 CR

minor/ 100 CR

2 major/ 2000 CR

The preceding are commendations and meritorious acts. Commendations are divided into minor and major commendations, major resulting in greater praise from the inhabitants of the Zone. Rewards are given as credit amounts, and if both a reward and commendation are given for the action, a person may choose between the two. There are two ways for a citizen to earn these benefits of the Law. The first requires an officer to recommend them for commendation or reward. The second, and far more rare, is if the citizen can give indisputable proof of their actions.

INFRACTIONS AND COMMENDATIONS

VIOLATION

Speeding (1st-3rd offenses)

Speeding (4th offense)

Disobeying traffic laws (not speeding)

Destruction of Private Property

Destruction of Public Property

Theft of Property (Private or Public)

Possession of illegal item (mundane)

Possession of illegal item (dimensional)

Possession of Law issued items

Possession of Kult Blade (no spirit)

Possession of Kult Blade (with spirit)

Use of Kultist Convocations

Assaulting a Citizen (no contract)

Killing a Citizen (no contract)(1st offense)

Killing a Citizen (no contract)(2nd offense)

Lying to/Arguing with an officer

Noncompliance with an officer

Resisting an arrest

Assaulting an officer, CSA, or Unity official

Forging or Impersonating any of the above

PUNISHMENT

100 CR/Mark past limit

1000 CR + Repossession

100 + CR

200 CR + Replacement

400 CR + Replacement

1/2 Value of item

500 CR + Repossession

Sanctioning 1 Year/ Exile

Sanctioning 1 Year

Sanctioning 2 Years/ Exile

Exile/ Death

Exile/ Death

250 + CR + Medical bills

2000 CR/Sanctioned 5 Years

Exile

100 CR

250 CR

1000 CR/Sanctioning 1 Year

Sanctioning 3 years/ Exile

Sanctioning 6 months

RELIGIONS

Since the dawning of civilized man, Humanity has created, perpetuated, and embraced belief in the Supernatural. History and science have stereotypically denied and disproven questions of faith, but still mankind clings to their beliefs. After the events of 2026 and the release of Hell's minions, Humanity quickly regained and appreciated the history of religion and the matters of faith and the Spirit.

After the construction of the Zone in 2144, hundreds of religions and different branches of faith had emerged. But through strict mandates of the Law and Mystics, many of the more nefarious and Kultist-run religions and beliefs began to lose popularity due to violence or discrediting. By the summer of 2160, nearly ninety percent of Humanity had converted to belief in either the Old Religion or faiths directed or founded by Mystics.

Then, in 2161, with the mysterious destruction of Zone 2, faith began to plummet. People began to lose their beliefs and immerse themselves in business or work in order to forget that Hell existed. Many also turned to Hell as a savior, feeling that to do otherwise was to court oblivion.

Ever since the fall of Zone 2 and the subsequent loss of the workers at Zone 3, faith and trust in the Mystics have fallen drastically. The Kultist threat is at an all-time high, and now, more than ever, people are beginning to turn to anything that would give even a slight amount of succor in these dark times.

TENETS OF FAITH

By definition, religion depends upon a belief in the supernatural origin of Humanity. Faith in a deity or exterior force is extremely common, and a fanatical devotion to their own belief system pervades a religion's prominent members.

Religions in the Zone are constantly falling and rising, and none but the Old Religion has held anything that could even remotely be considered to have a constant number of followers. Religions vary from a belief in one deity, to a belief in a council of entities, to faith in an unknown power beyond the grasp of mortality. Anything can be considered to have potential to blossom into a full belief; the main problem being the attaining of a crowd to preach to.

On the whole, religions of the Zone can be considered to fall into one of three categories: Mystically-sympathetic, Kultist-sympathetic, or neutral. Almost every Mystically-sympathetic religion is legal and open to worship, whereas most Kultist-sympathetic religions are illegal and must practice in secret. Neutral religions base themselves around an iconoclastic belief system or a religion that has yet to be realized by Humanity. These types of religions usually do not sustain themselves very long in the face of living proof of Hell's existence. Most well-established religions have an established antithesis.

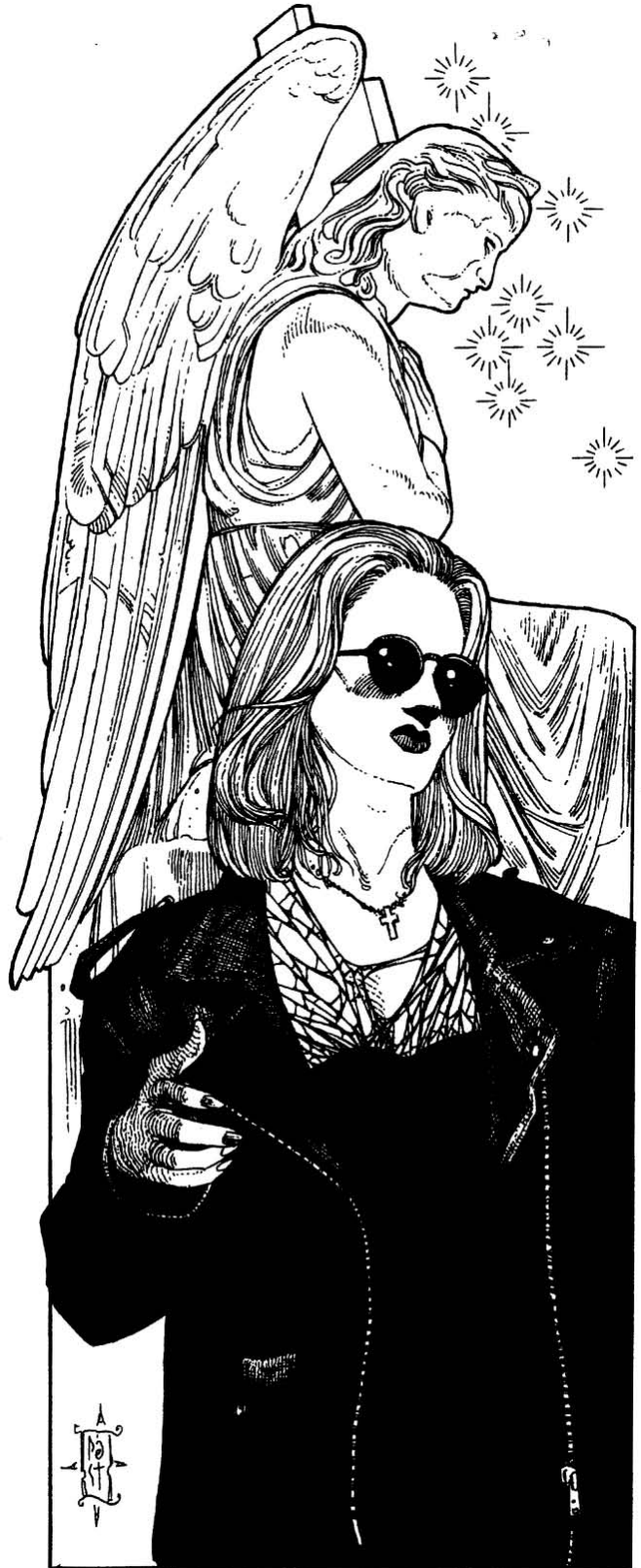
UPHOLDING THE HOLY SACRAMENTS

Each faith believes and protects certain sanctities. Great wars have been fought, and are continuing to be fought over religious differences. Those belonging to a religion gain a deep insight into the rites and consequences of all their actions. Many societies are based around the protection of one thing or the destruction of another. Whether it is an object or a theory, those involved in the faith must uphold their beliefs to the greatest of their power. The follower is expected to seek advanced knowledge within the area of worship. Gaining such knowledge will help them to step closer to their divine nature.

Established religions attempt to preserve a sort of law, or commandments, which its followers must obey. Following a stray path, or breaking the covenant is considered heresy, and is answered with abandonment and sometimes death. Abiding by the laws presented benefits the followers with knowledge from higher orders and security in their faith. It may seem odd that someone would devote so much for promises and hopes, but it is of few comforts that allow man to rest easy in times of Hell's vicious nature.

Characters joining a religion must accept the commandments provided before they are initiated. They must also accomplish a specified task—called **SACRAMENTS**—given to them by the faithful council. These are all described under each religion, and are the prerequisite of joining the specified religion.

As one rises through the ranks of a particular faith, new mysteries and edicts are made clear to the person, as they approach each religion's vision of enlightenment. With greater perception of spiritual perfection, comes a greater sense of purpose in one's life. Therefore, as one joins a religion and takes



a faith into their lives, a new Motivation is gained. This begins as a fifth Motivation on the Character sheet. Each time a new Sacrament is performed and a new rank is attained in the religion, this Motivation moves up one rank. Therefore, as one rises in faith, so does the strength of their belief. This Motivation, granted by faith, may never be altered or replaced by any means. This is the seat of person's beliefs, and may not be removed no matter how strong the outside influence unless it shatters their very belief in the Religion.

No matter how large or small a religion is, the members of a particular belief almost always act as a large family. Mysteries and rumors surround every facet of belief within a society overrun by Hellish taint and a dark future. These two facts combine to draw a veil of uncertainty and mystique across each faith. No one outside the religion could ever truly understand the exact fundamentals of the religion. This uncertainty and mistrust should be used effectively by the hierarchy of the religion, even toward the lesser members of the faith.

FACETS OF BELIEF

Each religion described below has a name, a set of beliefs, an origin, and sacraments to uphold. Whether a harmless religion attempting to help those less fortunate or a sadistic circle of murderers bent upon personally destroying Humanity, every faith has an air of secrecy to it. In addition to these traits, the special Motivation gained through worship is stated at the beginning of each particular religion.

Entry into a religion is great for roleplaying, and will help solidify a Character who wishes to embrace a Spiritual nature. It also gives the Character an extra chance to earn experience through a new active fifth Motivation. Any may choose to start within a Religion, though it is always at the first Rank—the Motivation may be gained, however, at this point.

The following religions are excellent for Antagonists or Protagonists. Fervent beliefs mixed with endangerment and a fanatical goal can create tension and a great Story. Just remember the rarity of the high Ranking icons, similar to corporate structures, rarely revealing themselves.

Gladius Oblivii

MOTIVATION: *Live life without emotion, fear or restraint.*

ORIGINS:

Embracing the concept of non-being and the state of Obliteration, the Gladius Oblivii is a dark and foreboding religion. Their concept and ethics of belief are rife with treachery and destruction. Most see this religion as insane and psychotic, though the truth is that those of this faith merely do not fear death or pain and are usually devoid of emotion.

The religion itself was founded by a man known only as Manes, an Internalist exiled for his crimes against Humanity. Manes discovered an ancient manuscript while wandering the Wasteland. The manuscript contained theories on nonexistence and oblivion, and it was during one of these moments of study that Manes came across a Kultist of the Undead and his entourage of zombies. During an ensuing battle, the Undead Kultist fell, and Manes took-up the carved-bone Kult Blade in attempt to stave-off the zombies. As Hazlia whis-

pered of the power of the Undead and offered a chance to survive the attack, Manes sacrificed another portion of his Soul to gain admittance to a new Kult. The zombies ceased their attack, and turned their efforts toward saving Manes.

Later, during Manes' return to the Zone, he and his zombies encountered yet another host of Daemons. The undead servants fell, though Manes had at some unknown and unspoken point previous, gained possession of a Blade of the Box of Under. His original intent was likely to sell the blade in trade for readmittance to the Zone. His purpose changed as the Daemons tore at his body and mind. After his death, Manes found himself in a small room with no exits and a blood-slickened stone wall. The exile painted a symbol upon the wall and was restored to his body, the manuscript still intact.

As Manes gained reentry to the Zone, he founded the Gladius Oblivii based upon the edicts of the manuscript. The faith advocates divorcing oneself from society and becoming a hunter among Humanity. The core belief of the Gladius Oblivii is that only the state of Nothingness and Non-Being can place Humanity at perfection. This new faith has expanded to become a major concern for the Law, though none seem to be able to successfully penetrate the dark mysteries and Sacraments that shroud this religion.

Most simply assume the religion is a front for the Box of Under—however, only about ten percent of the religion are actual members of this Kult. Darker whispers tell of many of those robed figures being zombies or worse. Rumors also persist that Manes is actually still a member of all three of his previous Kults, causing great concern among Mystics. Darker, more insidious people tell of the Gladius Oblivii being in concert with the Heralds, and trade unknown objects with that religion. All of this evidently has had its run around the rumor mill.

RANKS AND SACRAMENTS

NEOPHYTE: Upon entrance to the religion, the faith requires the new initiate to excommunicate themselves from any family and friends still living. This Sacrament is meant to serve as a severing of all ties to the outside world and to remove all feelings of compassion or mercy toward an already doomed race. After accomplishing this, the new initiate must grant the religion all monetary and worldly assets, and surrenders any credbases owned to the care of the group. From that point on, the initiate is known and referred to only as "Neophyte" and is given black robes of Synthetic Leather with a black cowl to wear. The Neophytes may not leave the church grounds without permission of a Priest or higher rank. During this time of self-imprisonment, which lasts anywhere from six months to multiple years, the initiate studies death and decay, expanding the mind and hardening the will.

SERVITOR: After attaining a Restraint of 5D or higher, in addition to a Medical and Occult of 4D or higher, the Neophyte may join the ranks of the Servitors, who is free to leave the churches and travel the outside world. They are given a onetime stipend of 1000 credits upon attaining this rank. Though they may reinvest in a credbase, the religion will aid in this task using their extensive contacts so that the Servitor might have a new credbase with their new name. After finding a job and getting settled (or three months' time), the Servitor is expected to tithe ten percent to the religion. The Sacrament to attain this rank is that the Neophyte must undergo ritual sacrifice. The Neophyte is killed upon a great marble altar, and if he is found to have no fear during the process, will be resurrected by an Abbot of the Resurrection. From that point on, the Servitor

is named by the Abbot resurrecting them, and is referred to as “Brother/Sister _____” and exchange their black cowl for a maroon one to denote their new status.

PRIEST: After giving themselves over to the study of decay and the blessed state of Oblivion, a Servitor may choose to attain the rank of Priest. The Priest ranking is the executive arm of the Gladius Oblivii, and they are sent forth to convert or destroy people by the Abbots. Often, the Priests take a contingent of Neophytes along, though Servitors are chosen for certain special tasks, and the Priests are given a target or group of targets to eliminate. No questions are to be asked, and no failures are tolerated—either the Priest and all of the contingent dies, or the target(s) expire. The Priest rank may only be attempted after showing proficiency of at least 3D in Putrefect, Laceratus, and Dieorvium. Upon gaining these and demonstrating them, the hopeful initiate is given decaying human flesh to eat as the Abbots speak a blessing over the new Priest. In addition, the new Priest is made to sign an Infernal Contract to a Speaker of the Way. From then on, the new Priest is given maroon robes of Hybrid Weave to replace the black robes and are referred to ever-forth as “Reverend Father/Mother _____”.

ABBOT: The highest enlightenment ever attained by anyone other than Manes, the Abbot must attain 5D in Laceratus, Dieorvium, and Putrefect, and join a Kult. Only those of the Undead, Internal, and the Box of Under are allowed, and each has its own title. The Undead are known as the Eyes of Oblivion, the Internal are known as the Speakers of the Way, and the Box of Under are known simply as The Chosen. The Abbots oversee everything from daily maintenance of the churches to promotion of another member. The Abbots receive a small salary from the tithings and almost never leave the churches, except on special missions. They have traded their maroon robes for gray Hybrid Weave trimmed in black, and are accorded the highest deference from other in the religion. The Abbots exist to tutor and guide others along the proper path, and to this end will hold sermons or teach others so they might attain such a level of enlightenment. The necessary Sacrament is that the Abbot must recite the demise of anyone they have killed and place a scar on their body for each description recited.

OBVIOUS'S CONCUBINE: Thus far, only Manes has attained this mastery, requiring years of dedicated study and incredible insight. The Abbot wishing to join Manes in true enlightenment must attain 8D in Laceratus, Dieorvium, and Putrefect, as well having been a member of each of the three Kults allowed within the religion, and lastly, must know every Convokation of the final Kult joined. As a final Sacrament, the hopeful Abbot must gaze upon the face of Manes and stare unflinching. Even the ordained Abbots shudder to think too long on this subject. After attaining this level of mastery, the Abbot trade-in the gray robes for black ones again, and infiltrates the lower ranks as a Neophyte purging the unfaithful and blasphemous. Only the Oblivion's Concubine know this secret.

The Heralds

MOTIVATION: Protect Humanity with any means necessary.

ORIGINS

Based upon ancient manuscripts—referred to by the Heralds as the Testaments—found throughout ruined structures in the Wastelands, this powerful group of Mystics and holy-people struggle to bring morality and spiritual strength to a violent world. Most of the Testaments have been destroyed,

leaving certain members of the Kult of the Spiritual Essence and elder Visionaries to supply information or fill-in the blanks.

Possibly the most respected and repeated phrase of the Testaments is: “None may stand against the Righteous.” Others are illuminated or expounded by certain factions or preachers, but the core belief of the Heralds is that Humanity is the flock and the Heralds are the shepherds. It is their duty to guide and show them the way. Through example, through spoken word, through action, and through prayer, all these must be shown as true and right in the face of sin and adversity.

The Heralds are often seen granting money to the poor or taking time to heal the sick and diseased. This group has gained funding through the Law, who grants credits attained through drug-raids to be distributed by the Heralds. This connection has blossomed into nearly-open alliance. It is, however, known that the Law is much easier on a person of the Heralds than the average citizen.

RANKS AND SACRAMENTS

FOLLOWER: A novice, unlearned in the ways of the Testaments, yet interested in learning and wanting to do something better. Anyone can be a Follower, the only Sacrament being the classic Eucharist of Christ.

PRIEST: A leader, wielding at least 3D in Reconstruction and Riposte, the Heralds actually keep a registry of Priests and their level of enlightenment (measured in knowledge of the Testaments and Spiritual Rating of 4 or greater). Most Priests maintain a flock of twenty, though some have maintain a group of worship in excess of three hundred. The Sacrament for becoming a Priest requires the hopeful to relinquish all worldly things and live on the streets, healing the sick and curing the diseased as best as possible for six months.

BISHOP: A pillar of the community, the Bishop acts as a Priest, but also collect tithings or donations from those in the community to redistribute as they see fit. Often, these funds are meant for the distribution to the poor or the construction of new churches. Bishop can be assumed to have a Spirit Rating of at least 6 and are required to have Reconstruction and Riposte of at least 5D. The Bishop are required to hold a flock of at least one hundred, which may be spread through multiple churches, and have been responsible for at least two Followers being promoted to Priests as their Sacrament.

CLEANSED: No longer concerning themselves with worldly indulgence and the chains of the material, the Cleansed have given themselves completely to the aid of Humanity. The Cleansed are required to have at least 5D in Aetherios and Aethir, and have a Spiritual Strength of 8 or higher. They spend most of their time in Spirit Form, healing and blessing those they can without ever being seen. The Cleansed also carry messages from the Cardinals to the Bishop, who distribute the words to the Priests. The Cleansed have often been called The Angellics, as they float about, bringing respite and healing without words or reason. The Sacrament for this level of enlightenment is that one Priest under the former Bishop must be tutored to replace the now-Cleansed person. Also, the Cleansed must hold a Spiritual Essence blade on them at all times—the purpose of this is to join the ranks of the Spiritual Essence, and the Cleansed quest for these Spiritual Entities in Spirit Form.

CARDINAL: After joining the Cleansed and finding an entity of the Spiritual Essence, the Cleansed must attain 7D in Aethir, Aetherios, Reconstruction, and Riposte, as well as a Call of 4D in the Spiritual Essence. It is then that the rank of Cardinal may be attained. Only a Council of Seven Cardinals are maintained,



and no one knows what happens to the old Cardinals, though rumors persist that the attaining of Cardinal status is only the beginning of a much larger, much more secret group. No one knows for sure. The Cardinals must have a Spiritual Strength of 10 or higher, and complete the Sacrament of giving-up food, drink, earthly pleasures, and anything not directly related to the religion for a period of one year.

Testaments of Airthswer

MOTIVATION: *Protect the Spirit... Stop Damnations and give rest to the Wandering of Spirits.*

ORIGINS

Also known as "The Transcripts from the Sands", this religion is believed to be based upon the writings of the insane. Though, those believing in its authenticity and sane documentation dismiss the humor directed at their religion. In fact, if true, these scripts may very well be the first recorded documentation of the process known as "Transcendence".

It seems that the connection between Airthswer's Body and Spirit was not completely severed during the time of his gradual demise. As he slowly began to Transcend, he subconsciously continued to write within his journal. Unknowingly, he seemed to describe serene bulbs of light and large molten fires, as well as the reunion with the Earth Plane.

Followers of this strange Religion believe the human Spirit to reunite with the Earth Plane upon Transcendence, generating the cycle of life known as human existence. Thus, wandering Spirits become lost energy as well as energies obliterated to the Circles. Each Spirit destroyed in this manner drains the Earth Plane of its energy, and draws it that much further to nonexistence. In theory, this would conclude the end of humanities existence.

This Religion does not see any problem with murder, as long as the Spirit is allowed to Transcend. The process of existence will continue. Kultists are denied access to this group, in fact most are taken to an "initiation room" and are recycled. Normally peaceful in nature, members become overexcited at the sight of a Kult Blade or the wandering of Spirits. At these such times, a Priest of Succor is called to give peace to a Wander Spirit, or a gathering of Recyclers are deployed to eliminate the Kultist.

RANKS AND SACRAMENTS

INITIATE: The rank-and-file of the Followers, the Initiate is interested in the Spirit and the states of Spiritual Transference, but is still largely ignorant in these matters. The Initiate must be proven to have no affiliation to an Kult and show a Spirit Rating of at least 3. These Initiates will one day advance further, but must first study and practice the teachings of their superiors.

RECYCLERS: Acting as the executive arm of the Followers, these minions are actually sent forth to recycle spirits. These people have the holy instruction from their church to kill those who have been deemed too sinful or against the nature of the Earth Plane. Those of this religion must show a Spirit Rating of at least 5 and a Sensitivity Rating of at least 5D. Their given weapon is a handsickle, which has the same statistics as a klaive but may inflict 2 damage points to Daemon Spirits (this weapon has been blessed by a Minister). In addition, the Sacrament of pledging undying loyalty to the sect is necessary, signing their name in blood across an altar of stone within the church they report to.

PRIESTS OF SUCCOR: After opening their mind to Mystical Ability, those of this level of enlightenment grant peace to those who have found cause to wander as a Spirit on the Earth Plane. The Priests of Succor must have attained Aethir, Beckoning, and Spirimundus all of at least 4D in order to aid them in their search. Rumor is abound that those of this religion know a secret to utilize their Rituals in concert to allow a Wandering Spirit to transcend instead of obliterating the bodiless they encounter (see Arcane Rituals). The Sacrament for this level is showing a Spirit Rating of 7 and documenting the process of raising the Spirit to this level.

MINISTER: After spending time killing the corrupt of the flesh and aiding the pure of Spirit, a Priest of Succor may petition to become a Minister. Those of this level administer instruction to those of lesser rank—who see the Minister as a respected elder—as well as lead congregations of the church. The Minister must show proficiency in Aitherios of at least 4D, the reasons for this being unknown. Also, the Minister is asked to have a Spirit Rating of 9 or greater. The Sacrament for this level of enlightenment is the recitation of the Transcripts of the Sands by rote.

BRETHREN OF AIRTHERIOS: At the highest level of enlightenment, the secrets and motives of the church become evident. After attaining a Spirit Rating of 12, as well as Aitherios of at least 7D, a Minister may be contacted by the Brethren to join their ranks. This is done only after careful watching of the subject, a process that may take years before the group is certain of the Minister's intentions. If the Minister accepts, they become a Brethren and are shown the path of immortality. By entering the body of a recycled victim, the Brethren stay forever young, and ever changing. Spiritless bodies are kept in waiting for these august members in the case of an emergency. While the Brethren do endorse the religion as true and actually follow its beliefs, they are also self-serving in that they use the religion as a means to eternity.

The Order of Flesh Deviancy

MOTIVATION: Follow the Code of the Machine

ORIGINS

When the Corporation for Scientific Activities perfected the use of cybernetic implants within the human body, the doors to concepts unheard of

were opened. The idea presented was that Humanity was furthering their own evolution, and it was to be immediate and caustic, as it involved Humanity's loss of flesh and the introduction of steel and circuitry.

The human body is but a base upon which to build and improve. All humans are molecular machines that reproduce, often with error and defect. The nonorganic machine is perfect, continuously rebuilding and updating itself when necessary. To step away from the molecular machine and embrace a logical future as cybernetic organisms is the basis in which the scientists of the C.S.A. constructed the Order of Flesh Deviancy. These ideas are furthered by the concept of repressing and eventually extinguishing human emotion. It is thought that these emotions along with the belief of a human Spirit are the greatest obstacles keeping the human race from evolving further.

Since the uncovering of these beliefs and statements, the Unity has since fired all those Scientists involved with the Order. Insulted at their ingenious discovery, the ten scientists involved directly with the discovery of cybernetics vowed to prove themselves to the unbelievers. Building complexes on nearly every Sector, the Order is fronted by fictitious cybernetic firms and data collecting agencies. Though it is not illegal to practice this religion, those in the higher Ranks are being sought for questioning by the Unity.

Secretly employing numerous Daemons of Torment for knowledge and protection, it is only natural for those within this religion to be affiliated with the Kult of the Machine. Granted, mostly only the greater Ranks require the Sacraments to belong to the Kult, it is an opportunity desired by all.

Note: Within this religion certain members gain random Knowledge Skills after they attain the Rank of Processor. Use ID8 to discern which one. Rolling an 8 means the member doesn't gain one for that week. The same goes for the loss of a Mind Skill, roll ID6, 6 being no loss.

RANKS AND SACRAMENTS

THE IMPLANTED: Having the desire to learn more and feel the power of the machine pulse in their body, The Implanted are students obsessed with Cybernetics. Not fully understanding of the ideals within the religion, they still accept the tasks required by the Processors. The Sacraments involved upon entering the Order are: a Humanity of 15 or lower, the sworn devotion to the "Code of the Machine", and a previous member vouching for you. Upon entering the religion, those of this Rank are provided a metallic-threaded suit (AR 5, soft), and are tattooed with a barcode on the side of their head. Once a member however they benefit from a Major Cyberfix Contact, which may be used at any time within the complex.

PROCESSOR: Proving an unbroken devotion to the Order by completing 10 tasks designated by their assigned Processor, The Implanted may ascend the Ranks of the religion only if they have acquired a 4 slot Neuralrack. At this level the follower gains access to the "Control" room—only having one within each complex, this room has a large mechanized chair in the center of computers and other miscellaneous machines. Those with Dimensional Oculi (and the Occult to recognize it) will notice a concentrated taint upon an Oracle Version 4.2 Daemon hooked into the chair. Once each day for one hour the Processor must jack-in to the chair and conduct "The Process". Bombarded by flashing imagery and malevolent instruction, the follower acquires a bonus of 1D to a random Knowledge Skill at the end of each week. They also incur a

loss of ID, however, from a random Mind Skill. Watching over a flock of five Implanted members, the Processor is ordered to instruct them to gain more Cybernetics. Those of this Rank are given a Machine Blade of Torment in hopes of increasing interest into the Kult.

REGULATOR: Upon learning 6D in any Knowledge Skill and the loss of three-forths of their Humanity spent upon Cybernetics, The Processor will achieve the Rank of Regulator. The Versions use these followers to run the Order, and depending upon the Skill that is elevated, the Regulators have different tasks in which to complete. For example, those enlightened in Data will most likely search the Sprawl for new cybernetics, cheap business acquisitions, and positions in Cybertesting firms in which to plant members of the Order. Those with a high Medical may assist with Cybernetic implantation. Whatever the task, the devoted members of this Rank are the sole investors in expanding the religion. It is required in the Sacraments for those of this Rank to have been initiated into the Kult of the Machine for purposes of greater machine understanding.

VERSIONS: Upon entering the highest of the Order's Ranks, the member is given a Version number in which they will be referred to from this day forth. In control of the daily operations of the religion for this specific Sector, the Version attempts to use gained information and financing to acquire Corporations. Upon acquisition, the employees of the Corporation are instructed to purchase a Neuralrack or they are fired. Noncompliance, similar to the discipline enforced within the religion, results in "Crashing" the victim in hopes of draining disposable Humanity. Only known to the Versions is the secret Knowledge that at the time of "The Process" a small chip is implanted in the brain of each member via the Neuralrack. Those within the religion from the Ranks of Processor and greater cannot conduct any hostile activity against the religion or a Version without losing 5 Humanity each time. Warnings are given as to the power of the Versions, but no one has ever realized the nature of this manipulation. To be accepted as a Version, one must deplete their Humanity down to two and have given proper sacrifice to Silesia. The tribute required is one hundred points of Humanity drained through the Convokation "Crash".

THE TRANSFORMED: If at any time any Ranking member loses all of their Humanity, they are instantly celebrated as The Transformed. It is at this point that Silesia takes the follower into its cold comfort and blesses them with complete logical thought and a body fit to survive the next generation. Though they lose all will and feeling of their own, The Transformed becomes one with the machine and serves the religion as a slave. Those of this Rank are awarded to Regulators to assist in their daily tasks, though a Regulator may only have up to five. The Statistics for The Transformed are the same as a Circuit Zombie. Aside from being assigned to Regulators, The Transformed are also used to hunt enemies of the Order and are employed as bodyguards for the Versions. It is extremely important to note that only followers of this Religion become satellites of Torment upon the loss of all their Humanity.

The Aliae Latent

MOTIVATION: *Nothing endures forever, and even the greatest of man's creations shall be as dust before the passing of Time. Seek not punishment, but endure and record Knowledge, for survival is the greatest revenge.*

ORIGINS

The Aliae Latent opened its first church in 2285, though it has existed as a religion for years uncounted by all except those within the reli-

gion itself. The Law and Unity have both launched investigations into the Aliae Latent, finding their beliefs odd and suspicious at best, but no proof or substantiated rumor has been revealed thus far. The patient and silent members are enigmatic and secretive at best.

The religion itself does not bow to Hell or to Mystical enlightenment—the Aliae Latent worship only the passing of Time. Patient and watchful, the Aliae Latent can often be found watching interludes of chaos benignly, marking the time of each occurrence, and penning it forth within the great tomes of history. It is said that the Aliae Latent contains the most expansive and in-depth history of the world before the Great Openings. The religion was almost destroyed soon after Hell's invasion but was saved by the Box of Under, who brought forth the last remnants of the religion and their ancient texts and gave them into the hands of the newly created Mystics just prior to the Zone's construction. The Box of Under themselves have been seen within the religion, but never having attained a higher rank than Chancellor, and even then very infrequently.

The Aliae Latent pray everyday at the midway point between each day. The prayer consists of those within the religion falling to their knees and chanting a verse in an unknown language. The religion itself maintains gigantic churches on a few Sectors, each holding ancient tomes of history that is being constantly recopied by hand, and preserved as best as possible against patient and ever-moving Time. They believe nothing can subjugate the constant of Time, and any power that has dominion over Time is shrugged off and explained in another way.

Recently, causing much concern with the Law and Unity and sparking many investigations, the Aliae Latent has started to note patterns within history and predict the coming times. While most discount the predictions, a few are fearful and have started to do their own research into historical timelines. The most recent prediction dates to the new year of 2300, and a horrible revelation that has already driven one Acolyte mad.

RANKS AND SACRAMENTS

ACOLYTE: Entering into the Aliae Latent, the Acolyte is expected to learn patience and to mark silently the passing of Time. To this end, the Acolyte must take a vow of Silence for a period of one year. During this time, they must be last to be seated, last to be fed, or last to do anything that requires waiting or preparation. The Acolyte may not talk and must be served by others without doing for themselves. Therefore, an Acolyte must wait silently until someone of the religion thinks to feed the Acolyte, or be given permission to leave the room with a superior. During this time also, an Acolyte is expected to learn and listen what occurs about them, and to write these occurrences within a large tome that they must carry with them at all time (equivalent of weight 1). Anyone with a 3D Knowledge or higher is welcome to join as an Acolyte to the Aliae Latent.

CHANCELLOR: Those who attain this rank have served and survived a year of silence and patience. Anyone who endures and has penned down their surroundings for this period of one year is elevated to the rank of Chancellor. This rank must always wear gray robes and wander the streets writing down all they witness. These are then taken by Acolytes and inscribed into the larger tomes that adorn the walls and shelves of the churches. The Chancellor may speak and move about at will, but may never interfere in the actions or

life of another human. By the time a person reaches the level of Chancellor, their Knowledge should have been raised to 4D, as the Council question Acolytes for their learning and progression before elevating the Acolyte.

LEGATEE: After spending five years as a Chancellor, the great tomes of the Chancellor are reviewed. If the tomes are found to be of interest and great detail, the Chancellor is asked what area of life was the most exciting to witness and this becomes the area of study for the Chancellor as they are promoted to Legatee. The Legatees wear dark blue sashes around their gray robes and may employ others to find occurrences of their particular area of study. Only their particular area of study is written about, though a Legatee may alert another Legatee if an action of interest in another field of study is noticed.

CHRONOLOGER: One of the most respected ranks of the religion, the Aliae Latent uses the Chronologer to specialize in a particular area. These people may actively affect others' lives. The Chronologer researches history and studies it for patterns and makes predictions. These predictions are reviewed by the Council, who ensure the prediction is accurate according to history. The Council then advises the Chronologer as to whether this prediction should be aided, hindered, or left alone. The Chronologer is then sent to ensure the will of the Council is performed by whatever means deemed necessary by the Council. The Chronologer appears identical to the Legatee, excepting that the dark blue sash has a golden cord lining the interior.

THE COUNCIL: The Council of the Aliae Latent holds the final executive and judicial power in the religion. The Council numbers fifteen, one for each month of the year. During the month the Council particular member holds sway over, that member is worth three votes in any voting situation. The Council serves ends unknown to anyone outside the Council—they appear wary of the Box of Under's ability of premonitions, and find it a tainted view of the future, but do not actively despise the Kults or Mystics. They do not appear to hold enmity toward any group, and almost seem outside the whims and wars of Humanity. Their decisions with each Chronologer are confidential, and no information leak has ever been noted. Not even other Chronologers are aware of what is decided with other Chronologers.

Temple of Profanis Concordance

MOTIVATION: *Hell must be raised under one unified banner. Never seek to destroy either Daemons or their human servants. Only through servitude to all the Circles of Hell may Humanity survive the coming days.*

ORIGINS

Founded long before any of the modern religions of the Zone, the Temple of Profanis Concordance can trace its origins back to before the birth of Christ. The religion itself believes that only through total corruption may Hell be returned to its former unified state. To this end, the followers attempt to thwart the actions of the Spiritual Essence and to saturate the world with energies of Hate. While most Spiritual Essence are barred membership from the religion, a few corrupted Kultists of the Azure Hyaline have managed to attain a rank within the religion. It is important to the religion to act with contempt and Hatred in most actions in order to infuse increasing amounts of Hate into the world.

Slowly, with the emergence of each Circle upon the Earth Plane and the rise of the Kults, the Temple of Profanis Concordance grew to prominence and power in the world. The Kultists themselves, however, were found to be the religion's greatest enemies. While many Kultists joined the Temple, many more found it blasphemous and threatening to their way of life, and soon the Kultists of the religion began wars against the Kultists outside the religion, forcing the Temple of Profanis Concordance to enter hiding.

It was nearly one thousand years before they emerged again, surfacing after the Plague in 1345 AD to recruit disillusioned Kultists, and enjoy a period of chaos in the times following so many deaths. It was then, however, that the Kult of the Internal, for reasons unknown, declared that the Temple of Profanis Concordance was to be eliminated. This feud remains even today, though a large number of renegade Internalists still enjoy membership within the religion.

Today, the Temple of Profanis Concordance is considered an illegal religion, and no public churches exist. Secret meetings and a hidden society of Daemons and Kultists pick their way carefully through the dark alleys, trying to evade both the Law and their Kultist brethren gathering in decaying buildings or the few hidden churches that exist for this religion.

RANKS AND SACRAMENTS

SERVITOR: Taking their title from the lowliest of most Circles of Hell, the Servitors are expected to follow the commands of those higher than them, and to serve the will of any Daemon who issues a command to them. The Servitor rank exists as the servant class of the religion. Those of this rank are expected to serve meals and perform menial tasks from procuring a victim for a Daemon to cleaning the ceremonial blades used for sacrifices. To enter into this rank of the Temple, a prospective member must bring the head of a known Spiritual Essence to one of the Temple's meetings. A short ritual containing a pledge of loyalty and a sharing of blood is performed and the new member is now given free access to the main areas of the church or compound. It is rumored during this ritual that a ceremonial scar is placed upon the inside of the arm or back of the neck to signify membership. This scar is carved more intricately with each new rank attained within the religion.

INIUDICATOR: The next rank attained is responsible for spreading and infusing the energies of Hate into the Earth Plane. They incite anger and unrest within the citizenry and spark fear within the common man, and many have even gone so far as to attack the Unity or the Law. They attempt to educate the masses about Hell and its inevitable victory over the failing Mystics and Spiritual Essence. The Iniudicator is also responsible for converting the masses and attempting to persuade them to join the Kults, as well as their responsibility for making the impressionable antipathetic towards the Spiritual Essence. Many strive for months, or even years to attain this rank, requiring a 5D Manipulation and Subterfuge as well as being responsible for bringing forth five new initiates into the rank of Servitor.

DEMARCH: Studying and perfecting the theory of Hell in all of its forms, the Demarch keeps a library of Tomes of Praenomen for every Circle, holding none above any other. The Demarch is responsible for drawing forth new soldiers for the Temple of Profanis Concordance from the various ranks of Hell as well as overseeing the sermons and controlling minor churches on each Sector. The Daemons are never bound, but kept in supply of Humanity in

order to maintain an orderly Aversion Rating. A Demarch must have a library of at least twenty Tomes from each Circle of Hell, and have enslaved two Spirits of the Azure Hyaline. These Spiritual Daemons are kept under constant bombardment by Hatred and horrific acts. The Demarchs are often found to have knowledge of an Arcane Convokation, and are considered one of the utmost authorities of the Kults, as they must have an Occult Rating of 8D or higher to attain this rank.

CHILIARCH: Only 80 Chiliarchs may be maintained at any given time, ten from each Kult. While only 71 currently exist, the religion is extremely strict that only ten from each Kult be allowed to exist. The Chiliarch controls a church, one per Sector, that boasts at least one hundred members, and the Chiliarch is the final judge and advisor on each Sector. Other churches may exist on each Sector, but they may never hold more members than the Chiliarch's church. Deference is given at all times, and no one is to question the word of the Chiliarch. Those wishing to attain this level of enlightenment must first become knowledgeable of each Convokation for their particular Kult, as well as having an Occult of 10D. Their church must boast one hundred members at all times or they are reduced in status to Demarch.

EXEMPLIS: Only one of this rank exists, and none but the Chiliarchs have ever witnessed the Exemplis. Rumor persists that the Exemplis has existed since the beginning of the religion itself. None know whether the Exemplis is human or Daemon, or what Kult or Circle the being is drawing its power from. The only provision for attaining this level is that the current Exemplis must deem a Chiliarch worthy of elevation. The longest existing Chiliarch has reigned a church of the Temple of Profanis Concordance almost six hundred years without advancement.

Congregation of Solifidian

MOTIVATION: Follow the Mystic's code, and ascend to become a warrior of Humanity.

ORIGINS

At the time the Entity blessed Humanity with the Mystical gene, biased nature and jealousy tainted those able and unable. Those with the powers of Rituals were looked upon as the hero's of Humanity, and the rest were seen as a flock needy of protection.

Those born of the original Mystics were born into the right of Godhood. They were obsessed with their genetic abilities and often abused those they felt were inferior. Without contest, those without Rituals abided by cruel orders and humiliation, until the Darchomen developed the laws of Humanity. It was at this time that most of the progeny of the 45 learned self control and quit manipulating the unblest. In secret concordance, however, one son of the Darchomen started a small religion called "The Congregation of Solifidian". The basis was simple, praise those of Mystical supremacy, or suffer the consequences. It wasn't long until Langis Fayne had his power usurped by the Darchomen, and was punished for crimes against Humanity. The religion continued however, as a new figure of power headed the organization. His name was Cael Lucent.

Within his massive complex of training rooms and meditation altars, Cael taught the members of a Mystical Dimension where a war was

being fought over the existence of Humanity. He spoke of a third Dimension layered upon those of Earth and the Spiritual realm, the "Plane of the Divine Right". Losing nearly half of the members to the absurd nature of his stories, Cael gained fanaticism from those that remained. He continued to preach of a recruitment process where angels will come and take those of the strongest Mystical faith.

In hopes of being honored by such an event, Cael and the members of "The Congregation of Solifidian" train for the day to fight in the holiest of wars. Sharpening their Mystical Rituals and their natural ability to recharge their focus, Cael had hopes of leading his army of warriors into a glorious battle for the victory of Earth, though in the year 2257 Cael disappeared with no clue as to his whereabouts, but his followers are positive Cael was chosen to fight the great war. The religion continues without Cael, but with no lack of enthusiasm.

RANKS AND SACRAMENTS

DEVOTEE: Hearing the stories and legends of Cael's influence and power, many come to the church to learn the might of Mystical Rituals. Though the Church welcomes all who wish to learn, they demand respect and concern from any and all who have yet to achieve Mystical enlightenment. For this reason, those of this Rank without Mystical Rituals or a Mind of 5D become servants for those of the Learned. Though, they are never mistreated, rather they are taught the glorious nature of a Mystical presence. Devotees are expected to attend "The Demonstration" twice a week. Devotees all are given the Minor Contact: Attuned Mentor.

BLESSED: Finally breaking into the Knowledge of Rituals, the Blessed are rewarded with the option of living within the holy walls of "The Courtyard," the glorious compound in which the Mystic Spirit grows. Adorned in chainmail robes (Equivalent to Hybrid Weaves), they meditate and learn from the Learned. The Sacrament for advancing to this rank is for the Devotee to learn at least 1D in 10 Mystic Rituals; 5 Alter and 5 Visionary. The rite of the title "Blessed" is attained at "The Demonstration" in front of all the other members of the faith. The Blessed all are given the Major Contact: Attuned Mentor.

LEARNED: After schooling with the Learned for a great amount of time, the Blessed achieve this status. They are now responsible for advancing in their Rituals and perfecting their combat skills. The Learned are rewarded with the "Solifidian Sword"—a mystical blade hand constructed to act in concordance with the Mystic's thought. During battle, the wielder of this blade gains a +6 to their Melee in Combat. Anyone other than the Learned, the Divine Warrior, or the Knights of Humanity who carries this blade is considered blasphemous and is punished by exile to the Wasteland. The Sacrament of reaching this ascension is a 4D in every Ritual, along with the discovery of a (15 point) Bone of One, which only to be used in the Great War of the Divine Right. The Blessed must have also achieved a Mental rating of 6D.

DIVINE WARRIOR: After years of tests by the Divine Warriors and mental preparation from the Knights of Humanity, the Learned are promoted to the ranks of the Divine Warrior. They are now responsible for leading "The Demonstration" each night in the central hall of "The Courtyard". In hopes of encouragement, the Divine Warrior must give a show of power to each of the Devotees to prove the worth of study and training. Seen as Gods among the

common man, those of this rank have become heroes to be worshipped, though the Knights of Humanity are always trying to humble them during their rare appearances at “The Demonstration”. To become a Divine Warrior, the Learned must display all Rituals at 6D, as well as obtaining an Amulet of Divinity. The prospective member must also show incredible swordplay (4D Melee) and an enhanced Mental ability (8D).

KNIGHT OF HUMANITY: It is rare to witness the “Knighting” of a member during “The Demonstration,” but when it happens, a glorious celebration is held, and a savior is born. Having gained the fourth Facet in every Ritual and accumulated a 10D Mental, the new Knight of Humanity is given the blessings of Cael. During the ceremony, the Knighted member must drink from a golden chalice while the faithful watch in reverence as his skin turns chalk white and his eyes glow a brilliant gold. Only the Knights know what concoction is in the chalice and what the actual produced affects are, though many speculate that they gain a shimmering aura seen through all the Dimensions of Earth, including the “Plane of the Divine Right”. Strangely, however, those knighted do not stay around long before they disappear in the same manner as Cael. Some have claimed to see the lost Knights working in concordance with other powerful Mystics, but when acknowledged, they disappear and the memory fades.

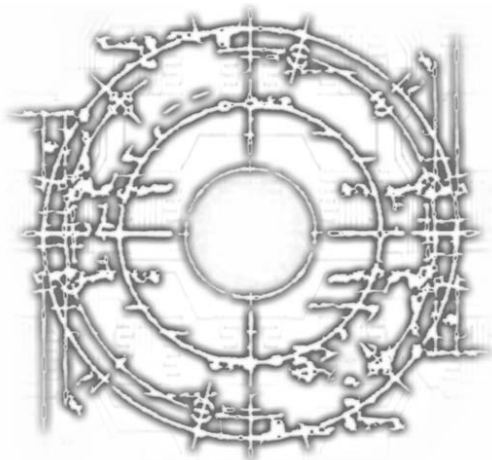


The Appendix

chapter VIII



CHAPTER 7



The six men—three carrying modified Class III Bulldozers and another with a flame-thrower—mounted the steps of the Outerzone Acquisitions building in perfect stride. Two men followed close behind, each in dark suits and clearly cybernetically enhanced, and as they approached the glass doors at the top of the stairs, two women in low-cut business suits were awaiting the group with guns already drawn.

The sound of the two guns firing from a building across the street reached the enhanced hearing of the Contractors moments after the impact. Blood and flecks of bone sprayed against the pristine glass door simultaneously, as the two women fell backward through the glass, shattering it and driving them deep into the marble flooring of the building's entryway, clearing the way for the six men to enter.

The four armed mercenaries entered first, fanning out two to a side securing the entire lobby of the Corporation. The metallic repetition of the firing mechanisms sounded as the secretaries, customers, and audio/visual bays were executed in short order.

The subvocalized command of Jackson Kipling, leader of the group, ordered the soldiers to regroup at the elevator doors. The group broke off their fire and wordlessly moved to the lift door. As the lift began moving from the fourth floor, Jackson held out his hand pressing the "synchronize" button on the side of his digiwatch, as did the other five mercenaries. With a small nod, they released the button and looked at the time: 10:18. Eleven minutes left.

10:17

The three Kultists watched impassively from the street corner as the group of armed soldiers entered the Outerzone Acquisitions building. Barrabas, the Kultist of the Internal and the self-proclaimed leader of the group, adjusted his tailored suit as he turned to his companions. Regarding the sightless, milky eyes of the Kultists of the Undead he said "It is time, gentlemen."

The three moved as one into the building after the Contractors. Barrabas noted the closing of the elevator doors on the far side of the massacre. Quickly, the Box of Under Kultist slit a deepened cut into his hand and began scrawling upon the floor of the entryway, as the other two strided toward the lift doors.

10:18

"Sir! We have a security breach in the entryway!"

The call came without warning or preamble. The face of the security guard appeared on Mr. Rosche's vidscreen in the midst of his conversation with

Tanya. Before he closed his vidphone, Tanya was already running for the elevators. He opened a drawer and pulled out a small holdout pistol from his desk and followed, calling over his shoulder "I'm on my way."

10:19

The group of four assault soldiers stood silent and waiting in the lift as the doors shut and it jerked into movement, set for the fourth floor. Jackson turned to Tassad, the sunburst scars and mesh filter over the man's eyes prevented him from seeing which direction he was looking. Tassad was worried—Jackson calculated this from the higher than nominal body temperature of 99.9, which was very uncommon for Jackson's second in command.

The man broke his reverie as Tassad whispered "I noticed we tripped three pressure plates in the main foyer. I think it's best if we get out of here sooner than planned—reports indicate that they are linked to Central Core. The Law should be here in no more than twelve minutes. Best time on record for this block is seven minutes."

Jackson relayed the message to the snipers in the building across the street. He instructed them to hold back the Law for as long as they could before escaping to the rendezvous point. Jackson had hopes of this adding at least a minute or two to the time they had.

10:20

The shattered glass doors and the carnage was not what worried Cameron upon his arrival back to Outerzone Acquisitions; it was the symbol of blood resembling an eye without a pupil sketched upon the floor of the entrance. With a curse, the man began to run for the staircase, his path skirting him along the wall in hope of avoiding any possible physical emanation that the symbol might manifest.

As he began to mount the steps, a feeling of terror washed over him inexplicably. He stopped his ascent to turn around, fearing what he may see. A flock of Daemonic beings, all in Spiritual form, were flowing through the broken doors as a horrible, profane tide of evil that paid him no regard as they quested upward through the ventilation, elevator, staircase and any other conceivable manner of transportation.

Cameron did not remain to watch as he rushed as quickly as his legs would carry him.

◆ ◆ ◆ ◆

The doors of the lift opened into a long hallway that ended in a T-intersection about eighty feet long. The hail of bullets from the three men in

APPENDIX

Deathware-model mechanical armor at the end of the hall clattered loudly at the still retracting steel doors. A few stray bullets managed to enter the lift, ripping into the leg and chest of one of the mercenaries, throwing him backward into another of the soldiers, and they fell prone due to the impact of the massive weaponry used by the Security team at the end of the hall. Jackson cursed as he pressed himself up against the side of the lift, hoping the slight cover provided by the button console of the elevator would suffice. The two standing soldiers returned their shots, joining the flurry of death that permeated the hall.

"Light it up!" shouted Kipling, but his words seemed lost in the confusion of gunfire from both sides. The soldier with the flame-thrower nodded once, climbing out from underneath his dead comrade whom he was using as a shield. He ripped a grenade from the bloody vest of the contractor.

"Eyes!" the cry pierced the roar of the weaponry and the clattering of ricocheting bullets as the group turned their heads away from the hall. A huge wash of light lit up the hall, reflecting painfully in the back of the lift and forcing Jackson to temporarily shut down his optical cybernetics.

The gunfire had stopped from the other end. Jackson waved his gun-laden troops into the hall, and they exited the lift cautiously, but then relaxed visibly as over the transcom one of the guards stated "Energy shields across the hall—the flash grenade must have activated the pneumatic sensor."

Al guns spun around searching for targets from their hidden ceiling positions within the shield, turning back and forth between the two remaining security guards clad in Deathware and Jackson's group. The guns seemed to be waiting for someone to cross the threshold created by the wall of pulsating energy. Behind the group the lift doors grated shut, leaving them in a small pocket of space between the energy wall and the now closed elevator.

Jackson pointed to the three Al guns mounted on the ceiling. According to plan, Tassad spoke the word "Gremlins". The possessed Al weapon turned toward one of the opposite guns and released a quick burst, destroying it before it swiveled toward the other, repeating the process.

A nod from Jackson showed his approval as he pointed at the energy shield and turned to his soldiers, subvocalizing into the transcom "One minute, I want that bypassed."

10:21

Mr. Rosche and Tanya reached the Deathware security team from the staircase at one end of the T-Intersection. Mr. Rosche could see the group at the other end of the hall, opposite the energy shield. Looking over his shoulder to Tanya, a wry smile crept upon his face as he said "My Feeding Hallway didn't work out so well, did it? Tanya you protect the door, save whatever Spirit you have for when it is most necessary."

He looked down at the fallen trooper, his abdomen was ripped open from a wayward shot that had pierced the thick metal. Sparks arched across the wound from frayed wiring within the armor, and small gears turned grating over the intestines of the dead soldier, sawing through flesh that had been flayed open from the wound.

The lift doors opened behind the mercenaries at the other end of the hall, revealing three Kultists. Barrabas stared directly at Mr. Rosche, his hands spread menacingly, a Kult blade in each hand. Mr. Rosche curled his lip and turned to the Deathware troops, "Go toward Tanya and help her." The troops fell back without complaint as Mr. Rosche flipped open his vidphone and dialed security.

The shield fell as Mr. Rosche drew forth his Mystical energy. The form

of the man blurred, seemingly to appear everywhere within the hall, his form blinked to and from places with no visual reason. The contractors fired their weaponry, and the possessed Al gun joined the two troops, but to no avail. A void of black energy quickly filled the hall, enveloping the two mercenaries closest to Mr. Rosche. The man with a flame-thrower and Tassad backed into the lift with the Kultists, and Jackson followed close behind.

The blackness flowed outward lazily, a featureless expanse of nothing that passed over the two soldiers and the dead body of the security guard. Screams erupted from the two within the void as the blackness covered them, ending abruptly as the liquid darkness poured into their mouths and finally swallowed them whole.

As the darkness receded, nothing remained. No scrap of flesh, no mark of struggle or fight. Those who had been touched by the void vanished. And still in the hallway, Mr. Rosche winked to and from locations, a triumphant smile on his face. Barrabas sneered, his hand thrown outward to point at Mr. Rosche as he released the Spirit held within his blade. The winking form ceased immediately as Mr. Rosche was hurled into the far wall, thrown by an invisible force of power. With blood streaming from his eyes, ears, mouth and nose, he was sprawled up on the wall with his arms spread outward in a grim parody of the Crucifixion and hung there, motionless and dead. Barrabas laughed maniacally, waiting a moment before allowing the body to slump to the floor.

Jackson, Tassad and the soldier with the flame-thrower were already rushing down the hallway, turning the corner with their weapons firing. Bullets echoed off metal as the security guard's armor absorbed most of the impact, knocking one to the ground with a wounded leg. The huge weapons of the Outerzone Acquisition guards returned fire, their bullets ripping through the woven mesh of the enemy armor to find soft flesh below. Unbiased as to which of the three to target, the hail of bullets marked Tassad. Blood sprayed out of his back as the force of the bullets ripped into his arms, legs and chest. Jackson watched without emotion as he noticed the three Kultists approaching from behind. He found the brief seconds it took to look at his watch: 10:25.

10:25

Cameron reached the top of the stairs, his gaze resting upon the complicated security lock on the heavy door. He needed to get through this door to get into the forth floor hallway, where he could hear gunfire echoing loudly. He cursed again, attempting to bypass a lock that he did not have time to deal with. On the other side of the security door bullets slammed, creating thunderous reverberations throughout the stairwell.

10:26

The Undead Kultist unleashed his infernal powers upon the dead soldiers, watching with pleasure as severed limb and broken body rose to continue its former struggle. A dead and ruined arm flailed toward a fallen gun turning it toward the security team. The torso of one of the dead victims crawled across the floor, pouring its innards on the metal floor as it pulled itself toward the fallen Deathware trooper. The torso's arm reached for the clasps of the helmet, attempting to reveal the still-warm flesh within.

Tanya watched the scene, uncertain and frightened. She yelled to the remaining Deathware soldier, "Where is Jonathan?"

The Deathware soldier boomed, "The Archbishop is already inside the room," and returned to firing at victims he had already killed once before. His fallen comrade had lost his helmet and was now attempting to pull the body of the zombie mercenary from his face as hands clawed for his eyes. A scream

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issued, one of pure and absolute terror as fingers dug into his eyes, ruining his sight and continuing their push inward.

Jackson looked down at Tassad's body and wondered for the first time if maybe he might actually survive this onslaught. It was then that the lift doors opened behind him.

10:27

The robed figure standing closest to the elevator looked up emotionless as the doors opened. The backup security team opened fire from within the lift, more from panic than any immediate threat. The Box of Under Kultist quit his painting upon the wall to regard them curiously as he spread his arms calmly outward to receive their bullets. The robes shredded under the force of impact, ripping open body and fabric to shatter bone and rupture organ. The body was dead long before it hit the ground.

Jackson turned just in time to witness his last chance of escape dance with the automatic gunfire and slam to the floor. With knowledge of his eventual demise, he fired with abandon at the security guards. They returned the fire, their shots hitting the tank of the only remaining soldier's flame-thrower.

Jackson heard the metallic hiss of the flame-throwers punctured tank milliseconds before it exploded, sending a wave of fire over his body. Turning to face the flame-thrower, the blast hit him, shards of metal and fire splitting his chest and searing it in the same instant. A silent farewell was consumed by the destruction as the fire continued onward to destroy the lifts Hydraulic system, plunging it and most of its occupants four stories downward to the unyielding marble below.

The explosion threw the Kultist of the Undead into the wall of the T-Intersection, placing him directly in the line of fire of the remaining Deathware trooper standing outside the protected door. No time was wasted as the already burning husk of the Kultist was shot by a full burst from the guard, before he returned to helping his comrade with the zombie.

Realizing the undead abomination had already peeled all the flesh off his face and peeled his jaw from the muscle, the Security trooper destroyed both his comrade and the zombie with the last of his clip.

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Barrabas followed the Kultist of the Undead into the wall, his face cushioned by the pulpy form of his dead ally. As he turned, he drove Tanya through the door with another display of power similar to that which he showed to Mr. Rosche. She flew backward into the door, then continued her flight into the far wall of a dark room, falling either unconscious or dead. The Deathware trooper looked at the Kultist as he reloaded his weapon, his anger apparent even though his features were covered by the hardened helmet. Barrabas smiled evilly, brandishing his blade before him and shattering the soldier's mind with yet another performance of the powers of Avarice.

The Security soldier finished reloading his gun, but did not fire upon Barrabas. Instead he unclasped his helmet and dropped it to the ground clanking as it rolled on the floor, his eyes vacant and staring. Barrabas wasted no time, dragging his body up from the mess of the Undead Kultist and limping over to the unresponsive soldier. With a quick and unexpected rush of movement, Barrabas plunged his blade deep into the skull of the soldier.

The brief moment of concentration was all that was needed to draw the man's soul into his blade. A smile of triumph crossed the Kultist's lips as he made for the door of the protected room. Upon turning into the room, he

screamed and turned in horror upon the sight of a glorious candle. He retreated into the hall, his defeat evident even as the door at the opposite end of the T-Intersection opened.

10:28

Cameron was already firing at the Kultist who stumbled from the door. The force of his shot exploding across the Kultist's shoulder blade, tearing open a lung. The Kultist was propelled back into the room with the candle, his agony apparent as he flailed from both the wound and the immense glow from the Candle of Transcending Light. With a display of hatred and willpower that only a Kultist of the Internal could possess, Barrabas threw his arm outward, striking the candleholder and causing it to fall over, extinguishing the damning light as the breath left the Kultist's body.

That was all they needed.

The Daemons manifested in a storm of terror and horrific displays of hate and evil. Shadowy forms danced toward a shrouded box next to the fallen candleholder, their cries of exultation evident to even Cameron's ears down the hallway.

From within the room, standing from behind a large chest, one man stood against the myriad servitors of Hell. His eyes were a crystalline blue and his body frail yet calm. Jonathan, Kultist of the Azure Hyaline, was the last line of defense.

The Daemons rushed as one, their forms overwhelming the small Kultist. The man disappeared in a mass of profane flesh and hellish teeth, gnashing and waiting for the taste of Human Spirit. However, Jonathan had vanished.

Running for the room as fast as he could, Cameron arrived outside the door just in time to see Jonathan remanifest from Spirit form just outside the cluster of horror. Calmly reaching to the ground, he lifted the candle. With a snap of his finger upon the wick the flame was reignited, shining even brighter than before. Jonathan used the candle to light Barrabas's robes as he attempted to right the heavy candlestand. The Daemons shrieked in pain and anguish as the light spilled over them, melting away their forms as they fled or were destroyed by the radiant light. Shadowy forms disintegrated into nothingness and crimson skin burned as Jonathan looked back at Cameron.

Cameron hadn't the time to even speak as one of the last Daemons pulled Jonathan into the Dimension of Spirits. Daemonic hands clamped around the small man's neck and a flickering tail was all that remained in Cameron's sight before even that disappeared. Cameron watched silently as the last of the Daemons fled, the shrouded box left untouched. The tread of heavy footsteps sounded behind him as the Law stared at the destroyed and blackened hall. Small fires still burned over the flesh of the dead, and in the middle of it all stood Cameron, staring in wonder at the bright and purifying light of the candle. Cameron looked over the carnage quietly as somewhere in the wreckage a watch beeped quietly. Cameron looked down to see the arm of one of the Contractors. The watch read: 10:29.

Later

Barrabas smiled as he stretched lazily in his bed. He looked at his naked body, then at the Daemon who waited silently. It held a prize that stared defiantly back at the him as he stood and clapped once, summoning a pair of women who brought a black tailored suit to the man and began to dress him.

"Jonathan," Barrabas smiled, So nice of you to join me."

APPENDIX



ARTIFACTS

Giving rise to hope within the bleak lives of Humanity, Artifacts are the rare and prized objects that are imbued with unfathomable or unholy powers. Artifacts are divided into two groups: Major and Minor. Minor Artifacts are boons to a user in dark times, and can mean the difference between life and death. For the most part, a Minor Artifact only has the scope to affect a small area about the user, or the user himself. These Artifacts are extremely rare, and unless rigorous investigations are performed a Character may never come upon one of these items of power. Many of the listed Artifacts are numbered at twenty or less, though a few are found in greater abundance depending upon the locale. The following examples should give an idea of appropriate powers to be granted to a Minor Artifact.

Major Artifacts are capable of possibly changing the face of the world. Anyone even with a reliable source to a Major Artifact are in extreme danger, as countless Daemons, Mystics, and other powerful entities seek-out these items for their own ends. Major Artifacts should never permanently come under the control of a Character. These items are the basis of legends that have existed for centuries, and if ever tampered with, could mean the end of the Divinity Wars - for either side.

The skill listed next to the artifact represents the required knowledge necessary to use the item. Without this skill the character can wear or use the item as a weapon, but cannot activate its inner power. Once someone with the proper knowledge tells them what the item is and shows them how to use it, the player may utilize the arcane tool.

MINOR ARTIFACTS

THE MYSTIC'S COWL- (Mystic Lore of 4D) These robed hoods grant incredible insight to the wearer regarding Mystical Abilities. For reasons not understood, they only transfer their benefits into a True Mystic, and not to Alters or Visionaries. The hoods take the form of a dark cowl—often gray, but some have been found to be black or a deep blue. While donning the cowl, the Mystic may use two Rituals simultaneously—one Visionary, the other Alter, and only one of each path may be used in conjunction. This means a Mystic could Reconstruct a fallen ally, at the same time setting a ShadowSphere to cover their escape.

ABBADON'S TOOTH- (Occult of 6D) Named for the Divinity of Carnavoria, these Blades are now being sought-out more than in the past. The Blade is indeed carved from the jagged tooth of some unknown entity, a handle being crudely formed along the root. The jagged edge itself is approximately ten inches long and inflicts $ID6+2$ Essence upon striking a target. The prize of these Blades, however, is that they can be utilized by any Kult, storing the Spirit in a similar manner to a Spirit Blade. The greatest power of Abbadon's Tooth is that it opens the minuscule rift needed to transport the Divinity's power to the Kultist without the need for Spirit. This means that a Convokation created from this blade costs one less Spirit Point to enact (to a minimum of one), but the drawback is that it also robs the Divinity of its portion of the Spirit normally stored and kept after fashioning a Convokation.

AMULET OF DIVINITY- (Mystic Lore 5D) These amulets, often a thick silver chain with an unfathomable deep black crystal, grant the wearer augmented ability to utilize Rituals. While wearing the amulet, the Mystic (who may be Alter, Visionary, or True Mystic) gains an additional 2D to their highest Ritual. If two or more Rituals have the same potency, the wearer may choose only one to be augmented. These amulets resemble a scarab clutching a crystal that radiates in the Mystical spectrum to the point that when the Ritual augmented is enacted, no amount of clothing can hide the shine that emanates from the depths of the amulet. It is said that the first forty-five of these amulets were granted by the Entity during the creation of the Mystics. Others have appeared at various times since then, said to have been delivered by winged horsemen. Mystics warn that any Kultist holding this artifact will grow extremely cold over time. Kultist, even those with Rituals, that have managed to release the amulet said that it grew to icy temperatures before they were forced to drop it, and further rumor states that the amulet vanished before hitting the ground.

BONE OF THE ONE- (Mystic Lore 5D, Religion 6D) These finite, yet less specific forms of the Amulets of Divinity are thought to be fragments or a bone from a destroyed Shepherd of Spiritual Essence. By utilizing this Artifact, one may roll an additional number of Dice equal to or less than the rating of the bone. (Such as a 10 Point bone, which is the normal, adds any amount up to ten to a Ritual possessed by the owner) After a point from the bone is expended, it is gone, and may not be regained—thus the bones are highly useful, but must be used sparingly. Through the use of a Bone of One, it becomes possible to access Facets of a Ritual not normally available to the Mystic.

MAYAN SACRIFICIAL DAGGER- (Religion 5D, Occult 7D) A long, ceremonial dagger used by the Mayans millennia ago, the Sacrificial Dagger is made of solid gold inlaid with turquoise and rhinestones along the hilt and spine of the blade. The overall length of the weapon is eighteen inches, though sixteen inches of gold are curved back to form the blade, which results in a twelve-inch length. The blade is prized by the Box of Under, which allows them to use the blade to enact Convokations not normally known by the Kultist. By sacrificing the necessary Spirit from their own blade-rings, the Box of Under may make an incision about their body in ceremonial fashion. The blade must bite deeper when using more advanced Convokations, and one Essence Point must be bled from the Kultist for every level of the Convokation—this is in addition to any other Essence loss required by the actual Convokation.

HEART OF MORTALITY- (Religion 5D, Mystic Lore 6D) To enact the power of this mummified Heart, the owner must keep it over their own heart (often by fashioning the Artifact into a necklace), and while the Artifact is in place, the bearer is granted a $+5$ to Humanity (this allows for ratings above 20), making this Artifact highly prized by borgs, for obvious reasons. Study has been shown that placing a Heart of Mortality on a zombie imbues it with increased attunement to its host, allowing it fully recognizable vocal communication. Incidentally, most Kultists of the Undead are wary of granting a zombie this gift, as they often exhibit a distinct sense of freewill after being given this artifact. It is said that the hearts belong to those that were killed on the first day the barriers broke in 2026, and most have rotted away or have been destroyed by other means, though a few of them have been preserved and are available in the Wasteland.

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WIRE OF VIS INERTIA- (Cybernetics 5D, Mystic Lore 7D, and all Machine Ethos) Taking the form of copper wire covered with long silver barbs along its length, this Artifact is prized by those Cybernetically enhanced. The wrapping of this wire inflicts five Essence Penance during the initial wrapping, and while it is against the skin, the user has the Essence capacity of their abdomen reduced by two. Over time, the skin begins to grow around the wire, eventually all but covering the shining metal. By wrapping the wire around the abdomen, the bearer of this artifact acts as a living rechargeable battery. Any equipment or cybernetics with lost energy may be recharged while in a proximity of 5 feet of the bearer.

STAFF OF OBLITERATION- (Religion 4D, Occult or mystic Lore of 5D) Drawing upon the energy of the user, the Staff of Obliteration harnesses this energy and throws it outward across the Dimension of TerraDaenime. Any Spiritual entity within a 30 foot radius of the tip of the staff is inflicted with 2D6 Spiritual Penance—this power appears as a rippling current through the air to those of physical being. Those in the Spirit Dimension—or with the ability to see such acts—witness a radiating wall of blue crackling energy that expands outward to consume any Spirit it touches. Spirits killed by this weapon are obliterated. Though the benefit of having sway over Daemon Spirits is great, most Mystics feel that the thought of obliterating a person in Spirit form or a Wandering Spirit is too great a risk. The staff itself resembles a six foot rod made of pounded ash and fire-hardened wood, with elegantly carved pewter, banded along its length.

CLOAK OF CHAOS- (All True Mystics, Mystic Lore 5D) The Cloak of Chaos, the prize of most Mystics, appears as a black cape and cowl that is so dark that it appears as a void from which the rest of the person emerges. The cape is made of an unidentifiable material that masks all heat emanations from the wearer, granting them virtual invisibility to infrared scans. The cloak itself is fire-resistant—which does not necessarily protect the wearer, just the cloak—and provides minor protection (Armor Rating of 3). The benefit for which the cloak is prized, however, is the fact that it raises the user's Mental by 2D when figuring the recharge duration for any Ritual Facet. Thus, a first Facet Ritual, which normally demands 3 Rounds to recharge with a 2D Mental, would only take 1 Round before it could be used again. This benefit extends to any Rituals known and used by the wearer.

MYSTIC'S MESHWORK- (Mystic Lore 5D) This material was blessed a couple of hundred years ago by one of the original Mystics. It is said that whatever garment is constructed from this fabric gives the wearer 12 Armor Points to those locations they are draped over. Strangely, it is not considered soft armor for any reason, and it is also completely nonflammable. Those covered by this strange fabric also obtain the unique ability to ignore the effects of time upon their body, ending the aging process upon the wearer.

CANDLE OF TRANSCENDING LIGHT- (Mystic Lore or Occult 4D) When lit, this pure white candle burns brightly. The radiant light is welcoming, and attracts Wandering Spirits who wish to accept Transcension into the afterlife. The Candle, however, has other properties for which it is coveted. The Candle grows in power by feeding it Kult Blades—by placing a Kult Blade into the flame, it will burn as quickly as paper, forever destroying it. When lit, a candle has a Terror Rating equal to the number of blades it has consumed, but this Terror only inflicts itself upon Daemons and Kultists who do not have origins or

associations with either the Circles of Torment or Azure Hyaline. When found, a candle can be assumed to have already consumed 1D4 Blades, though the Narrator may raise or lower this number as needed. Candles that have been fed over 30 blades begin to affect anyone without a Mind of 5D. In this respect, everyone must roll their Restraint versus half the Terror Rating. Kultists and Daemons, however, must continue to roll versus the full Terror Rating.

SOREA'S CAVITY- (Mystic Lore 7D) Only a few of these odd jackets exist. It resembles a black leather jacket with buckles up the back. Over the chest, a large silver zipper extends from nipple to nipple, and when opened, a small chamber is revealed. The size of the wearer's torso becomes the size of this cavity. Anything may be stored in this chamber, and when zipped up everything in the Cavity becomes nonexistent until opened again. This jacket has a 4 Armor Rating, and is considered a Soft Armor that covers the arms and torso. The zipper cannot be destroyed, therefore it will function even without the leather of the jacket.

BARBED RING OF DAEMON'S CURSE- (Occult 6D) Appealing to the twisted and masochistic, this ring holds great power at the cost of the wearer's digits. Each time the ring is harnessed, it permanently severs whatever finger it was placed on. This is payment for the Daemons services, and the finger may not be Reconstructed as it carries the same effects as "Lacerate". When used, the bearer has a choice of effects: the first is the ability to demanifest—this effect changes the wearer into Spirit form for up to one Segment. The second effect that may be achieved is called "The Form of the Wraith"—this transforms the wearer into a hideous corpse for the duration of one Segment. The third effect that may be achieved occurs the moment the finger hits the floor—all those in a 30 foot Radius are siphoned of 1 Spirit Point, and all Spirit lost is obliterated, unless the wearer is a Kultist, and in this case, the Spirit is collected in their blade as one merged Spirit. Use of this Artifact upon an additional limb granted through Convocations or other powers withers the entire limb, making it useless.

MAP OF THE CATACOMBS- (Mystic Lore of 6D) Written on yellowed and torn parchment, ancient languages tell of treasure and power. When in a 20 foot radius of an Artifact imbued with Dimensional or Mystic properties it starts to scrawl upon itself the immediate direction of it. The scrawlings immediately rewrite itself upon change of direction, or a second artifact coming within range. It is said that they have been created by the Kult of the Internal or their infernal masters, and rumors have surfaced that those in possession of these "Maps" have disappeared or have been attacked by hellish beasts. A Religion of at least 4D is necessary to read the scrawlings.

ROBES OF ENLIGHTENED THOUGHT- (All Visionary Ethos, Mystic Lore 5D, Religion 6D) Appearing as durable robes made of leather (and just as protective), these robes augment the power of Visionaries. When the robe is worn by a Protectorate or Spirit Man, the robe confers its powers of +1D to Insight, Mental, and Religion. The robes are rumored to have been worn by an ancient sect of Holy Men following the Old Religion—the story says that this group was murdered while they meditated, their blood mingling with the tanned robes. Somehow, part of the Mystics' Spirit and Mind infused within the robes, and may be accessed for knowledge through meditation. By succeeding in a Difficult Insight roll, the Visionary may learn any Visionary Ritual of 1D-2D

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(Experience must still be spent). The Insight Difficulty roll increases by one level for each higher Facet, and only one roll may be made per Ritual Facet. This means that if a Character fails to learn Aureola the first time, the ancient Mystics of the robe may never be asked again for this power.

ORBS OF INFLUENCE- (Occult of 5D, Kult of Avarice all know of the orbs power) The Orbs of Influence are always found in pairs. These orbs fit into the palm of the hand and, when rotated gently about the hand, emit a calming and constant chime. This chiming serves to insidiously pervade a person's thoughts, preventing clear and decisive thought to those around the user. In effect, the user's Manipulation is increased by +3D during the rotation within the user's hand. This effect is almost unnoticeable, but those with Mystical oculi see a faint aura of blue light radiating from the orbs during use. Rumors persist that these orbs are the creation of the Avarician Manipulator Tevish-Kah. A Manipulator is known to serve willingly and faithfully for one year in exchange for a pair of Orbs of Influence.

BIO-INFERNAL PROCESSORS- (Technology 6D, Occult 7D) Thought to be the brain of a species of secretive and all-knowing Daemons of Torment, the Bio-Infernal Processors are only about three inches in length and two inches high. Long cables dangle from the brain, and sparks can still be seen to emanate from the cables. A small port for a jack cable can be seen on one side of the metallic mass. If a person jacks-in to the port (this requires a Neural Rack and Jack-slot), incredible knowledge and wisdom is shared with the person. During the period of time the person is jacked-in, the user's Knowledge is increased by 2D. Long exposure to this artifact is rumored to not only subtly influence the person to join the Kult of the Machine, but also imparts an urge for more and more cybernetics.

SWORD OF MARTYRDOM- (Occult 6D, Religion 5D, all Kultists of Avarice and the Spiritual Essence know of this item) A sword nearly four feet long, with notches and scratches along an otherwise pristine blade, the Swords of Martyrdom were reputedly used by the killers of Christ's Apostles. The swords inflict ID10 + Strength Essence Penance upon a successful strike, but have also been empowered to destroy Kultists of the Spiritual Essence. Any cut that draws even the slightest amount of blood with this blade kills a Spiritual Essence Kultist instantly. The swords themselves have a weight of one due to ancient alloys and heavy metals used in their construction.

LOST EYE OF GALAMOTH- (Religion 5D) Long ago, the Carnivorian Daemon Galamoth, a being having thousands of eyes placed all about its body, was killed by the hunter Mariq during a duel. Those witnessing the battle watched in rapt fascination until finally Mariq overwhelmed the creature. The witnesses, wanting a trophy of the creature to commemorate its end, each took an eye from the Daemon. Today, it is thought that about one hundred exist, though this is merely speculation and not necessarily fact. The eye itself is red in color, with no pupil, and flecks of brown and gold about the iris. If the eye is placed into the empty socket of a human, the person gains the ability to see in the Dimensional and Mystical Spectrum, as well as having Night Vision. The insertion of this gruesome artifact requires the user to remove his own eye, forcing the hideous orb into the bleeding socket.

TOMES OF PRAENOMEN- (Occult 3D to realize it is a Tome) Since the beginning of time, each Daemon was born with a tome written specifically for them. This book contains the deeds and titles of the particular Daemon inscribed within. It is unknown why these Tomes exist, but it is commonly thought that a higher power created these books to judge Daemonkind at the end of time. These books may not be destroyed save through a Candle of Transcending Light. Each grimoire is specific to only one Daemon and is the primary way in which Daemons are able to cross into the Earth Plane; after using a Tome, the Daemon specified appears through a temporary Portal. If a Daemon's Tome is destroyed, the Daemon is killed instantly in a flash of light and burning flame wherever they may be. Often times, however, a Daemon will bring across a number of other Tomes for a Kultist to continue infesting the Earth Plane with Daemonic entities. Each of the Internalist Houses contains a sprawling library with Tomes specifically chosen to aid the particular House's interests, and it is said that the House of Sanguire contains a library of over 30,000 Tomes. Characters choosing this Minor Artifact during Character Creation must have an Occult of 4D and may specify the originating Circle of the Daemon described (Though a person with a high Occult should be able to identify the type through the Daemon's Obscurity Rating). The Narrator should create the Daemon, or choose from those described in the Antagonist section of Chapter Six.

CODEx ARCANUM- (Occult 4D to realize it is a Codex) These books are long forgotten powers from the different Kults. Each book holds the instructions needed to enact one Arcane Convokation from a particular Kult. These Tomes are rare, but are indestructible except through a Candle of Transcending Light. These Tomes require other items, occasionally other artifacts, to finish the collection of objects needed for these powers. Also, the Arcane Convocations may also require knowledge of other Convocations and mandate increased Spirit in order to accomplish. After enacting the power, the Tome is intact and may be kept or given away as the Kultist sees fit. An Occult of 5D is required to read the book, though anyone succeeding at a Moderate Sensitivity roll feels the prickling sensation of power radiating from the Codex Arcanum when holding it. A Character choosing this as a starting artifact may decide which Kult and Arcane Convokation they wish to hold the Tome to. This does not allow the Character to have the Convokation enacted, but merely serves as a starting point for the long process of enacting the power.

MAJOR ARTIFACTS

RUBY BLADE OF SIMON PETER- (Spiritual Essence, Religion 9D) The only weapon drawn in defense of Jesus Christ during his arrest, the Blade of Simon Peter has been transformed in a solid ruby-like material. It still functions as a Kult Blade for the Spiritual Essence, though it has been blessed in many ways. The blade may destroy any Kultist or Daemon it draws the blood of, and rumor says that Spiritual Essence are every bit as vulnerable to this as anyone else. Also by cutting the sign of the cross into the air, the blade rips open a doorway from reality to the Dimension of Divine Right. This Dimension, used only by the Ninth Circle, is unknown to Humanity. What waits on the other side is a mystery perhaps better left unsolved. The blade will not work for anyone with a Spirit of less than 10.

WAR DRUM OF SHEOL- (Occult 10D, Religion 11D) An ancient artifact, thought to date back before the separation of Sheol into the different circles, the War Drum, when sounded compels every Daemon in a 15 mile radius to respond to the call and heed the command of the summoner. This effect lasts for one day, when the call must be issued again. The artifact was last seen by Jorgmandur, a Daemon of Avarice lost shortly after the Great Openings as he was swarmed and murdered by rampaging Carnivorian Daemons. The Drum fell into the ocean just outside the first of the gigantic Portals, and was carried off with the tide. One of the mallets used to sound the drum has been recovered and is now in custody of Matthew Mathesson, Archbishop of Stormgate Sciences and is kept in his private collection.

ALTAR OF THE CREATOR- (Religion 6D, Mystic Lore 8D) Thought to be the altar upon which the Creator of the Earth Plane stood when the Earth was born, this altar is thought to be a plateau somewhere in the world. The powers or secrets contained here are unknown, though it is recorded that the Ark of the Covenant was first opened upon this altar, and it has been decreed by various religions that this is where the final battle between Hell and Mankind will take place. Most discount that the altar even exists, but a year ago, a Box of Under Kultist appeared outside the Zone, screaming in an unknown language and holding an ancient book. The Kultist died an hour later of heart failure, though the book was recovered and was in the process of being deciphered by the CSA when it was stolen from their archives. Copies have been made, but many diagrams and maps had yet to be recopied. Rumors speak of a powerful band of Mystics taking the book for their own, others say the Box of Under returned for their possession, but all agree on the fact that the book contained a path to the Altar of the Creator. The truth is still unknown.

SOUL SIPHONING SPHERE- (Mystic Lore, Histroy or Occult of 9D) These items resemble perfect spheres of murky black material. First used by Hitler during World War II, the Soul Siphoning Spheres were placed in the center of the death camps. The sphere from Auschwitz was the only one recovered after the war, though the others resurfaced during the Great Openings and were used then. The Soul Siphoning Sphere used in Auschwitz is currently in the possession of the Darchomen, who are trying to find a way to release the captured Spirits, thought to number in excess of one million. So far, all attempts to release the Spirits have failed, and all attempts to use the Spirits by the untainted Circle of the Azure Hyaline have failed as well. Now, the Darchomen holds this sphere, fearing the day it might fall into the hands of one of the Circles. Another sphere is thought to exist, and has been buried since nearly the beginning of time—it resides soaking in the energies of the Earth Plane, becoming probably the most powerful object that ever existed. Should any of the Circle gain possession of this sphere, it would be free to open its barriers and pour forth its entire population into the Earth Plane, though the container held by the Darchomen could do much the same thing for one of the tainted Circles.

THE FLAGSTAFF OF CONQUERED LANDS- (Occult 7D) A large banner of made of a shimmering cloth, the Flagstaff changes to hold the standard of whatever Circle or person holds it. Should a Daemon or Kultist of a Circle hold the Flagstaff and place it in the ground, the lands change to resemble their own territory. Chemicalists and Stimulus Daemons create Terravolaticus, while the

Box of Under create Terragurges. Should a Mystic hold the Flagstaff in the ground, the lands return normal earth, resembling lands from before the Great Openings. Though it is unknown what would occur should a Spiritual Essence Kultist hold the Flagstaff, it is unlikely it will occur since the banner stands in the heart of Terraseverus currently. The lands of Terravolactus are slowly shrinking as Humanity pushes upon its eastern front, and Terraseverus now grows at a steady pace on their western border (the expansion occurs at a rate of ten feet per day in every direction). Should this continue, it is likely the Daemons of Stimulus will attack Terraseverus in attempt to gain the Flagstaff once more.

Arcane Rituals

Arcane Rituals, while different from Arcane Convocations, are still rare and hard to learn. These powers depend upon the user's knowledge of Facets from multiple Rituals, sometimes from both Alter and Visionary Rituals. These Rituals require a mentor skilled in the specific Arcane power to teach it, most of whom will require many services as testament of the new student's willingness to use the Ritual properly.

The Rituals may take up to a year to master fully, requiring a grueling process of contemplation and study into the Mystical workings around a person. An Insight of 5D, as well as a Mystical Lore of at least 6D is necessary to even begin the process of learning. Over time, an expenditure of Experience is needed to finally learn the Ritual, denoting the amount of time and the mental energies poured into this obscure and forgotten power.

While most Mystics agree that these powers are potent, they are still subject to the same period of Recharging as a normal Ritual, meaning that it has a difficulty to Recharge equal to the highest Faceted Ritual used (i.e. "Daemon Blight" uses Laceratus 7D as its highest Facet, thus the Arcane Ritual requires 48 to Recharge, just as if it were its own Ritual). By using an Arcane Ritual, the individual Facets of each Ritual used in combination need not be Recharged. Also, during activation, the Arcane Ritual requires a roll equal to the highest Facet of Ritual used in combination. For instance, the Arcane Ritual "Daemon Blight", requires knowledge of "Devouring" and "Spiritual Vengeance". The use of Laceratus 7D means that the user would roll a number of dice equal to their Laceratus rating to activate, at a Difficulty of 24, since this is the Difficulty of "Devouring".

ALTER PATH ARCANE RITUALS

DAEMON BLIGHT

Drawing upon the inherent rage of a Spirit trapped within a Spirit Blade, the Mystic activating this power charges the confined soul with Mystical power. This energy serves to allow the Spirit to tear at the bonds that enslave it, breaking free of the Spirit Blade, and destroying it in the process. The Spirit must be strong, having a Spirit Rating of 5 or higher, or the Spirit is merely released and sent toward Transcendence. If the Rating is 5 or higher, however, the Spirit Blade grows painfully hot to the touch, inflicting 1D8 Essence Penance to anyone holding the weapon as Spiritual flames lick along the length of the blade. As the weapon burns, it begins to glow a pale blue that slowly gains in

radiance until it is a blinding flash of white. Anyone holding the Spirit Blade during this final flash is incinerated for an additional 2D8 Essence Penance as the blade explodes. The Spirit is released and the Spirit Blade is destroyed, ensuring that no one else suffers a similar fate.

RITUAL FACETS REQUIRED: Laceratus 7D “Devouring,” Beckoning 5D “Spiritual Vengeance”

RESIST ROLL: Near Impossible Call roll

EXPERIENCE COST NEEDED: 15

PURITY’S FLAME

First used in the year 2264, an Alter known as Pilius drew upon an unknown combination of powers to destroy an onslaught of Spiritual entities that threatened to bring themselves to the Physical Dimension. His scream of pure rage at their whispered taunts toward his family and friends drove him to enact a power that was soon granted the title “Purity’s Flame”. The Alter used his powers of Spirimundus to connect himself mentally to the Spiritual Dimension, then drew the power of Infernicus to immolate his foes. The flames inflicted 3D6 Spiritual Penance to anyone in a 20 foot radius from his designated point. With the activation, blue flames rippled through the TerraDaenime, flowing outward before fading away. Those in the Physical Dimension felt a comforting warmth as the flames washed over them in the Spiritual Dimension. When the flames died away, however, no Spirits remained.

RITUAL FACETS REQUIRED: Infernicus 7D “Fires of the Inferno,” Spirimundus 3D “Retribution”

RESIST ROLL: None

EXPERIENCE COST NEEDED: 10

EXORCISM

Discovered by a Spiritual Essence Dark Savant, this power almost changed the minds of the Mystics that disavowed the Alters. However, after watching many Alters use this power merely to insure that an enemy never returns, the Mystics have decided that their decree against the more violent faction of the Mystical Paths is wise. This power allows an Alter to witness a Spirit and force it to Transcend. When used upon a Daemon Spirit, this Ritual severs that Daemon’s link between the Spirit and their Circle. By purifying the perverted form of the Spirit, the Daemon loses all their Convokations. This link may only be reestablished by the Daemon transversing a Portal back into their Circle and remaining there for a number of weeks equal to their Diadem.

RITUAL FACETS REQUIRED: Beckoning 3D “Unravel,” Spirimundus 1D “Shepherd’s Eyes”

RESIST ROLL: Near Impossible Spirit Rating roll

EXPERIENCE COST NEEDED: 15

DECAYED THOUGHT

Still used extensively by the Darchomen, but has fallen to disuse by all but the cruelest Alters, this power draws upon one trait of a victim and irrevocably destroys that trait. This was originally used by the Law to punish offending Contractors by decaying their knowledge of Firearms, thus insuring that it could never be learned again. This power will reduce any one trait by 1D—be it Skills, a Kultist’s Call, or even a Mystic’s Rituals. This reduction is



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permanent, and may never again be raised above the current level as the person's mind has been decayed in that area. Thus, a Mystic using this power upon a person with a Firearms of 3D would permanently reduce that person's Firearms to 2D. Never again could it be raised above this level as the mind rejects any knowledge in this field.

RITUAL FACETS REQUIRED: Putrefect 7D "Cauticus", Visject 3D "Erase"

RESIST ROLL: Difficult Memory roll

EXPERIENCE COST NEEDED: 12

DRAWING THE FLESH

The most difficult of the Arcane Alter Rituals to learn, this power allows a Mystic to place an altered form of an Impression upon a person that grants the Mystic not a knowledge of their location, but an ephemeral sense of attachment as the person is now linked to the Mystic. By activating this power, the Mystic opens a small gateway between their own body and the body of the person imbued. At any point in time, the Mystic may draw that person to their side with but a thought. This travel is instantaneous, and can be done with but a thought. This link is taxing, however, so only a number of people equal to the Mystic's Mind may be imbued with this power at any given time. After using the ability to draw the person to their side once, the power needs to be used again as the link is broken after the first transporting.

RITUAL FACETS REQUIRED: Hautae 5D "Psychometry," Dieorvium 3D "Shadowsphere", Tempest 3D "Reagency"

RESIST ROLL: None

EXPERIENCE COST NEEDED: 20

MYSTIC PATH ARCANE RITUALS

INTER TERRADAENIME

This power opens a watery portal of black, thick liquid. The dimensions of the portal are ten feet by ten feet, and anyone may enter or leave it at will. The portal opens into the Spiritual Dimension, and works as a two-way door. Spiritual Daemons may only exit the portal if they have the ability Manifest Self, though any Daemon stepping through the portal from Spirit form does not have to wait the duration as normal when changing back to Spirit form. This power is often used by knowledgeable Mystics to drop a group of Shocktroopers into a Kultist facility and fight their way out. Anyone killed while in Spirit form is obliterated, with not even a body to leave behind as evidence. Those entering the portal from physical form are treated as though they are demanifested, without the ability to manifest without access to a similar portal. The portal remains open for 24 hours.

RITUAL FACETS REQUIRED: Aethir 7D "Phase", Dieorvium 3D "Shadow-sphere"

RESIST ROLL: None

EXPERIENCE COST NEEDED: 15

STASIS

Stasis was most infamously used by the Mystic Mephisto, Venath, who kept a museum of criminals as a waxwork display. The Law later found that the criminals were real and fined Venath over 25000 Credits, reportedly the same amount as the total bounty for the criminals contained within the museum. Venath paid, and disappeared one week later. Rumors indicate that

some Abominations kidnapped her for the knowledge of the Ritual, but whatever truly happened to her is a mystery. The power places a victim in suspended animation, preventing movement or thought in any way. The victim does not age, require food, or is even aware of their surroundings. To them, life has paused wherever they were when the power was enacted. This power is permanent, and is only released upon the will or death of the user of the power.

RITUAL FACETS REQUIRED: Flux 7D "Sanctuary," Putrefect 5D "Decayed Time"

RESIST ROLL: Difficult Sensitivity roll

EXPERIENCE COST NEEDED: 20

CRUSADER'S ARROW

Originally, this Arcane Ritual was used by a Mystic in 2272 who befriended a group of Crusaders. These Alters wished to destroy Hell's Portals, but had no reliable way of finding them. After much contemplation, the Mystic arrived at this creation. This power must be performed upon a wooden object, usually carved to a point at one end. The necessity of the wooden item serves to keep instances of this power to a very rare usage. The Ritual imbues the object with the ability to sense Dimensional rifts or Portals. When within two hundred feet of a Portal, the object turns to point at the location of the Portal. As the object draws closer, its pull becomes increasingly insistent, until it nearly leaps from the holder's hands to lunge at the portal. Mystics have recently noted that the item also has much the same reaction to Peregrinators, though it only points toward them if they are within fifty feet, and then only if they are in physical form. If there is more than one Portal present, the Crusader's Arrow points toward the more powerful of the two.

RITUAL FACETS REQUIRED: Hautae 5D "Psychometry," Fenestra 3D "Responsive Allure"

RESIST ROLL: None

EXPERIENCE COST NEEDED: 15

FORGETFUL WARD

This power was created to keep people away from an area or item. Use of this Ritual creates a ward up to twenty feet in diameter. This lasts for one month and must be replaced every month, but during this time, anyone not specifically allowed by the Mystic at the time of casting is affected by the ward. The ward itself repels intruders by first causing them to forget why they are in the area. The ward then imbues them with an irrational fear that they need to be somewhere else, or something important is happening somewhere else. This ward is extensively used by Mystic corporations and organizations with things to hide. The ward is nonviolent, so the Law has little problem with their use, though occasionally an officer returns to Central Core without knowing why or where they were.

RITUAL FACETS REQUIRED: Impulsus 5D "Transenact," Flux 3D "HazeShield," Visject 3D "Erase," Phobius 1D "Aura of Fear"

RESIST ROLL: Difficult Restraint roll

EXPERIENCE COST NEEDED: 10

METASTATIC BRIDGE

By creating an unseen bridge of power from a victim to the Mystic, the Metastatic Bridge draws forth a portion of a victim's life and

gives it to the Mystic. This power may never be fatal, suspending Essence loss at one for the victim. The reason for this is unknown, though most Mystics feel this is a comfort rather than a hindrance. The bridge of power siphons 2D8 Essence Penance. Capable of being seen only by those with Mystical oculi or other equipment, the stolen life is transferred across the bridge as a flowing tide of red mist that pours from the victim's mouth and eyes to insinuate itself into the Mystic's orifices. This life then heals the Mystic for the same amount of Essence as was stolen from the victim. This power is renowned as the favorite Ritual of the Gregorian Four, a group of Street Mystics that would punish the wicked and heal the sick. Unfortunately, this power has no effect upon Spirits or those in Spirit form, which eventually proved to be the downfall of the Four.

RITUAL FACETS REQUIRED: Cyberrhea 5D "Transference," Reconstruction 3D "Restoration," Tempest 3D "Reagency"

RESIST ROLL: Difficult Stamina Roll

EXPERIENCE COST NEEDED: 15

VISIONARY PATH ARCANES RITUALS

UNDYING FLESH

One of the most useful and sought after powers, this Arcane Ritual requires more study than most, but the benefits are incredible. Using this Ritual requires three days of uninterrupted meditation—during this time, the Mystic is bombarded by images of the future and the nature of death, and after the meditation, the Visionary is prepared to attempt the power. The Visionary warps time-space around their own Mystical powers, and cast forth the ability to revive the dead at the same time. The second power is caught within the time-space loop, to be released when the Visionary is killed, bringing him back to life. While not infallible (the body must be intact for the most part, and is subject to all the restrictions of "Raising") most Visionaries see this power as a very powerful insurance plan. After each use, this power must be reactivated, and may only be used on the Visionary with this power.

RITUAL FACETS REQUIRED: Reconstruction 7D "Raising," Fenestra 5D "Flash of Insight"

RESIST ROLL: None

EXPERIENCE COST NEEDED: 25

VENGEFUL TOUCH

Causing more than one Visionary to be accused of vindictive actions, this power attacks a Kultist and aids those within a Spirit Blade. By releasing the Spirit in the Blade, the Kultist watches as the Spirit is drawn toward their body, and the Kultist's own Spirit is drawn outward from their flesh. The Spirit of the Blade enters the Kultist's body, and the Kultist's soul enters their Spirit Blade. The Visionary watches as the person is changed into their new body and the Kultist is condemned to the fate they have given to so many. The Law and most Mystics see this power as neither good nor bad, and do understand the justice involved, even if they have a certain amount of difficulty appreciating it.

RITUAL FACETS REQUIRED: Aitherios 7D "SpiritSwap," Aethir 5D "Sacred Touch"

RESIST ROLL: Difficult Call roll

EXPERIENCE COST NEEDED: 10

SPIRITUAL ARMOR

By wrapping bands of Mystical power about their incorporeal form, those knowledgeable in this Arcane Ritual may shield themselves from the onslaughts of the Spiritual Dimension. The power of this Ritual is such that it funnels forth this energy and places it into armor for the Spiritual form, and the armor grants a 6 Spiritual Armor Rating for the duration of one traveling into the Spiritual Dimension. Should the Mystic return to the Physical Realm, the Spiritual Armor is removed and must be used again. This power may only be activated in TerraDaenime, and may only be used on the Visionary. This power has produced some of the most violent and powerful Spirit hunters to ever exist.

RITUAL FACETS REQUIRED: Aethir 7D "Phase," Cyberrhea 1D "Aureola"

RESIST ROLL: None

EXPERIENCE COST NEEDED: 15

CROSSING THE THRESHOLD

By connecting to the Mystical nature every Daemon shares within their bestial minds, a Mystic may watch through their eyes, thus seeing what they see. This power creates such a link, then explodes the Daemon's physical body and sends their foul essence back to the Circle from which it originates. This allows a Mystic to watch through the Daemon's eyes and see first hand what occurs within the tainted realms of each Circle of Hell, and more than one Mystic has been left nearly lobotomized by the horrors that can be witnessed within the foul minds of a Daemon. Through the use of this Ritual, many very frightening descriptions have emerged to describe vast armies massed and organized within the depths of Avarice, and the horrible addictions and urges of the minions of Stimulus, or the nothingness and the blank emptiness that is the fate of those from the Box of Under as they are obliterated. This power is ponderous at best, but has very specific uses. Many Mystics, however, would never dream of every using this power.

RITUAL FACETS REQUIRED: Reconstruction 7D "Raising," Derabus 5D "Implode," Impulsus 1D "Transcommune"

RESIST ROLL: None

EXPERIENCE COST NEEDED: 10

FORGE OF PROMETHEUS

An extremely useful power, the Arcane Ritual known as the Forge of Prometheus is prized by scavengers and wasteland expeditions. By using Cyberrhea and Reconstruction together, the Mystic can actually reverse the effects of time and entropy upon an object, restoring it to former glory—any broken or ruined item may be returned to the form it was when first created. In order to attempt this, a person must have a majority of the item, either in pieces or as a whole. The item glows a soft blue that slowly increases intensity until the glow is bright enough that the object cannot be clearly seen. The radiance slowly recedes to reveal a repaired item. The object will glow brightly in the Mystical Spectrum for approximately one week after the restoration.

RITUAL FACETS REQUIRED: Reconstruction 5D "Beneficence," Cyberrhea 3D "Psychic Battery"

RESIST ROLL: None

EXPERIENCE COST NEEDED: 15

Arcane Convokations

According to historical references, Kultists did not always have the ability to harness their Daemon-granted powers through the sacrifice of merely one Spirit. Ancient times dictated that more Spirit was necessary to open the byways of power to allow the gifts of the Daemons to filter to Humanity. These powers have, for the most part, fallen into disuse or been replaced with powers of lowered cost. Some, however, have maintained their use throughout the ages. These powers require massive Spirit, ceremony, and items to focus the powers of Hell.

While potentially any of the ancient Convokations could be recovered and used even today, most require items or words that are extinct or unknown in Zone society. The Convokations that require the ceremonies and artifacts of power to use have now been altered and changed to fit the Zone society. Where older Convokations required bones of animals or sculptures of wood or stone, the altered Convokations use electronic items or Artifacts of power. These altered Convokations, updated and utilized by Kultists of the Zone, are called Arcane Convokations.

Arcane Convokations operate similar to a normal Convocation in that the Daemon uses a portion of the Spirit to open a minuscule Portal to transport the energies of the Convocation to the Kultist. Unlike a normal Convocation, however, this Portal is left open, and the energies of Hell are left to constantly infuse and feed the Convocation and the Kultist. These Portals are not truly of form and have no measurable or even visible dimensions, therefore making it impossible to send forth anything except the energies of Hell to fuel the Convokations of the Kultist. This is reflected in the amount stated at the end of the Convocation labeled Spirit Cost, and the Spirit Cost of an Arcane Convocation is not including any Spirit used to enact certain Convokations during the activation of an Arcane Convocation.

The following Convokations have a requirement in items and Spirit cost. A Kultist must have the Solidarity to use all the Spirit at once in the case that the Spirit is collected into separate blades. Each Arcane Convocation also has a **CODEx ARCANUM**—Tomes that contain the instructions upon how to utilize the powers of the Arcane Convokations, along with any necessary incantations or chants needed to enact the powers. The Occult Rating needed to read a Codex Arcanum is 5D, though to actually recognize an Arcane Convocation that is in effect the Occult Rating needed is 7D. Unless otherwise stated, all Arcane Convokations are assumed to be permanent and only needed to be cast once. Lastly, Spiritual Essence Kultists wishing to cancel these Convokations (after discovering them empowered upon a foe) must expend an equivalent amount of Spirit equal to the Spirit Cost of the Arcane Convocation at the end of the Convocation's description. This expenditure must be completed all at once, although more than one blade may be used to accomplish this task.

Kultists imbued with these portentous powers, while powerful by any normal means, are cursed with the residual glow of Convokations permanently. Anyone peering into the Dimensional spectrum will notice the horrific radiance of overwhelming power lapping over the bodies of these Kultists.

KULT OF THE INTERNAL HELLBENDER-

Harnessing the power of Ighalli, this Convocation uses the power of Avarice to allow a Kultist to bind a Daemon using Spirit from the Kult Blade instead of from their own body. Every Spirit Point spent from the blade is sufficient to bind one Daemon, though the Kultist must still roll their own Spirit Rating to bind the Daemon, and only the final cost of a Spirit Point is empowered from the Kult Blade.

The Kultist wishing to effect this Convocation upon himself must first gather forth a Kult Blade from each of the Kults. These blades must be whetted with the Kultist's blood as the ritual chant is intoned. After the Kult Blade of the Internal cuts the deepest and final cut along the life line of the palm, the Kultist must then burn the collected Tomes of Praenomen in the Candle of Transcending Light. These tomes must give the names and titles of a Manipulator of Avarice. Finally, the Spirit must be spent to allow Ighalli to bring forth the power to the Kultist.

COLLECTED ITEMS: A Kult Blade for each Kult, A Candle of Transcending Light, a Tome of Praenomen for a Manipulator of Avarice, Codex Arcanum of Hellbender
SPIRIT COST: 6

CORRUPT GATEWAY- Calling upon the corrupting and deceiving nature of Avarice, the Kultist with this Convocation becomes a corrupt form of a Peregrinator—use of this Convocation converts a Portal of another Circle into a Portal to Avarice. The Portal Guardian to the former Portal is released from their service to the Portal and must immediately withdraw from the area. The original Peregrinator who opened the Portal feels this loss also, and have, in the past, sought out these Portals and destroyed their perverted forms.

The Kultist wishing to enact this power must first locate a Portal of Avarice to corrupt and harness its strength, and spend one day watching it and the Daemons that emerge from it during that day. The Kultist must then gather an amount of Spirit equal to the Diadem of the Portal, and a sacrifice for each size level of the Portal. These must be killed and thrown toward the Portal as the Kultist uses Tongue of Bezel upon the Portal guardian, and feed the Spirit to the Peregrinator. The Tome of Praenomen for the Peregrinator of the Portal must be found and coated in the crushed crystals of acetamine. This tome must be held against the Portal, which draws it back into the Circle of Avarice. The Portal then collapses about the Kultist, as the Kultist sacrifices the remaining Spirit cost to Ighalli in trade for the loss of the Portal, bathing the Kultist in a hellish red glow. The glow slowly fades, leaving only a burning scar upon the Spirit of the Kultist, who now may corrupt Portals of any Circle by a mere touch.

COLLECTED ITEMS: An Avarician Portal, an amount of Spirit equal to the Portal's diadem, a number of sacrifices for each size level of the Portal, the Tomes of Praenomen for the Peregrinator, knowledge of the Convocation "Tongue of Bezel", Codex Arcanum for Corrupt Gateway
SPIRIT COST: Varies (Spirit equal to the Diadem of the Portal)

CHAIN OF SOULS- While most Kultists may only collect one Spirit if they do not have a Kult Blade, a Kultist having used the Chain of Souls may collect forth a number of Spirits equal to their Knowledge. These Spirits appear as if they are shackled to a spiritual chain behind the Kultist, and anyone

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with the ability to see Spirits sees the Spirits chained around their hands and neck, trailing the Kultist and screaming silently. In the same manner as a Kult Blade, those shackled behind the Internalist remain captive as long as the Kultist feels necessary.

The Kultist wishing the power of the Chain of Souls must fashion a chain of untempered iron by their own hand, and place a shackle made of Acetamine—using five for each shackle—for each Soul that will be able to be placed. The intonation must be chanted first forward, then in reverse as the chain is painted in the blood of a virgin, then anointed with the spit or urine of a whore. As the Spirit to use the power is released, the chain will fade from view and become infused with the released Spirit and take its place in TerraDaenime behind the Kultist.

COLLECTED ITEMS: A chain of iron made by the Kultist, 5 Acetamine for every ID of Knowledge possessed by the Kultist, 12 Essence worth of virgin blood (all from one virgin), the spit or urine of a whore, Codex Arcanum of Chain of Souls
SPIRIT COST: 6

KULT OF THE CHEMICAL

Simulacrum- Used by Chemicalists to place their own pawns in high-visibility places, many use this power as a means to keep a network of public contacts who will look the other way or aid in distribution of drugs. This

power creates a clone—not of the Chemicalist, but of another person. This clone maintains the appearance of the cloned person as well as that person's Strength and Dexterity Attributes—in all other Attributes, it takes the creating Kultist's, and the clone is every bit as loyal as a normal clone using the Convokation of the same name. In order to create a Simulacrum, the Kultist must gather at least one Essence of the intended victim, and mix it with their own Essence. The clone will have a total Maximum Essence and Endurance equivalent to the total amount used by both the cloned person and the Kultist. After gathering the Essence, the Kultist must use the Convokation "Clone" as normal.

To draw this power into a Kultist's body, the ambitious Chemicalist must first gather one Essence from ten different Chemicalists with knowledge of "Clone", as well as an Essence of a Daemon with the power of Guile. The Chemicalist then uses this blood to create a clone, which will take the form of the Chemicalist, and have eleven Essence and Endurance. This clone will attempt to kill the Kultist, who must kill the created abomination using only their Kult Blade, which the clone will have a warped version of. Should the Kultist win the combat, the blood of the killed clone will bleed a black color. This blood must be injected into the Kultist's bloodstream, and infused with the gathered Spirit from their blade—this blood will become infused with the power of Simulacrum, granting this ability to a Kultist.

COLLECTED ITEMS: A Kult Blade of the Chemical, One Essence from ten different



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Chemicalists with knowledge of “Clone”, One Essence from a Daemon with the power “Guile”, knowledge of the Convokation “Clone”, Codex Arcanum of Simulacrum

SPIRIT COST: 6

Strangulation- Historically used by the Thuggee Cult, this Convokation allows anyone touched by the Kultist to choke and eventually die. Those touched by the Kultist must succeed at a Strenuous Stamina roll or fall unconscious, continuing to lose one Essence every Round until the Stamina roll is succeeded, in which the victim awakens in a fit of gagging. Should the roll be succeeded initially, the victim is unaffected and merely experiences a slight cough. The Kultist may choose not to afflict their victim or to release their victim from the Convokation at any point. This power may only be used once per day on any particular person.

The Kultist desiring to be granted the power of Strangulation must first spend one hour in prayer to Xerxant every evening for one month, and every night during this month, the Kultist must smoke two doses of Crucible. After the smoking of the Crucible each night, the Kultist must prowl the alleys and shadows, strangling one victim each night with a red silken cord and Calling the Spirit of the victim. Should the Spirit fail to be Called, another victim must be chosen that night. Should the Spirit be Called, the Kultist must sacrifice the Spirit to Xerxant, asking for nothing in return. The final night, the victim must be killed as the Kultist whispers the words of prayer contained in the Codex Arcanum. The Spirit of the victim will be visible to the naked eye as the Kultist stabs forth with their Kult Blade and watches as the Spirit bleeds a thick red mist that coats the Kultist's hands and blade. The red mist merges with the skin of the hands, giving them a red sheen, and the power is enacted.

COLLECTED ITEMS: A red silken cord, Kult Blade of Chemical, 60 doses of Crucible, 30 victims, Codex of Strangulation

SPIRIT COST: Variable (30 Spirits, one for each kill)

Chemistry- The Chemicalist with this Convokation feels their blood infuse itself with the same effects as Methadone. While not the same as the drug itself, on the open market it sells just as well. The Kultist now becomes immune to Methadone and Super Methadone, but may now extract their own blood—which resembles a thick red syrup—and sell it as if it were Methadone. This will also work with Transinjection with the loss of two Essence points, as some blood loss is experienced by the Kultist. Those who have knowledge of this Convokation are referred to as Alchemists.

Those wishing this power to grace their veins must first find and coerce a Daemon with blood of Euphoria to grant them five Essence Points of blood—any of this precious liquid taken forcefully becomes charged with too much adrenaline and is unusable for these purposes. The Kultist must drink all of the blood of the Daemon and survive for 48 hours, and after purging the blood from their system after the two days, the Chemicalist is prepared to receive the powers of Ledgant. As the Kultist prays to Ledgant and speaks the sacred phrases of worship, the Kultist's brood must each inject the Kultist with a dose of the favorite chemical of each Kultist present. If the Kultist survives, the Spirit of their blade is released and their blood transformed into the drug. Any attempts to not invite the entire brood is

punished by Ledgant as the Chemicalist is afflicted with Debauch for their insolence.

COLLECTED ITEMS: Five Daemon Essence of Euphoria, a Chemicalist Brood, a dose of each Brood members' favorite drug, a high Immunity, Codex Arcanum of Chemistry

SPIRIT COST: 12

KULT OF THE MACHINE

METALLIC ENLIGHTENMENT- Created to allow a person to become more powerful as the merging with the machine becomes complete, the Metallic Enlightenment grants the ultimate aid from Silesia. While most of the machine grow complacent or near mindless as cybernetics rob away the Spirit or Mind, those with Metallic Enlightenment actually benefit mentally from their accessibility to Silesia's will. Every increment of Humanity loss that would normally lower a person's Spirit or Mind ID instead adds ID for those with this Convokation enacted.

The Kultist of the Machine wishing this power to infuse their body must first kill and collect four Spiritual Essence Kultists with the knowledge of the Convokation Recant. After collecting their Spirits within the Kult Blades of the Machine and collecting forth the blades of the Spiritual Essence, the four crystal blades must be placed one in each cardinal direction and overlaid with the Kult Blades of the Machine. As the Machine Kultist intones the chant, the Kult Blades of the Spiritual Essence will rise of their own volition and carve-out the cybernetics of the Machine Kultist, and the Kult Blades of the Machine will follow the Spiritual Essence Blades and cauterize the wounds made by the Spiritual Essence Blades. After the cybernetics have been removed from the body, the Kultist feels invigorated by the touch of Silesia as the Kultist has their Humanity Rating returned to 20. As the Machine Blades finish the cauterization, the Machine Kultist will fall unconscious from blood loss and pain—when they awaken, they will be infused with the power of Metallic Enlightenment (though their cybernetics will not be reinstalled), but with only two Essence and the immediate need for medical assistance.

COLLECTED ITEMS: Four Spirits of Spiritual Essence Kultists with knowledge of the Convokation “Recant”, Four Spiritual Essence Kult Blades, Four Machine Kult Blades, at least one cybernetic (installed before Convokation)

SPIRIT COST: 5

PERFECT FORM- One of the most sought after Arcane Convokation of the Kult of the Machine, Perfect Form harnesses the power of Silesia coursing through the veins of Silesia's minions and unlocks the hidden potential of all who would bow to the machine. By merging part of the Kultist's own Spirit into their flesh, the Kultist is now able to supersede Humanity. The Kultist is now able to raise their Strength and Dexterity Ratings to a maximum of 10D, which grants a new action for each extra ID of Dexterity above 5D, and for Strength raises the Kultist a size level at 7D, as well as adding another ID6 Essence and Endurance for every ID above 5D.

To attempt this Convokation, the Kultist must first gather the heart of a TechnoGarbage Daemon, as well as a Wire of Vis Inertia. The wire must be wrapped about the heart and bathed in the life-blood of a person who has reached peak efficiency as a human (a Strength and Dexterity of 5D). The Kultist must then appeal to Silesia by converting their prayer into binary (requires

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Data of 4D or higher) and transmitting it across a Transcom during the midnight hour. The Kult Blade must then be used to carve out the Kultist's own heart. Should the prayer be properly broadcast and translated, the will of Silesia will sustain the Kultist long enough to remove their own heart and insert the Daemonic heart. As the Daemonic heart is held in the wound, the Spirit must be released from the blade, which will serve to fuse the veins and arteries to the wire-wrapped heart. The Kultist is now able to surpass the constraints of Humanity. It is important to note, however, that the Wire of Vis Inertia is effectively destroyed in the process of inserting the new heart.

COLLECTED ITEMS: Heart of TechnoGarbage Daemon, Wire of Vis Inertia, the life blood of a human with Strength and Dexterity of 5D, Data of 4D or higher, Transcom, Codex Arcanum of Perfect Form

SPIRIT COST: 6

LEGION- An Arcane Convokation that most outside the Kult of the Machine are not even aware of, the power of Legion links the Machine Kultist to a collective of everyone sharing this power. Those with knowledge of Legion instinctively know everything the others are thinking, where they are, and what they want. It acts as a permanent "Interface" that also shares every thought. The collective group of Machine Kultists with this power reportedly numbers over two hundred, all elite killers and all with the same agendas.

To enact this power, the Machine Kultist must first have a Humanity of 5 or lower, but also have an Insight of 5D. In addition, the prospective Kultist

must have a built-in Transcom installed in their body. By meditating for an hour, the Kultist may make their first Insight roll at an Impossible Difficulty, and should the Kultist fail, they must meditate another hour and attempt the roll again. After succeeding the roll, all the while holding the Codex Arcanum, Silesia will impart the knowledge of a special setting on the Transcom—by changing to this frequency and using the Convokation "Gremlins" on the cybernetic and releasing the Spirit Cost, Silesia puts the Kultist in contact with the Legion, who request a task to be performed by the Kultist and the Kultist alone. This task may be anything from an assassination to simply meeting someone at a club. If the task is succeeded, the link is maintained and the Kultist becomes a part of Legion. Should the Kultist fail, the link falters and breaks away, leaving the Kultist to begin again.

COLLECTED ITEMS: A Humanity of 5, an Insight of at least 5D, a built-in Transcom, knowledge of the Convokation "Gremlins", Codex Arcanum of Legion
SPIRIT COST: 4

THE SPIRITUAL ESSENCE

MARTYRDOM- Reputedly first used by the Apostles of Jesus the Christ Daemon, Martyrdom is almost a requirement of lasting and important Spiritual Essence Kultists. With this power, the Kultist is blessed by other-worldly powers to hold together their Spirit and Body until their head is separated from



their shoulders. Only through beheading will a Kultist with this power die, but it comes with its own price—should the Kultist with this power ever kill anyone who is not a Kultist or Daemon, the power is revoked immediately and may not be cast again upon that person.

Those who wish to endure this Convokation must first cleanse their body of any impurity, cybernetic or mechanical and pray silently for a period of two days in a room anointed with Silence of the Temple each day. The Kultist must then undergo a period of fasting for one week, and endure a two day period of flagellation for their potential sins and past crimes. As they meditate during these two days of flagellation upon the faces of those who they have killed, Spiritual Entities of the Azure Hyaline will be drawn to the individual to grant the power. After the eleven day period, the Kultist feel invigorated, and is prepared to battle their tainted brethren.

COLLECTED ITEMS: Knowledge of the Convokation “Silence of the Temple”, a Spiritual Essence Blade, Codex Arcanum of Martyrdom

SPIRIT COST: 6

SIMON’S TOUCH—A power that most of the other Kults find sadistic, the power of Simon’s Touch alerts a Spiritual Essence that the person they are currently touching is a Kultist. The Kultist also becomes aware as a sharp pain stabs through their body, causing convulsions—in the Undead, this manifests a brief shiver a cold sensation throughout the body. In addition to this pain, one random Convokation is lost. This Convokation has been revoked by the power of the Azure Hyaline, and must be relearned if it is to be used by that Kultist again. Another Convokation is lost for every Round this contact is maintained, and only one Convokation per Round may be drained from any one individual.

In order to prove himself worthy of this power, the Kultist must be able to see the truth in matters, just as Simon Peter did in defense of Jesus. This requires the Spiritual Essence to find, and dispatch of, an Internalist using the power of “Flesh of Christ”. Upon the death of the Internalist, the Spiritual Essence must take up the Internalist blade and grant it to a Azure Hyaline Spirit, who will take the blade back to the Azure Hyaline where it will be reforged by the Spirits there. It will then be carried across through a Portal, where the messenger will return it to the Kultist, who must prick each fingertip with the blade, and make the Sign of the Cross on their body. The right hand will then experience stigmata, and the blood—which must be infused with the Spirit gathered by the Kultist—will evaporate before hitting the ground. This blood will be collected and given back to the Spirits of the Azure Hyaline as tears for the Christs, which are the tears of martyrs who have died in service to the Circle. When the tears have been given, the power will open unto the Kultist, who will now have the power of Simon’s Touch.

COLLECTED ITEMS: The blade of an Internalist who was killed by the Kultist while using “Flesh of Christ”, a Daemon of the Azure Hyaline, about two weeks’ time (for reforging and travel time), Religion of 4D (Sign of the Cross)

SPIRIT COST: 8

SPIRIT PROCTOR—A fearful power for those of the Internal that hunt the Spiritual Essence, this Convokation clones the Kultist’s Spirit and allows it to be carried within the mortal frame of the Spiritual Essence. Upon death, the

second Spirit allows the Kultist to enter the body of any other Kultist that attempts to Call the Spirit of the fallen Spiritual Essence. Upon entrance, the Kultist obliterates the Spirit that formerly inhabited the body, and allows the Spiritual Essence to control the new body as if it were their own. The cloned Spirit is inserted into the blade of the Calling Kultist with the equivalent Spirit Rating of 3, effectively eliminating the Convokation. If the Kultist desires the new body to be so protected, the Convokation must be performed again. With this Convokation enacted, the Kultist has 3 Spiritual Armor when in Spirit form.

The activation of this Convokation is easy in form, but difficult to obtain the few items needed. First, the Kultist must fast for three days, anointing their eyelids with the tears of an infant that died of natural causes. After these three days are over, the Kultist must perform Flagellation upon himself, immediately followed by Form of Spirit. After this, the Spirit must be released to enact the power. The Kultist will see a duplicate of himself appear in the TerraDaenime from the released Spirit. The duplicate self will merge with the ethereal form of the Kultist and become one.

COLLECTED ITEMS: Tears of an infant that died of natural causes, knowledge of the Convokation “Flagellation”, knowledge of the Convokation “Form of Spirit”, Codex Arcanum of Spirit Proctor

SPIRIT COST: 7

BOX OF UNDER

Battery of Sanguis—The Kultist using this power may store Spirit within their DomineSymbolis, using that Spirit to enact Convocations as wished. The Kultist merely expends Spirit from their blade, or may Call the Spirit directly into the DomineSymbolis if in the presence of the Symbol. The Batteries may hold any number of Spirit, allowing a Box of Under to become truly fearsome within their place of residency.

The Kultist of Under desiring this power must first kill a Kultist of the Spiritual Essence and use the blood to paint over all of their existing Symbols. This blood must be mixed with the powder of a Bone of One that has been crushed and ground into a fine dust. The Spirit must be released gradually, once at each Symbol, empowering each into a Battery of Sanguis. Each new Symbol created after this must be charged with one additional Spirit Point, and painted over with Spiritual Essence Blood and dust of the bones of a Mystic (the Bone of One is only necessary to originally enact the Convokation).

COLLECTED ITEMS: One Essence of Spiritual Essence Blood for each existing Symbol, A Bone of One, Codex Arcanum of Sanguis

SPIRIT COST: Variable (one for each of the Kultist’s existing Symbols)

Fuligin—A power not fully understood by any, including the Box of Under, Fuligin creates a nexus of emptiness into which all things are drawn. It is assumed that this power draws any objects or beings entering this vortex into the Circle of Sacrifice itself, though no proof to this fact can be given. When this power is used, anything in a 20 foot radius from the DomineSymbolis affected is drawn toward the symbol. People in the radius may attempt to avoid this fate by grasping something bolted to the floor or otherwise anchored, and successfully resisting the pull of oblivion requires a Moderate Grapple roll. This power lasts one Round of combat, forcing anyone who takes an action in the

radius after succeeding the initial Grapple roll to reroll as their grip is altered in compensation because of the movement of their action.

The Kultist wishing this power must first place six symbols in a windowless room that is ten feet to a side and geometrically square—one symbol on each wall, and one on the floor and ceiling. The Kultist must then simultaneously use Fallen Wisdom to gain the attentions of Disraeli and use Sacrifice to Under and Khabashift in conjunction. This transports the Kultist back to the personal Seal within the Box of Under. During this time, the six Seals must be linked with Hady, giving them a mental image of the world they have left behind, as they stand within oblivion's embrace and allow the powers of Hell to infuse the wounds inflicted by the Convocations. The Kultist must watch as the sacrificed blood streams outward toward their symbol and is soaked into the DomineSymbolis, turning it a foul black color. This symbol has been blessed by Under, as the blood races back to the Kultist, healing the scarred flesh and turning their blood black. This blood may now be bled in order to create their foul power of Fuligin upon any of their Seals.

COLLECTED ITEMS: A 10' x 10' x 10' room, knowledge of the Convocation "Hady", knowledge of the Convocation "Fallen Wisdom", knowledge of the Convocation "DomineSymbolis", knowledge of the Convocation "Khabashift", knowledge of the Convocation "Sacrifice to Under", Codex Arcanum for Fuligin
SPIRIT COST: 4

Living Symbol—One of the most feared powers of the Box of Under was their legendary ability to mark people with their DomineSymbolis. With this Convocation, a person may be so marked and may be used as a DomineSymbolis. The Living Symbol may be charged with any Convocation affecting a DomineSymbolis except for Major or Minor Conflagration—those with this Convocation placed upon their skin are usually short-lived. This process is not painful to a victim with the DomineSymbolis placed upon them, but is extremely unsettling. In order to maintain a certain amount of control and legibility, the Symbol must be placed on either the back or chest of the victim. Any uses of Hady or any of the other sensory expanding Convocation allows the Kultist to see, hear, or speak through the victim's own sensory organs.

Those wishing to utilize this Convocation must find a person with a 6 Spirit and paint their DomineSymbolis in the Kultist's own blood upon all of fourteen points of the cross (requires Religion of 5D) corresponding to the body. The victim will writhe and scream as the blood of the Kultist burns its way into the flesh of the victim. The victim will become possessed and begin to speak the will and wishes of the Box, which must be listened to and obeyed, lest the power be revoked. The Kultist must record every word spoken by the victim from the time the first point is covered, to the moment the blood of the fourteenth point dries within the Codex Arcanum. After the blood is completely dry, the Spirit must be released and the victim's throat cut, as well as the chest of the Kultist in the shape of their own symbol. As the Kultist drinks the welling blood of the victim, the Symbol carved in the Kultist's chest will throb, then become infused with the Spirit and will of the Box. The scar will forever remain, but the power of Living Symbol is gained.

COLLECTED ITEMS: One victim, Pen and ink, Blade-Ring of Under, Religion of 5D or higher, Codex Arcanum of Living Symbol

KULT OF THE LOST

DECEIVER—Sometimes during the hunt, a Kultist of the Lost understands a need for discretion and stealth, as well as brutal strength and savage power. It is during these times that the Kultist with Deceiver is needed. This power allows the Kultist to gain the Daemonic Ability of Bodyshift. With this power, a Kultist of the Lost may spend all the Spirit they wish to augment their bodies into killing machines before stalking their prey, then shift themselves to appear as a normal human. This power is permanent and may only be removed through the Spiritual Essence.

This power must first gather the facial skin of three Daemons with knowledge of Bodyshift. After this, the Kultist must use Mask of the Dead upon each of the three skins during the course of three days. The Kultist must stalk and kill one person who smells of the Ninth (use Taint of the Ninth) while wearing the skin of the Daemon. After killing the third victim, the Kultist must release the Spirit from the blade after issuing forth the Beast's Wail. Abaddon will then send forth the power of Deceiver unto the Kultist.

COLLECTED ITEMS: Knowledge of Taint of the Ninth, The Beast's Wail, and Mask of the Dead, the skin of three Daemons with Bodyshift, three victim who reek of the Ninth, Codex Arcanum of Deceiver

SPIRIT COST: 6

INFERNAL FLESH—This power, requiring the submission and subsequent binding of a Daemon, allows a Kultist of the Lost to take a new form. This form, unlike many other powers that allow a new body, grants the Kultist the body of a Daemon. The Daemonic body's Strength and Dexterity remains the same, but all other skills and attributes are kept by the Kultist. The Kultist keeps all powers and memories of the previous body, including Kult powers. Any Daemonic Abilities of the Daemon are lost, only Natural Weaponry remains with the Daemonic body. This power is permanent and irreversible by the Kultist.

In order to accomplish this power, the Kultist must first hunt for and bind a Daemon that the Kultist wishes to enter. The Kultist must then issue a challenge in the form of The Beast's Wail, and stand a vigil at the side of the Daemon. Within one day, Abaddon will send forth a champion to herald Hell's defiance to Humanity. The Kultist must fight the champion in single combat and defeat it. Should the champion be killed, Abaddon will grant the power of Infernal Flesh to the Kultist as a symbol of respect to the conqueror. The bound Daemon becomes the host of the Kultist's Spirit as the human flesh is left behind. Any Pleasures of the Daemon are now lost, though the Kultist must spend a week or so becoming accustomed to the new body.

COLLECTED ITEMS: Knowledge of the Convocation "The Beast's Wail", a Daemon (bound), Codex Arcanum of Infernal Flesh

SPIRIT COST: 5

DISSEMINATION—Used primarily to evade or infiltrate areas of high security or danger, this power breaks down the body of the Kultist into a number of small ratlike organisms equal to their current Essence. Each of these creatures is controlled by the Kultist, who acts as an overmind for the horde, which may travel independently of each other. Each of the creatures resembles a minuscule quadruped covered in sinuous muscle, thick skin, and sharp teeth that may inflict one Essence point of damage. Each creature also has the

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equivalent of one Essence and one soft armor. The Kultist in this form is completely aware of the situation and location of each of the creatures. The transformation from state to state takes one full Turn—should any be killed, the Essence of the Kultist is lost upon reforming. Any amount of the creatures may reform at any time, though they must be in the same proximity in order to become one with the Kultist, transforming into the Kultist's original form, and those not in proximity to reform are killed and die within one Round—unfortunately, no equipment or clothing may be carried or taken in this state.

In order to enact this power, the Kultist must first find and capture a Nechrodermite and feed it a human infant each day until it has multiplied into sixteen Nechrodermites (five days' time). The Nechrodermites are then killed and their bodies eaten raw, requiring a Strenuous Restraint roll, and the bizarre makeup of the Nechrodermite inflicts one Essence upon consumption. These Nechrodermites may be eaten over any amount of time, though nothing else may be eaten or expelled until the Nechrodermites are completely consumed (except the teeth). After consumption, the Kultist must use the Convokation,



“Shape of the Hunter”, which will reform the Nechrodermites within the Kultist’s body. The creatures gnaw away the victim’s innards, inflicting enough to kill the Kultist within one Round. Just before death, the Kultist must enact the Convokation, “Sermon of Abaddon” and release the remaining Spirit Cost. Upon dying, the Kultist will disintegrate into a mass of blood and tissue and Nechrodermites which slowly warp into the four-legged creatures. The Nechrodermites will separate or die off as necessary to have only the number of creatures equal to the Kultist’s total Essence. As the final creature forms, after almost an hour of torturous agony and pain to the Kultist, the Kultist is reborn as the horde of Daemonic creatures and forever more has the power of them.

COLLECTED ITEMS: Knowledge of the Convokation “Shape of the Hunter”, knowledge of the Convokation “Sermon of Abaddon”, One Nechrodermite (will multiply), 15 infant children (or 75 Essence of infant children), Codex Arcanum of Disseminate

SPIRIT COST: 6

KULT OF THE UNDEAD

Herald of the Dead- This power—one of the most favored and enjoyed of the Undead—enables the Kultist of the Undead to become a harbinger of the undead. Anyone or anything dying in a 25 foot radius of the Kultist immediately rises again as a minion of the Undead—any form dying within the radius is affected by the Convokation and rises. These zombies are under the control of the Kultist with this power, and obey any commands given just as a normal zombie. This power cannot be turned off or become selective in any way. This may become slightly annoying for Kultist companions that are unable to find a Transcending Spirit to call.

The Kultist wishing this power must first collect ten bodies without Spirit or life and lay them in a circle about the Kultist. A Necrocircle must be formed and the Kultist of the Undead must stand in the center as the ritual chants intoned. Any zombies controlled by the Kultist must be sent away to their own devices before this power may be attempted. As the chant nears its end, the incense formed of dead flesh and embalming herbs must be lit at the feet of the dead bodies. As the smoke lingers in the air, the Spirit from the blade of the Kultist must be released to harness the smoke. The Undead Spirits about the Kultist will take shape in the incense smoke and enter the bodies at the Kultist’s feet and rise up as zombies. The smoke will then dissipate, and the zombies will stand ready to obey their creator as the Necrocircle draws up around the Kultist and wraps about the Kultist’s own Spirit before the incense is blown out completely. The scream of hordes of Undead Spirits crosses the thresholds of TerraDaenime as the Herald is born and the power enacted.

COLLECTED ITEMS: Ten dead bodies, incense of dead flesh and embalming herbs, knowledge of the Convokation “Necrocircle”, Codex Arcanum of Herald of the Dead

SPIRIT COST: 6

Darklord- Not well-spoken of by most Kultist of the Undead, this power forces all undead who approach within 25-feet of the Kultist to automatically obey the will of the Kultist. No other commands will be heeded, and no power save that of Hazlia himself is powerful enough to thwart the desires of the Kultist with this power. This power extends not only to undead created by those of the undead, but also of the Circuit Zombies of the Kult of the Machine as well. After becoming imbued with this Arcane Convokation, the

Kultist also gains the innate power to discern the undead from the living.

Those fortunate enough to find one of these rare Codex Arcanums must enact a dark ritual similar to a self-burial. Gathering together the necessary components, the Convokation begins with the creation of a Black Casket. The Kultist of the undead must climb inside and allow one of their undead minions to seal the top. The command must be given to the undead closing the casket that it is not to be opened for one week. While inside, the entire procedure is enacted. First, the Kultist must consume the hearts of seven elderly men, in order of ascending age, one for each day within. As the seventh heart is devoured, the Undead will feel an intense pain that cascades the length of their sprawled body. As the pain subsides, they will realize that movement has become impossible as the images of Requiem pervade their every thought. It is now that the Codex Arcanum comes to life as the pages flip at a mind-numbing pace. Read aloud by Hazlia himself, the truths of the undead are revealed, and as Hazlia reads the tome, the Kultist must succeed a Difficult Restraint roll or fall into death themselves as the fear of truth ravages their mind. As the text is finished the undead servant will open the casket, allowing the Kultist to stand and bear witness to the powers of the Darklord.

COLLECTED ITEMS: One faithful servant, knowledge of the Convokation “Black Casket”, the hearts of seven elderly men (aged 35 and above), a high Restraint, Codex Arcanum of Darklord

SPIRIT COST: 7

Agents of Darkness- An ancient Convokation reputedly first used by Mouselous, this power allows the Kultist of the Undead to create zombies with the ability to demanifest their entire body into an Undead Daemon Spirit. This allows for easy transportation without raising too many eyebrows, giving the Undead a chance to infiltrate even the most secure of locations. When in Spirit Form for longer than one day, the zombies must fulfill the Sustenance Pleasure of an Undead Daemon Spirit or be obliterated as normal. Unlike the normal Daemon power of Demanifest, a zombie may manifest or demanifest at will, spending only one Turn to complete the transformation between states without restriction.

To attempt this Convokation, the Kultist must first gather a flock of five Undead Daemon Spirits and bring them to a place where no light shines. There in the darkness, the Kultist must bring forth five bodies and imbue them with the Undead Spirits, turning them into zombies. The zombies must be ordered to stand in a ring around the Kultist who then uses the power of “Black Mass” upon himself. The Spirits of the zombies are pulled into TerraDaenime, bringing their bodies with them to claw away at the Kultist for 3D6 Essence and Endurance Penance (no Spiritual Damage). The Kultist then releases the Spirit Cost and allows the Spirit to diffuse to each of the five zombies and to the Kultist. From that point on, the Kultist has the power of Agents of Darkness. This power does not retroactively affect any previously made zombies except for the five made during the activation of this power, though any zombies created from this point on automatically are granted this power as long as they are bound to the Kultist.

COLLECTED ITEMS: A flock of five Undead Daemon Spirits, five dead bodies, knowledge of the Convokation “Reanimate”, knowledge of the Convokation “Black Mass”, an area of complete darkness, Codex Arcanum of Agents of Darkness

SPIRIT COST: 6

EXAMPLES

This section is to help illustrate the different systems within Obsidian. Further information can be found within this book by referencing the Index.

CHARACTER CREATION

The following character creations do not include Socials or Generation Point-- although ideas are given. They are to be used by players and Narrators to figure out how to spend Kult and Corporate points. Normally all players must chose a Primary and a Secondary Social during character creation. They also get 20 Generation Points to spend on their character.

A Mystic example can be found within Chapter 2. Remember, all starting Characters will have a 2D in all skills and attributes unless otherwise stated.

CREATING A KULTIST CHARACTER

After choosing the Kultist Ethos, the player receives 20 Kult Points, a 1D Call, a +2D to their Knowledge Attribute, and initiation into one specific Kult. The Kultist Ethos also gives the player a Spirit Blade.

At this point the bonus to Knowledge is recorded, and the 20 Kult Points are spent. A breakdown of point costs are as follows. It should be noted that certain Socials and Generation Points give additional Kult Points to spend in the following:

BUYING A NEW CONVOKATION (regardless of Spirit Level)- This costs 2 Kult or Generation Points.

BUYING AN ADDITIONAL ID IN CALL- This costs 5 Kult or Generation Points for each additional ID.

BUYING AN ADDITIONAL POINT OF SPIRITUAL SOLIDARITY- This costs 6 Kult or Generation Points.

BUYING ANOTHER KULT BLADE- 6 Kult Points or 3000 Credits

This particular Kultist belongs to the Circle of Stimulus; The Kult of the Chemical. His starting bonus gives him an automatic Spiritual Solidarity of 2. This allows him to meld two Spirits when using a Convokation, or when summoning a Daemon. It is best to spend 6 of the 20 Kult Points on another Spirit Blade (Kult Blade). We will spend 10 Kult Points to raise his Call to 3D, and the remaining 4 to buy 2 Convokations (2 points each). It would be in the character's best interest to take a Kultist Social for more Kult Points to spend on more Convokations or to raise his Call further, or the player can choose to spend some of his 20 Generation Points in the same manner.

CREATING A CORPORATE CHARACTER

After designating the Corporate Ethos, the player receives 15 Corporate Points, as well as a bonus of +1D to two different Attributes. The Attribute bonus should reflect the type of corporation the character is employed with.

At this point the Corporate Points should be spent. The player should use any additional Corporate Points given by Socials or Generation Points at this time. Remember to mark off the Generation Points that were converted to Corporate Points. Anyone wishing to be employed by a Corporation may spend their points on the following:

BUYING A POSITION WITHIN A CORPORATION- Corporate Level x4

BUYING RANK WITHIN A CORPORATION-

Acolyte- Automatic upon employment with a Corporation.

Vanguards- 4 Generation or Corporate Points

Circuits- 8 Generation or Corporate Points

Neobellum- 16 Generation or Corporate Points

BUYING CORPORATE MINIONS- 2 Points for 1 Corporate Acolyte.

(Only those with the Rank of Vanguard and above may retain Employees.)

This particular Corporate character will belong to a Level 3 Security Bureau. He is in charge of deploying his team to any alarm triggered within a ten block radius to investigate the intrusion. This costs 12 of his 15 Corporate Points to buy employment in a Level 3 corporation (3x4). Being a Vanguard will also cost the player an additional 4 Points. This means that the player must spend one of his 20 Generation Points as well to afford the Status/Rank. The player marks his expendable Generation Points down to 19. Wishing to have a team of 5 Acolytes working underneath him, this corporate security officer must spend an additional 10 Generation Points. This brings the number of Generation Points left to spend down to 9. It might be smart for the player to take a Social that gives the character some more Corporate Points to help recuperate the lost Generation Points.

CREATING A MACHINE CHARACTER

Choosing the Machine Ethos gives the player 20,000 Credits worth of cybernetics, as well as a bonus of +1D to both the character's Mechanical and Strength Attributes.

At this point the bonus to the Attributes should be recorded. Next, the player should buy cybernetics using the allocated number of Credits. The player should note a few hints when playing this Ethos. First, buy spending 3 Generation Points on a Major Cyberfix Contact, they may purchase cybernetics for the part cost only. Also, the player may opt to "sell" Generation Points for extra Credits to buy more cybernetics. This ratio works out to 500 Credits for each Generation Point sacrificed.

This particular Machine character is going for a quick and resilient approach to cybernetics. First the player buys him Level 2 Bioboosters (10,000 for Parts only). Next he buys the character Level 3 Dermaplating (6,000) and one Filler (2,000). This reduces the character's Humanity rating to 16. One more point of Humanity loss would force the character to lose 1D from Mind and Spirit. This depletes the 20,000 Credits gained by the Ethos. If more cybernetics are desired, the player must use Credits gained by Socials or Generation Points.

DESIGNING ENTITIES

The following two systems are used to create entities within Obsidian.

DESIGNING A CORPORATION

For this example we will design a Level 3 Security Bureau. Before any points are spent, a new corporation has one of the following ranks: Archbishop, Bishop, and Neobellum. Below are the number of the other ranks a newfound corporation starts with:

Circuit- Corporate Level x2

Vanguard- Corporate Level x4

Acolyte- Corporate Level x20

EXAMPLES

Additional Employees, as well as other Resources, may be bought with Corporate Generation Points. Remember, purchasing extra Neobellum and Bishop slots will allow characters an easier chance to advance into those positions. Otherwise everyone is vying for the same position with only one opening.

- ♦For Every Point Spent gives the Corporation 10 extra Acolytes.
- ♦Every 2 Points Spent gives the Corporation 5 extra Vanguards.
- ♦Every 3 Points Spent gives the Corporation 4 extra Circuits.
- ♦Every Point Spent gives the Corporation 1 extra NeoBellum.
- ♦Every 2 Points Spent gives the Corporation 1 extra Bishop.

This particular Level 3 corporation will have the following, according to the chart presented above;

Archbishop-	1
Bishop-	1
Neobellum-	1
Circuit-	6 (3x2)
Vanguard-	12 (3x4)
Acolyte-	60 (3x20)

Before we can go any further, we need to figure out how many Generation Points the Corporation has to spend on resources. Each Corporate Level gives us 15 Generation Points. So a Level 3 Corporation gives us 45 to spend. We must spend these points on extra employees and on Corporate Resources. Once all the points are spent, the Corporate Generation process is complete.

DESIGNING A DAEMON

For this example we will recreate the Chemical Beast, found on Page 205. During the entire creation process it is important to keep note of the Creation Points spent on the Daemon. When designing a Daemon, the Narrator must first decide upon a spiritual or physical body size to house the creature. In this case the Narrator chose a Medium sized, physical body (2 Creation Points). This gives us the following to allocate to our Daemon;

3D8 Starting Essence & Endurance Points

8 Attribute Points to distribute

4 starting Terror Points

All Daemons have 0 for all Attributes until points are spent for them. In this example the Daemon is given 8 Attribute points to distribute. To flesh out the Daemon's Attributes, the Narrator spends an additional 4 Creation Points to give an extra 2 Attribute Points.

Next, the Daemon is outfitted with armor and/or spirit. In this case, four soft armor was bought to cover the creature's exterior (2 Creation Points). Proceeding, the Daemon is given Rituals and Convocations from its originating Circle. Note; only Convocations without an asterisk may be purchased for a Daemon. Here, the Narrator chose Projection at 2D (4 Creation Points), and no Convocations.

Now all Natural and Daemonic abilities are bought. In this example, the Narrator purchases; Claws, Razored mouth, Acidic skin, Emittance, and Scent of the Hunt for a total of 8 Creation Points.

All that remains for the Narrator to finish the Daemon is to calculate the number of Creation Points spent and divide by 4 (5 if the Daemon is from Carnivoria). This will become the Daemon's Diadem. Within this sample, the Daemon spent 20 Creation Points. This figures out to a Diadem of 5. Next, the Narrator must figure the Daemon's Obscurity. This is done by referencing

the chart within Chapter 6. In this example, the Daemon started with an Obscurity of 2. The Narrator only adds another point due to the Diadem of 5, making the final Obscurity a 3. All that is necessary to complete the Daemon is to find an adequate Sustenance Pleasure and recording the Terror Rating.

SYSTEMS OF COMBAT

The following is an example of combat using most of the combat rules found within Chapter 3. In this example, the combat is being fought by the following four characters. It should be assumed that Player Characters have Skill modifications. These generic characters have no modified skills. For all intensive purposes all Skills are compared to the parent Attribute.

MACHINE

Name-	8 Volt	Essence-	25	Endurance-	27
Ethos-	Machine	Spirit Rating-	2	Humanity-	15
Dexterity-	3	Strength-	4(5)	Mechanical-	3
Knowledge-	2	Perception-	2	Mind-	1

Armor- Bounty Armor (10 AR) Mmvt- 3D, +1D Strength bonus

Ordnance- UltreVe 6 (2D12) Burst, +1 Difficulty Level

3 Clips of Class 2 High Velocity Rounds

Melee Weapons- Circuit Blade (1D6 + 4)

Special Equipment- 1 Scuttlebomb (20 Foot Frag.) 2D10/4

Cybernetics- Fillers (x2), Class 2 Bioboosters, Class 2 Dermaplating (6AR)

TRUE MYSTIC

Name-	Thomas	Essence-	14	Endurance-	12
Ethos-	Mystic	Spirit Rating-	5	Humanity-	20
Dexterity-	2	Strength-	3	Mechanical-	2
Knowledge-	2	Perception-	3	Mind-	4

Armor- Hybrid Weave Robes (5 Soft AR), Plate Boots (9 Hard AR)

Ordnance- Last Rites (4D6 + 3) Full Auto, +2 Difficulty Levels

2 Clips of Class 2 Trace Rounds

Melee Weapons- Iron Staff (1D10 + 3 Endurance), BV- 4, +1 Difficulty

Special Equipment- 2 Shockwaves (40 Foot Conc.) 3D6 F

Rituals- Projection (4D), Flux (4D), Dieorvium (5D), Beckoning (3D), and Phobius (2D)

KULTIST OF THE LOST

Name-	Demetrius	Essence-	16	Endurance-	19
Ethos-	Kultist	Spirit Rating-	2	Humanity-	20
Dexterity-	3	Strength-	4	Mechanical-	2
Knowledge-	4	Perception-	4	Mind-	1

Armor- Leather Shirt and Pants (2 Soft AR), Trenchcoat (2 Soft AR)

Ordnance- Diagnostic 7 (2D8) Single

2 Clips of Class 2 Explosive Rounds

Melee Weapons- Hand Axe (1D10 + 8 Essence)

Special Equipment- Spirit Blade (4 Spirit)

Call- 4

Spiritual Solidarity- 2

Convocations- Regeneration (1), Draw the Breath (1), Shape of the Hunter (2), Instinct (2), Stride (2), Atemi (3), and The Beast's Wail (3)

EXAMPLES

KULTIST OF THE INTERNAL

Name-	Cole	Essence-	12	Endurance-	13
Ethos-	Kultist	Spirit Rating-	3	Humanity-	20
Dexterity-	3	Strength-	2	Mechanical-	2
Knowledge-	4	Perception-	2	Mind-	3
Armor- Hybrid Suit (5 Soft AR), Hardened Boots (3 Soft AR)					
Ordinance- Bastard Bolter (1D12 + 2) Burst, -1 Difficulty Level					
2 Clips of Class I Flechette Rounds					
Special Equipment- Spirit Blade (5 Spirit)					
Call- 5					
Spiritual Solidarity- 1					
Convocations- Hinder Spirits (1), Evil Prayer (1), Redemption (1), Elevation (2), Delay (3), Fervor (3), Spectre, (4), and Physical Rebirthing (5)					

This combat example takes place within a club during its closed hours. The club is Mystic oriented and Thomas is hiring some added security due to recent threats. 8 Volt is the contractor being questioned for the security position. During the interview, the front door is kicked in by Demetrius. Demetrius storms in the dark club, followed by Cole. Thomas and 8 Volt were about 30 feet from the main door.

INITIATIVE

Combat is initiated by Demetrius. The Narrator also deems Thomas to have been inattentive. However, 8 Volt stated he was looking over the security perimeter during the interview, so the Narrator doesn't give him the same penalty.

INITIATIVE MODIFIERS

Initiating Character- +6
Inattentive/Surprised- -3

Initiative rolls are made by rolling each participants Perception;

8 Volt- Perception of 2 (2D6). The Narrator rolls an 8
Thomas- Perception of 3 (3D6-3). The Narrator rolls an 8 -3 =5
Demetrius- Perception of 4 (4D6+6). The Narrator rolls a 14 +6 =20
Cole- Perception of 2 (2D6). The Narrator rolls a 6

The combat order for the first Round of combat is;

Demetrius (20), 8 Volt (8), Cole (6), and then finally Thomas (5).

ACTIONS- ROUND 1, TURN 1

Demetrius takes his action first, and declares that he is employing the Convocation "Stride" to close the distance. Convocations are considered instant actions and do not take a Turn/Round. Demetrius jumps 30 feet, putting him directly in front of his target (Thomas). Demetrius also declares that he will be firing his Class one while lunging through the air. This lowers the Base Difficulty to hit with his handgun from 6 (30ft) to 3(Point Blank) after the jump. However, moving while firing adds 2 Difficulty Levels to his shot. The final Difficulty number for Demetrius to roll is 9. He has 3D in his Firearms. He rolls an 11, hitting his target in a random location (1D20 on the Full Body chart). The explosive rounds impact into location 12 on the Full Body Chart. Thomas is hit in the abdomen for 2D8 Essence penance. Luckily he has 5 Soft Armor in that location. Demetrius rolls the penance resulting in 9 points of Essence, adding +4 due to the explosive rounds. After the armor soaks 5 points, Thomas is inflicted with 8 points of Essence penance to his gut. He must mark off 8 points

to location 12, and from his Full Body Essence. He has 6 Essence left to both.

8 Volt instinctively grabs his UltreVe 6 from his side and points it in the rampaging Kultist's torso. He unloads a Burst at the behemoth. The Base Difficulty starts at 3 due to the range of 15 feet. The torso shot and the burst cancel each other out, however, the leaping Kultist and the modifier of the weapon adds +2 Levels of Difficulty. The Target number for 8 Volt to roll is 9. Considering he has 3D6 to roll and a +6 bonus due to the Bioboosters, the Narrator calls his shot an automatic success. Three locations are rolled (thanks to the special function of the UltreVe 6); area 2 (Neck), 5 (Right Torso), and 8 (Groin) on the Torso Chart. Penance is rolled for each location using the damage of the UltreVe (2D10); 7 to the Neck, 10 to the Right Torso, and 17 to the Groin. Demetrius has 4 points of Soft Armor to all the locations but his neck. The 7 points to the neck is adequately enough to kill the gigantic menace. Demetrius also takes 6 penance to his Right Torso, and 13 points to his Groin. 8 Volt smiles, just before Cole may react.

On Cole's turn, he reaches one hand out to display his act of vengeance. Cole employs the Convocation "Redemption" upon Thomas in an attempt at finishing him off. He then burns the remaining four Spirit Points to enact the Convocation "Spectre" upon 8 Volt. The Narrator first decided to see how much damage Redemption inflicted upon Thomas. Rolling 1D6, the die indicates that Thomas loses 4 more Full Body Essence. This brings him from 6 Essence to 2 Essence. This also throws him up against the bar, which was directly 10 feet behind him. The Narrator then determines the wraith of Spectre upon 8 Volt. He rolls the 1D8 Humanity loss resulting in a 6. 8 Volt loses 6 points of Humanity, dropping his current Humanity to 9. This drops 8 Volt down a point in Mind and Spirit. With a Spirit Rating of 1 he would have been okay, but with the loss of his Mind (0) he falls lobotomized. 8 Volt is considered brain-dead for all intensive purposes... permanently.

Surprisingly enough, Cole still gets to fire his Bastard Bolter. Cole raises the gun up level with the Mystic and fires a single shot. Cole decides to fire only a single shot, not only to conserve ammo, but because he is cocky. The Base Difficulty is 9 (40ft), which is lowered by 1 Level due to the balance of the gun, but raised 1 Difficulty Level because he is below half Essence. The Target number for the Kultist to roll remains a 9. With three dice he rolls a 8!!! He barely misses. Cursing his luck, Cole must now watch Thomas take his action.

Holding his stomach closed, Thomas throws up the second Facet of Projection. The Narrator makes Thomas roll 4D6 verses the activation Difficulty of 12; Thomas rolls the necessary 14. Suddenly, there are five images of Thomas (including himself). This Ritual took his entire Turn, but hopefully may keep him from dying just yet. The Narrator allows the Mystic to manipulate his images around himself so as to confuse the Kultist.

ACTIONS- ROUND 1, TURN 2

The Narrator gives Cole the opportunity to discern the real image. Cole must roll a 12 on 2D6 (Sensitivity roll). Needless to say, he fails. Cole then decides to fire a separated burst. He is designating two of the five images to fire at. Each image will be inflicted with one shot from the Bastard Bolter. The Base Difficulty is 9, however it is lowered by 1 Difficulty Level due to the weapon's balance and 1 Difficulty Level because of the burst. The final Difficulty is 3. With 3 dice, the Narrator determines both shots to hit automatically. The Narrator secretly determines if either image was the real Mystic. It is revealed to Cole that neither are, when they both vanish upon impact. That leaves 3 images, one of which is actually Thomas.

Being the last Turn for Thomas, he decides to unleash the destructive fury of the third Facet of Dieorvium. He must roll an 18 on 5D6 to successfully enact the greater Ritual. Thomas rolls an 18! This allows the Ritual “Masticating Swarm” to begin. Cole immediately takes 2D8 Essence penance from the flittering barbs of teeth and darkness. The Narrator rolls a 10 for the damage. The Narrator deems the 5 points of Soft Armor capable of soaking some of the penance. In total, Cole takes 5 points of Full Body Essence.

ACTIONS- ROUND 1, TURN 3

This Turn of combat is held specifically for Cole, as Thomas is out of Turns/Round because he only had a Dexterity of 2. Cole monopolizes the Turn, but is trapped in the Masticating Swarm. Cole must run 20 feet to evade the Swarm. Feeling he will die if he doesn’t escape the Ritual, Cole rolls his Movement of 2D6. He rolls a 5. This moves him to within 15 feet of the Swarm’s perimeter.

ACTIONS- ROUND 2, TURN 1

It should be noted that Thomas may go first for this, and subsequent, Rounds, as his “inattentive” modifier disappears. Being the first to act, Thomas, uses the first Facet of Dieorvium to see into the Masticating Swarm, pulling out his gun at the same time.

Cole continues to run towards the clearing outside of the Swarm. He rolls his Movement once again, resulting in a 10. He is now only 5 feet from the perimeter, but is also inflicted with another 2D8 Essence penance consequently. The Narrator rolls an 11 for the damage. Subtracting the armor once again, the Narrator tells Cole to mark off 6 more Full Body Essence. This results in Cole having 1 Essence point left!! The Narrator also tells Cole that his suit is shredded from the last attack, and it will no longer provide him with an Armor Rating.

ACTIONS- ROUND 2, TURN 2

With the initiative, Thomas points his massive assault rifle at Cole within the Swarm. He is now able to see him thanks to the first Facet of Dieorvium. The Narrator alerts Thomas that the target Difficulty number would be 12, with which Thomas would need to roll on 2D (Base 9, +2 Levels for the weapon, +1 level for Cole’s Movement, +1 level because Thomas is under 1/2 Essence; -1 level due to the Trace Rounds, and -2 levels for the Full Auto). Thomas chooses to aim for his turn instead. This will lower the target Difficulty by two levels on his next turn.

Rolling his movement once again, Cole is able to flee the Dieorvium without losing his one point of Essence. Cole faces towards Thomas, who is already pointing a massive Last Rites in his direction. The Narrator puts Cole at 10 feet from Thomas at the end of his turn.

ACTIONS- ROUND 2, TURN 3

Thomas is out of turns, so he must watch Cole take his final action. Cole attempts to run the last 10 feet to Thomas. The Narrator rolls his Movement (2D6); Cole is able to move 9 feet. This places the final two combatants directly in front of each other. Cole asks the Narrator if he can opt to fire a burst at Thomas as he runs. The Narrator deems the action Moderate (Difficulty 9), Base Difficulty 3, +2 levels because he is running, +1 for being at 1/2 Essence, and -1 level for firing a burst. With 3 dice (3D6) for his Firearms, Cole rolls an 8. Enraged, Cole tosses his gun across the room.

ACTIONS- ROUND 3, TURN 1

Thomas may now react to Cole’s homicidal tendencies. With his aim locked on to Cole, he attempts to fire Full-Auto with his assault weapon. The Difficulty is dropped from 12 to 6 due to the aiming technique. It is lowered another level due to the decrease in range. This makes the target Difficulty a 3. Cole seeing the Effortless Difficulty, attempts to dodge the attack. With a Dexterity of 3, Cole adds 3 Difficulty levels to the attack. This raises it to 12. Thomas must go through with the called attack after Cole declares his dodge. Thomas fails his roll and sprays flaming lead in a wide arc throughout the room. Luckily, Cole fell low, just under the arc. It should be noted that Cole now only has two Turns/ Round this round, after expending one to dodge.

Cole decides that while he is on the ground prone (as a character will always be after a dodge) he will attempt to call the Spirit of Demetrius. Demetrius had a Spirit Rating of 2, which would incur a Difficulty of 8. However, since he has been dead for 2 Rounds, the Difficulty is raised +4 (+2/round dead). So the Narrator tells Cole to roll his Call versus a Difficulty of 12. With 5D6, Cole easily calls his friend’s Spirit into his Kult Blade.

ACTIONS- ROUND 3, TURN 2

This is the last Turn for both characters this round. Thomas goes first and opts to drop his gun which is out of ammo. He grabs his iron staff and attempts to bash Cole with it. The Narrator tells Thomas to roll his Melee of 2D versus the base Difficulty of 6. Thomas rolls, and scores a 7-- he hits. The Narrator rolls on the random location chart (1D20 Full Body chart). He rolls a 15 (Left Arm). Thomas rolls the damage (1D10+3), and rolls a 3+3=6. This damage inflicts 6 Endurance penance, leaving Cole with 7 left before he is knocked unconscious. The Narrator warns Cole that another strike from the staff will kill him.

Cole resorts to using Demetrius’ spirit to save his life. He damns both points of the new Spirit to convoke “Redemption” again upon Thomas. Thomas does not survive the 2D6 Essence (armor negated) attack. He is propelled behind the bar and dies from internal eruption, as well as hemorrhaging from his gut.

Combat ends with Cole picking himself off the floor. The Narrator deems the rigors of combat may have taken a toll on Cole, and has him roll his Stamina versus a target number equal to the amount of Essence penance taken during the combat. The Narrator makes the Difficulty 11. Cole rolls his Stamina of 2D, and fails. He passes out due to combat fatigue. The next thing he hears in booming mechanical voices as the Law begins to surround the building.

OTHER SYSTEMS

The following are examples to illustrate some of the rarer occurrences within the Obsidian game setting.

OPENING A PORTAL

The actually process of opening a Portal is complex and drawn out. Only on rare occasion will Characters participate in the creation process. However, it should spawn some interesting Story ideas.

First, the process is initiated by a Peregrinator from the specific Circle that is wishing to open a Portal. Next, a location is scouted. Somewhere hidden, protected, and large enough. Then, the Peregrinator and its Kultist minions must accumulate Spirit. This is done exactly the same as a Kultist

would to gather Spirit. Once collected the Spirit is fed to the Peregrinator. The more Spirit gathered the larger the Portal door.

At the time the Portal is to be opened, the collective of Peregrinator and Kultists must have rounded up living sacrifices. These people are usually scraggs or those without much public visibility. They are brought to the room that will soon hold the Portal door. The more living sacrifices that are made, the more Daemons that can brought through the Portal each day. Actually, the sacrifices raises the amount of Diadem points that can be summoned forth each day.

The ceremony begins when the Peregrinator infuses the Portal surface with the collected Spirit. Then the Kultists must remove the hearts from each living sacrifice and smear the pumping blood onto the surface of the prepared Portal. The Peregrinator then gives his blessing upon the Portal as the first Daemons come through. These Daemons that come through on the first day are considered the Guardians of the Portal.

SUMMONING AND BINDING A DAEMON

This example follows Trent Kingsley on his quest to summon and bind an ArmorClad Legionnaire of Avarice. Trent traded for the tome of Ghillic "The Iron" two weeks ago. He has anticipated and prepared for this moment by collecting up Spirit within a Deceitful Little Toy. He has gathered the 7 Spirit Points necessary to summon Ghillic. Today, Trent locks the door to his Sublevel 2 apartment, moves all the furniture to the other side of the room, and pulls out the tome. First he places the book down on the floor and sits cross-legged, meditating upon the passages he has read and memorized in the tome. The Narrator makes Trent roll to succeed a Difficult Insight attempt. Trent fails. This lengthens the meditation process by 1 hour for each failed attempt. Two hours later, Trent finally succeeds.

He may now proceed to the chanting process. Since the Daemon has a Diadem of 7, Trent must chant the proper incantations for 70 minutes. He spends one Spirit Point every ten minutes, damning the Spirit into the tome. The tome also requires Trent to chant the incantation by the light of burning candles made from the fat of a Kultist of the Spiritual Essence. Upon the Damnation of the last point of Spirit, the

book begins to glow, radiating outward to form a temporary rift in the barrier between Hell and Earth. In this time, Trent can see glowing fires within a stone room. A large hunched figure extends his hand towards Trent as if directing the ArmorClad towards the rift. Within seconds, Ghillic is emerging from the Portal, with his sword drawn and the tome in his other hand. Heat emanates from the closing Portal.

Trent forces his delight from manifesting on his face. He beckons the Daemon to him, cautious in his gesture. Trent immediately reaches out and donates two points of Humanity to feed the Daemon's Aversion. This lowers the creature's Aversion to 12. The Legionnaire stops his advance and waits. Trent attempt to bind the Daemon by rolling his Spirit Rating versus the ArmorClad's new Aversion. Trent rolls his Spirit Rating, and succeeds. Failure would have caused the Daemon to attack him regardless of the Humanity expenditure. Trent introduces himself and offers a Point from his own Spirit. The Daemon accepts the gift and becomes a bound servant to Trent.



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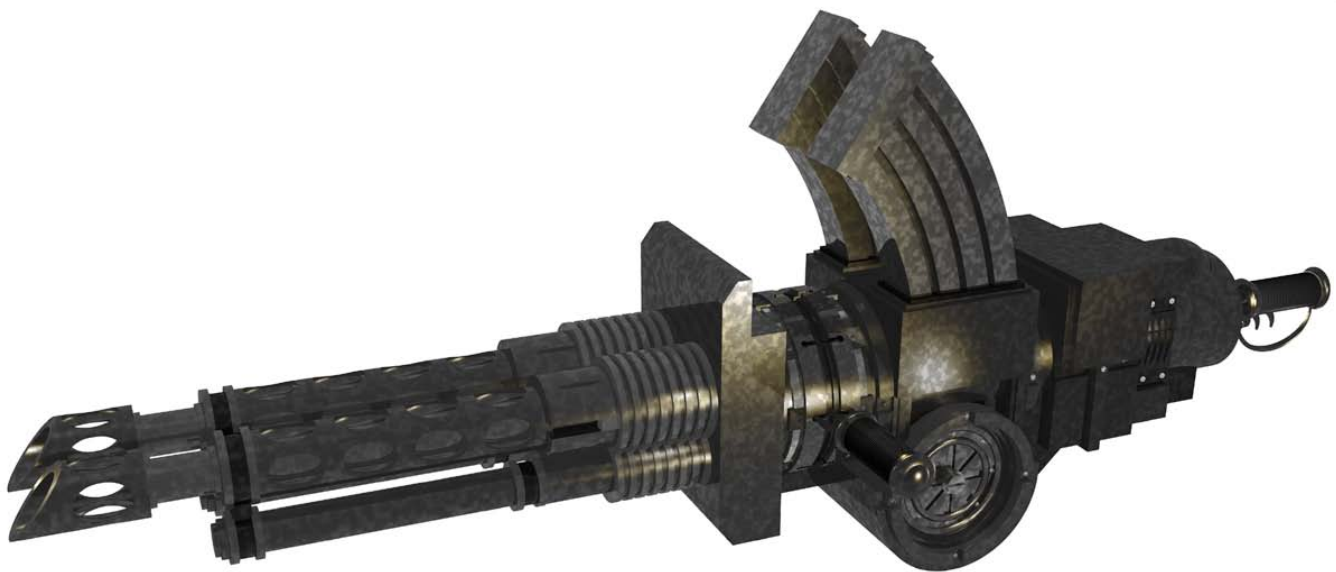
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GLOSSARY

Below are many terms and words used to describe things on the Earth in the aeon that Obsidian "The Age of Judgment" is set. These are stated for clarity and easy reference. Each term is further described elsewhere within the book. Much of the terminology is used only to describe the Character, and is not used during game conversation. The preceding index will help reference where within the book the term is further explained.

ALTER- Alters are Mystics who follows a path bent on the immediate and inconsequential destruction of Kultists. They will stop at nothing to rid the Earth Plane of Hell.

ATTRIBUTES- These numbers relate to a Character's Mental or Physical traits. All Skills under the Attribute, unless modified, will correspond to it. All Attributes, and therefore Skills, will be 2D for Starting Characters.

AVERSION- Quantified by a numerical status, the Aversion of a Daemon is directly related to their hostility towards mankind. Higher Aversions are usually relate to a stronger connection to the Daemon's originating Circle and a stronger hatred for Humanity. This number is usually 20.

CALL- The ability to Call a Spirit was taught by Daemons millennia ago and is defined as a conscious effort to capture a human Spirit as it begins its path toward Transcendence. The greater the Call, the more persuasive one would be at tempting the Spirit away from its postmortem destination. Calling must be done within moments of death to capture the evading Spirit.

CENTRAL CORE- Based in the center of each Sector on sublevel one, the Central Core is the headquarters of the Law. It serves as the government for the Sector it is based within.

CHAPTER- A Chapter can usually be defined as one day's worth of roleplaying. A series of Segments together form a Chapter. A single Chapter may consist of discovering which corporation wants the Characters dead, and the infiltration of the corporation to find further answers.

CIRCLES OF HELL- After being severed into nine Planes of existence, Sheol was transformed into the Nine Circles of Hell. While Sheol remains the true name of Hell, the Divinity does not want the holy term to represent such a corrupted place.

CODE OF HUMANITY- Used as a foundation for True Mystics, the Code of Humanity is an unspoken oath made to the great Divinity. It states, that Humanity must be protected in the same fanaticism that evil is abolished. Divergence from the path of righteousness is a quick route to suffering and exilation.

CONDUIT- Conduits are a systematic means for navigation within the Zone. They are the streets and avenues in which vehicles and people may travel.

CONVOKATION- Harnessing the energies of a Transcending human Spirit, a Kultist betrays humanity to gain the powers of Hell. Trading the Called Spirit to a Daemonic entity, the Kultist is granted these divine powers.

CORPORATE LEVELS- As graded by The Unity, a Corporation is rated one through six. This number represents the Corporation's influence and power. The higher the Corporation the greater their income and controlled resources.

CORPORATE RANK- This is the position of any Corporate employee, within the Corporation a person may to progress from Rank to Rank until they reach the head of the Corporation.

CORPORATE GENERATION POINTS- These are the Points to be allocated amongst a Corporation's Resources. This is only used to generate a completely new Corporation.

CREATION POINTS- Creation Points are used to produce a living breathing Daemonic entity. Spending these points, the Narrator, or any Player may create a Daemon following specific directions.

CREDITS- Credits are the digital monetary system of the Zone. They are transferred through equipment called Credbases.

CYBERNETICS- Cybernetics are technological advancements designed to enhance the human body. Manufactured and sold within the Zone, most require an internal power supply to operate, though some use the body's kinetic energy to function.

DAEMON- Born from the Planes of Hell, these creatures have been tainted by the corrupt energies of the Earth Plane. With exception of the Azure Hyaline, most Daemons use Humanity to further their own sinister agendas. Transformed into monstrosities and aberrations, these Daemons are the things nightmares are made of.

DARCHOMEN- Derived from the powerful Protectorate, the Darchomen runs the entire Zone, and in consequence, the remaining civilization of Humanity. Given unearthly powers from the great Divinity, they are the devoted saviors of the Earth Plane. The name Darchomen should never be used in a Story, for the enigmatic nature of these deities keep the organization shrouded in secrecy.

DATANET- Connecting the entire Zone, the Datanet resembles the Internet of the 20th century and is fully accessible through a Vidscreen. It is used primarily for credit and information transfers. Memdisk information may be transferred as well to any connected recording device. Datanet terminals are located on each conduit corner.

D.C.R.- Short for Disease Communicability Rating, this numerical value determines the strength of a disease as it attacks the immune system. A successful Immunity roll must be made versus this rating in order to stave off a potential disease.

DIADEM- by dividing the number of Creation Points by 4, or 5 in the case of Daemons of Carnivoria, the Diadem is revealed. This number generally acts as a numerical value of a Daemon's power. It is also the number of Spirit Points which must be simultaneously obliterated to summon the Daemon through the barrier.

DIFFICULTY- When employing the use of Skills or Rituals, a predetermined Difficulty Rating must be exceeded for the effect to have been accomplished. Rolling a number lower than the Difficulty number results in failure.

DIMENSION- Comprised of three different levels of Earthly existence, Dimensions are categorized as the following: The Physical Dimension, The Spiritual Dimension (also known as TerraDaenime), and The Plane of the Divine Right. This is not to be confused with the Circles of Hell, which exist in an otherworldly Plane of existence.

DIVINITY- The "True" Divinity was the original guardian of Sheol, the united Hell. In mockery, the corrupt Daemons of the separated Circles who gained control over the Shepherds took the title "Divinity" to refer to themselves.

DIVINITY WARS- This is the sum of all the constant battles that have, and will be, fought over the fate of the Earth Plane and its inhabitants. The conflict is waged between those of Mystical descent and the infernal creatures of the corrupted Circles.

ENDURANCE- A strictly physical measurement, Endurance is the amount of blunt or soft damage a being may suffer in any one location before it converts to Essence damage. It is important to note that when one loses all their Endurance they lose consciousness.

ESSENCE- This is the flesh, the very heart's blood of a person. The amount of Essence a person's body holds is relative to the physical Penance that they may endure before they are no longer able to remain alive.

EARTH PLANE- This powerful planet is a reservoir of Energy for other Planes. Corrupted by the life-forms inhabiting it, its energy is blackened and causes all Planes which siphon this energy to warp into a twisted aberration of its former existence. Earth is the setting for Obsidian "The Age of Judgment".

ETHOS- As the basis of any Character, the Ethos is derived from desires and ambitions. The Ethos is directly related to the goals and feelings of a Character. In Obsidian, there are six choices from which the Player may choose.

EXPERIENCE- Whether it is Game Experience or Corporate Experience, this is a numerical value representing a reward for a Story well resolved, it is used to enhance the Player's Character in many ways.

FACET- The Ritual powers of the Mystics are separated into levels of power. There are four levels in each Ritual. These levels are called Facets. The first being a basic understanding of the Ritual, while the fourth is a complete mastery of it. Some Daemons have new Facets after 10D.

GENERATION POINTS- Generation Points are used to create diversity within the Character during the Creation process. All starting Character begin with twenty Generation Points to boost Skills, special abilities, starting Credits, and Contacts.

HUMANITY- Used in two forms, the first definition of Humanity would be the surviving members of the Human race. The second relates to the spark of life which gives Humanity emotion and empathy.

INITIATIVE- This is the roll to introduce each Character into combat. Rolling their Perception, the order of combat is determined. Those with the highest rolls go first and the others proceed in numerical order.

KULT BLADE (SPIRIT BLADE)- These blades have an unknown origin, but hold the sacred ability to contain the energies of the Human Spirit. The Spirit held within may not escape on their own, and are trapped until either they are released or they are obliterated during a Convokation.

KULT POINTS- These points are gained during the character creation process. They are given by specific Ethos and Socials. They may only be spent to; raise the character's Call, Solidarity, and to buy Convokations. Five points may be spent to purchase a Kult Blade.

KULTIST- Learning ancient powers of Spiritual beckoning, this human may Call and damn souls for power. He is most likely employed by those of Daemonic origin.

MOTIVATIONS- A Motivation is the driving force in a person's life. More than a distant goal never to be obtained, a Motivation is part of one's

personality. Motivations are ranked from one to four. The higher the rank, the greater the effect it has over a person's actions. Though a Motivation may be discarded, it can have a dramatic effect upon the life of an individual.

MYSTIC- Considered by many to be the saviors of Humanity, the Mystics are in a constant battle with the forces of Hell. They call upon the gift of Rituals to aid in their attempts of Earthly reclamation.

NOCTURNAL BANKS- These four Sectors reside under the Zone. They are used to mine resources, and house the massive gyrostabilizers that control the movement of the Zone. Maintenance is done by Sanctioned Citizens.

OBLITERATE- Obliteration occurs when a Kultist damns the Spirit within their Kult Blade. At this time, the Spirit is hurled to a Daemon within the Kultist's originating Circle, where it is fragmented and cast into the deep abyss. Here the residual remains are slowly dissolved over thousands of years, continuing in their sentience throughout the whole process.

OBSCURITY- Daemons residing in the Circles of Hell may be summoned to the Earth Plane by a Kultist. The process of summoning includes the Daemon's name and pronunciation, along with gestures and a Spiritual donation. The requirements are different for each Daemon. The Kultist has Knowledge of these rituals if he has an Occult equal to, or greater, than the Daemon's Obscurity.

ORDNANCE- Ordnance is the common name for projectile weaponry in the year 2299. They come in four classes, each one larger than the prior, with handguns being class one, and vehicular weapons being class four.

PENANCE- This term represents the infliction of damage to the Character. It comes in many forms: Endurance, Essence, and Electrical.

PEREGRINATOR- This Daemon has been born with the ability to rip the fabric of Planes, allowing Daemons to transgress the barrier. Once manifested on the Earth Plane, this creature can open Portals with the help of his Kultist herd.

PLANE- Different from a Dimension, a Plane is a separate place of existence. Where as all the Dimensions of Earth are overlapped on top of each other. Other Planes exist outside of the boundaries of time and space.

PORTALS- These gateways are one way links connecting the specified Circle of Hell to the Earth Plane. They require vast amounts of Spirit energy to open and demand sacrifices to sustain themselves.

PRAEBERE SPHERE- This term refers to the glowing orb of Spiritual energy amassed when a group summons a powerful Daemon. The Sphere may vary in size or color, depending on the particular Circle or amount of Spirit involved. Each Kultist may only donate a number of whole Spirits (not Spirit Points) equal to their Solidarity Rating.

THE PROTECTORATE- This term refers to the Original 45 Mystics blessed with the powers of the Great Divinity. They have since changed their name to the Darchomen. At present, it is assumed the Protectorate has reorganized into the Law. (See Darchomen)

PULSE RATING- This is the sum of all the energy used to operate Cybernetics. Anything not implanted within the human body is not added to this number.

REGISTERED- All Registered Cybernetics require the user to have an Assassin's License to have them installed. It is illegal for anyone without this

license to possess Registered Cybernetics. Any item may be considered registered by the Law, these include certain types.

RITUALS- These are the blessings bestowed from the Great Divinity to aid Humanity against the Circles of Hell. They are magical in nature, and need only the energy of the Mystic to utilize.

SACRAMENTS- Sacraments, are the fundamental beliefs and skills that must be attained to progress the road to religious enlightenment.

SANCTIONING- This is a judgement passed by the Law that strips a citizen of all Zone rights and forces them into labor within the Nocturnal Banks.

SECTOR- The Zone is separated into 80 Sectors which are overlapped one on top of another. The Sector is a small city fully supplied with the sustenances needed to provide life and flourishing. A Sector is comprised of 4 sublevels.

SEGMENT- This term refers to a portion of a Chapter within a particular Story. A Segment might include the Characters speaking to a Contact of theirs, or infiltrating a compound.

SHEOL- This is the ancient name for the unified Circles of Hell. It has not been referred to as Sheol since its separation sometime near the beginning of mankind.

SKILLS- These are the numerical statistics of each Character in the aspects of their learned Knowledge. Skills are rolled when performing any sort of non-mystical ability.

SOCIALS- A Character's Social represents how they make a living and to what extend they progress their Ethos.

SPIRIT- The Human body after feeding directly off the Earth Plane for all of time has gained a source of power called the Spirit. Most of Humanity remain oblivious to this energy, until it is used to Transcend into the afterlife. Kultists harness this energy to perform Convokations. Without this energy a Character will fall lifeless.

SPIRIT BLADE- See Kult Blade

SPIRITUAL SOLIDARITY- This number is the amount of different Spirits that may be used in conjunction to create Convokation effects, and to summon Daemons. All starting Kultists have one point of Spiritual Solidarity, which would be the use of one Spirit.

STARTING POINTS- These Points are used during the Character's Generation Process to flesh out the Character.

STORY- This term refers to a series of Chapters that run together to form a cohesive plotline. A Story might consist of the Characters having to discover a secretive group performing hideous murders, or locate a Peregrinator and open a Portal deep within the Wasteland.

SUBLEVELS- These are the divided portions of a Sector. Each Sector has four Sublevels, numbered one through four. Each Sublevel is four stories high and encompassed the entire width of the Sector it resides in.

SUSTENANCE PLEASURE- These unholy desires are necessary for a Daemon to remain in the Earth Plane. If a Daemon is ever denied its Sustenance Pleasure for the duration of a 24 hour period, it is obliterated in the same manner as a Human Spirit.

TERRADAENIME- Overlapped upon the physical Earth, is the Spiritual Dimension known as TerraDaenime. It is a completely separate reality. Only a handful of Mystics and Kultists can interact with this Dimension.

TERROR POINTS- Things with a Terror Rating, or Terror Points, cause the Human mind to reevaluate reality. During this process, the human mind is capable of many affects upon the body. These include; Loss of movement, complete paralysis, unconsciousness, and even death.

TOME- These ancient leather-bound books come in two forms, both tools of evil. The first is that of the Praenomen, the guide to Daemon summoning and description. The second is the Codex Arcanum. Similar to the first, except these books hold the secrets of rare or lost Convokations.

TRANSCENSION- This is a method of travel that is used when the Spirit leaves its physical body and navigates towards a heaven state. This process of Transcendence was thought to be permanent, until Mystical Rituals proved the dead can be revitalized with minimal loss of their Spiritual energy.

TRUE ENLIGHTENMENT- This can only be achieved when someone reaches a Mind of five. They are now able to verse themselves with Mystical Rituals. Most Mystics were born Enlightened, and therefore it is unnecessary to reach a five Mind in order to perform Rituals.

TRUE MYSTIC- The True Mystic follows no divergent paths, as the Alters and Visionaries do. They have devoted themselves to Humanity as defenders and declared Hell their enemy until their dying breath. It is this balance, that creates the Mystics of this highest order. The Darchomen are all True Mystics, following the Code of Humanity.

URNS/ ROUND- A Round consists of five seconds, and a Turn is best described as an action taken within the Round. Some actions require more than one Turn/ Round. Most people can only take 2 turns during each round. The Turns/ Round is the same number as the character's Dexterity Attribute.

THE UNITY- This formation of powerful men and women is the closest thing to a government that the Zone has established. They control the Law and each Corporation incorporated within the Zone. They are seen as the highest authority by most of Humanity, only few know otherwise.

VISIONARY- Contrary to its Alter counterpart, the Visionary believes in a position of defense to stop the onslaught of Hell, rather than taking the offense and sacrificing mankind in its attempt.

WANDERING SPIRIT- For one reason or another, this Spirit has lost its connection with its body and has not Transcended. It remains a prisoner in an unseen world as its Spiritual energy slowly decomposes.

WASTELAND- Located everywhere outside the Zone, these lands hold the remnants of a destroyed world. The Wasteland is infested with Hell's minions and manifested similarities. For extensive information see the Wasteland supplement.

ZONE- This multilayer city is the last defense against the manifesting Circles. This is the setting for most games of Obsidian.

CHARTS

THE CREATION PROCESS

- 1- Design a Character Concept (Pg.43)
- 2- Allocate 2D to each Attribute and Skill (Pg.43)
- 3- Choose an Ethos (Pg.44), and a Primary & Secondary Social (Pg.46) Then spend the points
- 4- Make the 4 Character Rolls (Pg.51)
- 5- Spend the 20 Generation Points (Pgs.51-52)
- 6- Create Motivations (Pg.53)
- 7- The Narrator now reviews the Character with the Player (Pg.56)

BASIC DIFFICULTIES

EFFORTLESS-	3
SIMPLE-	6
MODERATE-	9
STRENUOUS-	12
DIFFICULT-	15
NEAR IMPOSSIBLE-	18
IMPOSSIBLE-	21
HOPELESS-	24

SPIRIT CALLING CHART

1 POINT SPIRIT-	DIFFICULTY 4
2 POINT SPIRIT-	DIFFICULTY 8
3 POINT SPIRIT-	DIFFICULTY 12
4 POINT SPIRIT-	DIFFICULTY 16
5 POINT SPIRIT-	DIFFICULTY 20
6 POINT SPIRIT-	DIFFICULTY 24
+2 Difficulty /Round after death	
-2 Difficulty for using a Spirit Blade	
(bonus is attributed to only one blade/Calling)	

MENTAL RECHARGE CHART

	1ST FACET	2ND FACET	3RD FACET	4TH FACET
1D-	4R	5R	6R	7R
2D-	3R	4R	5R	6R
3D-	2R	3R	4R	5R
4D-	1R	2R	3R	4R
5D-	instant	1R	2R	3R
6D-	instant	instant	1R	2R

FULL-BODY LOCATION CHART: ROLL 1D20

Roll	Location	Essence Cap.
1-2	Head	1/3
3-6	Left Torso	Full
7-10	Right Torso	Full
11-12	Abdomen	Full
13-14	Left Arm	1/2
15-16	Right Arm	1/2
17-18	Left Leg	1/2
19-20	Right Leg	1/2

TORSO SHOT LOCATION CHART: ROLL 1D8

1	Head	1/3
2	Neck	1/4
3-4	Left Torso	Full
5-6	Right Torso	Full
7	Abdomen	Full
8	Groin	1/4

FIREARMS CHART

RANGE BASE DIFFICULTY

Point Blank	3 (Effortless)
20 Ft	6 (Simple)
40 Ft	9 (Moderate)
60 Ft	12 (Strenuous)
80 Ft	15 (Difficult)
100 Ft	18 (Near Impossible)
120 Ft	21 (Impossible)

FIRING

Firing a Burst
Firing Full Auto
Aiming for one full Turn
Blind Fire

MODIFIERS

-1 Level of Difficulty
-2 Levels of Difficulty
-2 Levels of Difficulty
+2 Levels of Difficulty
(if successful only one location is hit)
+1 Level of Difficulty for each point of the Target's Dexterity
+1 Level of Difficulty/ 2D of target's Movement
+3 Levels of Difficulty
+1 Level of Difficulty
+1 Level of Diff. for each
+3 Levels of Diff. for each
+3 Levels of Difficulty
+1 Level of Difficulty
-1 Level of Difficulty
-3 Levels of Difficulty
+1 Level of Difficulty for every 20 M.PH.

Target Dodges

Moving target

Head, or Called shot

Torso shot (1D8)

Firing 2 weapons (same target)

Firing 2 weapons (different targets)

Very small (Rat)

Small (Wolf)

Large (Horse)

Massive (Elephant)

Firing at a moving vehicle

OBSIDIAN

ATTRIBUTES

DEXTERITY:

FIREARMS-
THROWN OBJECTS-
FIGHTING-
MELEE-
STEALTH-

STRENGTH:

MOVEMENT-
GRAPPLE-
LIFT-
STAMINA-
IMMUNITY-

MECHANICAL:

DRIVE-
CYCLE-
REPAIR-
CYBERNETICS-
SABOTAGE-

KNOWLEDGE:

STREETWISE-
TECHNOLOGY-
MEDICAL-
RELIGION-
OCCULT-
MYSTICAL LORE-
DATA-

PERCEPTION:

SUBTERFUGE-
SEARCH-
PSYCHOANALYSIS-
NOTICE-
SENSITIVITY-

MIND:

MENTAL-
MANIPULATION-
RESTRAINT-
INSIGHT-
MEMORY-

CHARACTER NAME:

ETHOS:

PRIMARY SOCIAL BACKGROUND:

SECONDARY SOCIAL BACKGROUND:

ESSENCE / ENDURANCE (4D6)

ESSENCE:

STARTING SPIRIT (1D6):

TURNS / ROUND:

VIRUS RATING (1D4)-

ENDURANCE:

HUMANITY (20):

PULSE RATING:

EQUIPMENT:

ENERGY

ARMOR:

AR

LOCATIONS

ENERGY

RADIATION LEVEL- _____

DISEASES:

GAME EXPERIENCE-

CORPORATE EXPERIENCE-

DAMNATIONS REMAINING-

CREDBASE-

CREDIT ACCOUNT-

MELEE WEAPON:

B:

P:

BV:

ORDNANCE:

NAME

CLASS/WEIGHT

PENANCE

RATE OF FIRE

DIFFICULTY MODIFIER

RANGE

CLIP TYPE- _____ # OF CLIPS- _____

CLIP TYPE- _____ # OF CLIPS- _____

CLIP TYPE- _____ # OF CLIPS- _____

EXPLOSIVES:

NAME

PENANCE

RADIUS

OF LOCATIONS

SENSITIVITY

FULL BODY HIT CHART- (1D20)

ARMOR

1-2	HEAD (1/3)	_____ OF _____	_____
3-6	LEFT TORSO (FULL)	_____ OF _____	_____
7-10	RIGHT TORSO (FULL)	_____ OF _____	_____
11-12	ABDOMEN (FULL)	_____ OF _____	_____
13-14	LEFT ARM (1/2)	_____ OF _____	_____
15-16	RIGHT ARM (1/2)	_____ OF _____	_____
17-18	LEFT LEG (1/2)	_____ OF _____	_____
19-20	RIGHT LEG (1/2)	_____ OF _____	_____

MOTIVATIONS:

PASSIVE/ACTIVE

1. _____
2. _____
3. _____
4. _____
- (5.) _____
- (6.) _____

TORSO HIT CHART- (1D8)

ARMOR

1	HEAD (1/3)	SEE ABOVE	_____
2	NECK (1/4)	_____ OF _____	_____
3-4	LEFT TORSO (FULL)	SEE ABOVE	_____
5-6	RIGHT TORSO (FULL)	SEE ABOVE	_____
7	ABDOMEN (FULL)	SEE ABOVE	_____
8	GROIN (1/4)	_____ OF _____	_____

Also check out these other tomes:

WASTELAND Beyond the Outposts



A Supplement for Obsidian

Wasteland- Beyond the Outposts (200+ pages) AP00101 (\$20)

If surviving the confines of the Zone seemed perilous, try to test fate in the unforgiving Wastelands, where Daemons roam wild and Kultists are freed of the ever-watchful Law. Each town struggles to survive political rifts, famine, scavenging raids, and of course the Daemonic armies of the nearby Terraformations. The Wasteland is an everchanging landscape for the toughest of inhabitants.

So whether they are from the Zone on a Corporate expedition or they are exiles trying to survive, life is fast and definately dangerous in the Wasteland.

New Ethos, Socials, Convokations & Rituals.
Also introduces the mysterious Kult of Pestilence.

Legends- The Orion Project (120+ pages) AP00102 (\$15) Novella Half-Size

This supplement incorporates legends and rumors from the Zone and the Wasteland.

The story follows a Zone-based corporation as they attempt to uncover the Wasteland, and the mysterious manifestations of Hell.

This book gives an indepth look into corporate politics, Zone structure, and the far reaches of the Wasteland.

The new novella concept incorporates a single story with new game material interlaced throughout.

This is the first of many Novella books to be released.

LEGENDS



By Dav Harnish