

A Brief History of the Mutant Chronicles' Universe

It must have seemed as if the Four Horsemen had descended upon the Earth in the late twenty-third century. Famine, plague, war, and death held sway. Most of the natural resources of the planet had been ripped away, leaving the Earth an inhospitable, polluted miasma. The four mega corporations—those most directly responsible for the state of the planet—deemed Earth unsalvageable and decided to flee to the other inner planets. Using the last of their home world's scant resources, massive terraforming vessels were constructed and dispatched to Mercury, Venus, Luna, and Mars. Through an incredible amount of effort, both physical and financial, the surfaces of these barren rocks were made habitable. Each of the mega corporations gathered together their most valued members and abandoned Earth for their new homes in space.

Capitol Corporation, born of the capitalist democracy of the United States, first settled on Luna and there built the greatest city mankind has ever seen. Mars, too, would become Capitol territory, and now provides the majority of humankind's mineral resources. The Homebuilders of Bauhaus Corporation (primarily descended from mainland Europe and western Asia) took to Venus, and despite the bizarre creatures and difficult jungle terrain, carved out a new empire. Mishima, heirs of several Eastern nations and philosophies, traveled first to Mercury and carved fantastic cities from that planet's interior. The Imperial Corporation, the progeny of the United Kingdom, took to a policy of Imperialism and conquered any unclaimed lands they could find. The great Asteroid Belt also became home to the people of Imperial. During all of this, the Earth and its less-fortunate inhabitants were left to devolve into a state of uncivilized barbarianism, ruled by strength of arms.

With all the resources and space they could ever need, the mega corporations again flourished. Science and technology advanced at a breakneck pace, and great marvels were achieved. Humanity had reached a pinnacle previously unheard, but it was never enough—someone always wanted more. Desperate to advance beyond any boundaries, humans began to reach towards the outer planets. Imperial, ever the explorers, landed its Conquistadors on the surface of Pluto. It was this accomplishment that would curse humankind for all time.

Although contact with the Pluto mission was soon lost, the repercussions of their visit quickly became apparent. The explorers found an ancient tablet of then unknown origin - they had disturbed this artifact and somehow awakened a great evil. A power known as Dark Symmetry spewed forth and loosed a terrible wrath upon humanity. First to be affected were the Thinking Machines - artificial intelligences that was the core of humanity's day to day life. Automaton ceased operations, or worse, turned on their makers. Computer systems of all kinds failed with catastrophic consequence. Without the Thinking Machines, the entire economic system collapsed. Riots erupted on every planet—in every location man had settled, violence became the norm.

Faced with the direst of situations, the leaders of the mega corporations sought to turn blame away from themselves. Since the common people would never understand, let alone believe, that an alien force was causing such chaos, each corporation placed the blame squarely on the shoulders of their economic rivals. Feuds, both ancient and new, ignited between the mega corporations. Blame and tension soon erupted into open war. Fear, treachery, and hatred fanned

the flames of these wars, and soon everywhere there was a settlement, there was war. The darkness of the First Corporate War had descended in full.

It was from Bauhaus that a beacon shone and cut through the darkness. Nathaniel Durand, he who was to be the first Cardinal and founder of the Brotherhood, came forth to lead humanity back to the light. Durand spoke first to the common people, convincing them that an evil force was responsible for the Corporate Wars and that the Thinking Machines were the true instrument of the Darkness. The commoners were urged to take up hammers and smash the machines, and this they did. Great factories and machines were destroyed during this war within a war, and it did not pass without notice. Many people, both common and corporate, began to listen closely to Nathaniel Durand. He gathered his people together and taught them what he knew of Darkness and Light. Once his Lightbringers were prepared, they were sent to the farthest reaches of humanity's domain to spread a message of hope.

As Durand and his Lightbringers grew in popularity, the mega corporations began to fall in line. All four began to support his efforts in earnest (though some were less ardent than others) and used their vast resources to follow his edicts. It was during this time that a great deal of technology was lost as the soldiers of the mega corporations were instructed to expunge the last of the Thinking Machines. As his words were spread and orders carried out, Durand realized that a greater level of organization was needed for humanity to stand against the Darkness. With a great deal of grassroots support, as well as financial backing from commoners and corporations alike, Durand established The Brotherhood. In the beginning he organized the Four Directorates, saw to the induction of millions of members, and oversaw the raising of the great Cathedrals.

It was now that Durand accomplished what no other man could—he once again brought peace to humanity. Through a Herculean effort, Durand brought together emissaries from each of the mega corporations and after a full twenty-five years of effort and negotiation, the Treaty of Heimburg ended the First Corporate War. Backed primarily by Capitol, The Cartel was formed to be a peace-keeping body among the mega corporations. Thanks to the efforts of this Cartel and The Brotherhood, mankind once again knew a time of peace.

Once again, this era of peace was not to last. Imperial was again unwilling to resist the urge to explore, and set course for the newly discovered tenth planet, Nero. Yet again, the Conquistadors discovered something best left hidden and yet again, disturbed that which was not to be bothered. This time they had broken The First Seal of Repulsion and now the evil hordes of the Dark Soul flowed freely into the system. Terror led the way, and a great many humans, including members of The Brotherhood turned from the light and became Heretics of the Dark Legion.

The armies of evil, called the Dark Legion, swept down on humanity like ravenous vultures and brought death and destruction on a scale previously unknown. Territory was lost on every planet, and imposing fortresses—called Citadels—sprang from the corrupted ground. Every offensive launched against the Dark Legion met with horrible defeat, and soon great cities began to fall. Even the staunchest resistance could not turn the tide of evil. The names of the Dark Legion commanders was carved indelibly upon the crushed defenders—Ilian, Mistress of Symmetry; Algeroth, Dark Lord of War and Technology; Muawijhe, the Apostle of Madness;

Semai, Lord of Spite, and Demnogonis, the Befouler. Each Dark Apostle brought to humanity their own particular form of evil and destruction both overt (Algeroth and Demnogonis, primarily) or through means of sedition and temptation (Muawijhe and Semai).

Algeroth himself walked the surface of Venus, and from here produced innumerable armies and weapons beyond the likes humanity had ever seen. Even the fallen corporate soldiers became fuel for the armies of Algeroth, and hordes of Undead Legionnaire trod across the battlefields. None could oppose these armies, and those who tried were mercilessly slaughtered. The defeat of humanity seemed imminent.

When all again seemed lost, Cardinal Durand stood firm and brought hope to the masses. After a brief discussion (and more than a little coercion), Brotherhood Missionaries joined the fighting units. Through use of the benevolent power of the Art, these Missionaries were able to shield the human forces from the power of the Dark Symmetry. This glimmer of hope gave many of the beleaguered defenders the ability to stand against the Legion and slow their inexorable advance. Durand used this brief respite wisely and gathered together the most elite force humanity had to offer. Led by Durand himself, an army of Doomtroopers—the military arm of The Cartel - and hundreds of Special Forces from every mega corporation marched to battle. This small army did the unthinkable—they attacked Algeroth in his own fortress on Venus.

An epic battle raged for hours, Durand and his crusaders struggling to wipe the blight of Algeroth from the face of the planet and the Legion throwing endless hordes of zombies in their path. Finally, Durand reached the Apostle and a great combat between Light and Darkness ensued. Day and night the two tested one another, until finally Durand struck Algeroth a telling blow, but in so doing was terribly wounded. The damage, however, had been done. Humanity carried the battle to the Legion, and the forces of Darkness were beaten back on all fronts. Thanks to the sacrifice of Durand, humankind survived.

Durand was succeeded by another Bauhauser, Toth. In the days following the defeat of the Legion, Cardinal Toth led The Brotherhood to its fullest ascendancy. Cathedrals were raised, and the Word was spread to all who would hear. In hopes of preventing further Dark Legion incursions and the chaos that follows, Cardinal Toth issued his three Edicts: No man shall build a Thinking Machine; No man shall travel beyond the planet Jupiter; and No man shall seek knowledge of the Dark Legion.

As often follows a great war, a new age of peace and prosperity once again descended upon humanity. Brotherhood Missionaries traveled to all reaches of human civilization, keeping humankind safe from Heresy and the associated evils. Knowledge of both the Legion and forbidden technologies were stamped out where they were found, and the threat of the Legion receded. For nearly ten centuries the planets enjoyed a blissful peace.

The Brotherhood, however, achieved their goals in too zealous a manner. Such was their war against forbidden knowledge that even belief of the existence of the Dark Legion became rare. Soon the Legion had passed from history to legend to a tool used by the Brotherhood to hold dominion over mankind. Men began to join The Brotherhood as a path to power, not to promote the teachings of the Cardinals. The Brotherhood's control over the mega corporations evaporated

and one by one mankind returned to their previous ways. New wars began between the great merchant affiliations, and people forgot any other distant threats.

Suddenly, a new player appeared on the scene. In one day of economic upheaval and stock-market manipulation, Cybertronic was born. A new mega corporation, devoted to the advancement of science and previously forbidden technologies, had taken shape. Capable of producing radically new technologies, even the Thinking Machines, Cybertronic worked to usher mankind back to the level of advancement they had known over a thousand years in the past. Despite the vehement demands of The Brotherhood, the other four mega corporations embraced this new initiative and likewise struggled to advance their research.

All the while, the corporate wars continued—now with a new player and new weaponry. Thus The Second Corporate Wars began. Conflict, both small and large, was everywhere. The only cessations of battle were for the opportunity to rearm or realign. The Cartel and The Brotherhood, both embroiled in their own political maneuvering and infighting, were helpless to avert these conflicts. The quest for power led the mega corporations into both continued fighting and continued research. Old technologies were rediscovered, and old desires were once again fanned into life. Ships again explored beyond the inner sphere, and some even traveled as far as distant Nero. Humankind once again seemed bent on ignoring both their own past and the advice of their own "ruling" bodies.

Then, as in the past, the Dark Legion appeared. A new Citadel of Darkness took form on the Martian landscape. Capitol, recognizing a threat, quickly launched an air offensive against the fortress, only to be destroyed by Imperial fire. Emissaries were sent to the Cardinal and The Cartel. The Doomtroopers were reformed and dispatched to investigate the new evidence of the Darkness and found a legend become reality—the Dark Legion had returned. More Citadels began to appear, and the armies of humanity quickly mobilized against this old threat. Even so, the Corporate Wars continued, and each mega corporation looked to use the Legion as an advantage against its foes.

This is the present. A time when humankind is threatened both from without and within. Great heroes and dark villains walk the worlds of humanity. The Cartel and The Brotherhood work to keep the Dark Legion at bay, and while the mega corporations fight amongst themselves, humanity again teeters on the brink of Darkness. All of the many facets of the Mutant Chronicles Universe are set in this era of strife and war. Many technologies have returned, but most are tools of war and destruction. Great spaceships span the gulf between planets, yet hundreds die daily from lack of food or medical care. Great vehicles of war dominate the battlefields, but fuel-burning trains and mass-transit systems are still in common use among the civilian population. It is a time and place of contradictions, and this is what makes the Mutant Chronicles a truly diverse and attractive setting.

The Light

Mastery of The Light

The mysterious energy force known as “The Light” can be shaped, harnessed, and unleashed with unparalleled effect by one with the strength of will, mental discipline, and training to do so. Those who accept the challenge of wielding this arcane power become students of The Light; and, generally speaking, only the Brotherhood provides the training necessary to do so. Therefore, player characters who wish to wield The Light must begin play as members of the Brotherhood. The Brotherhood is a lifetime commitment for those who are trained in its greatest secrets—wielders of The Light who become apostate are eliminated with extreme prejudice by the Judges. There are two Background Edges, either of which must be purchased during character creation, which will provide a character with an Arcane Background: The Light.

Arcane Background: The Light provides a character with the ability to invoke “miracles” from one or more of the various Arts, two starting spells, and a pool of 10 Power Points. Mystics may choose spells from any of the seven colors (Arts) of The Light; however, all other Brotherhood characters are limited to choosing spells from one color (Art), chosen at the time the Arcane Background is purchased.

Power Stabilizers

Use of the various Arts can have unpredictable and even dangerous results should a caster lack sufficient discipline or focus. Therefore, the Brotherhood developed a device to reduce the chances of mishap—the Power Stabilizer. Normally, a roll of snake-eyes on the Faith skill die and the Wild Die while casting a spell will result in a catastrophic failure—see the Catastrophic Spell Failure Table below. However, if the caster is wearing a Power Stabilizer, any catastrophic failure is ignored. Each tube present in a Power Stabilizer is directly attuned to one color of The Light and is colored to match that attunement. A Power Stabilizer is provided free of charge to all casters in the Brotherhood; however, it is a clear indicator of Brotherhood affiliation; therefore, characters acting covertly will seldom wear one.

Catastrophic Spell Failure Table

<u>D8</u>	<u>Result</u>
1	Power Bleed: Lose all remaining Power Points
2	Deflection: The spell affects an unintended target (Heal an enemy)
3	Reversal: The spell has opposite the normal effect (Damage=Healing)
4	Disintegration: The spell shakes apart the molecules holding together the caster’s worn and carried equipment. He is now naked.
5	Blinded by The Light: Caster may not use the Arts for an hour.
6	Pebble in the Pond: The failed spell becomes a psychic beacon detectable by anyone sensitive to the Dark Symmetry. The beacon lasts for the next 24 hours and can be “heard” at up to a mile from the caster. Minions drawn to the caster by this signal will probably attempt to kill him.
7	Dark Calling: The spell calls forth a Wardog that had been hunting a soul in a nearby. The infernal creature immediately attacks the caster, beginning with The Drop on the first round of combat.

- 8 **Neural Overload: Power ruptures a blood vessel in the caster's brain, resulting in a stroke. He falls into a coma and will suffer partial paralysis, slurred speech, and reduced Agility—loss of two die types—upon recovery. Only a successful casting of The Holy Light of Rejuvenation can reverse these crippling effects.**

Brotherhood Characters

The following Professional Edges are specific to the Brotherhood and require tremendous devotion to that organization. Players who wish to create Brotherhood characters should first have the consent of their GMs. It is highly recommended that Inquisitors, Mystics, and Mortificators begin play with at least 10 XP to represent the rigorous training and study they have undertaken.

Professional Edge: Inquisitor

Prerequisites: Novice, Spirit d8+, Vigor d8+, Faith d6+, Shooting or Fighting d8+, Knowledge: Battle d6+ or Streetwise d6+, Knowledge: The Book of Law d6+; Knowledge: The Dark Symmetry d6+

A character with this Edge serves as a devout member of the Second Directorate of the Brotherhood, its military and legal enforcement arm. Inquisitors are trained from youth to meet the forces of the Dark Symmetry head-to-head on the battlefield and to control all Brotherhood military campaigns against said forces. The Inquisition is also responsible for identifying and rooting out heretics and the Dark Symmetry in all of its guises; their “investigations” and “purges” are legendary. Each individual trained for this role is also entrusted with knowledge of one specific aspect (Art) of The Light.

Benefits

- The Brotherhood will provide equipment required for the completion of tasks it assigns an Inquisitor.
- Law Enforcement Powers: The character possesses legal enforcement powers that are recognized and respected—to varying degrees—by the five mega corporations and the general populace of Freelancers. An Inquisitor receives a +2 applies to Persuasion, Streetwise, and (especially) Intimidation rolls.
- The Brotherhood will provide support to an Inquisitor when need and propriety dictate.
- Arcane Background: The Light with a specialization in one of its colors. This Arcane Background will provide the character with two “spells” or powers from the chosen spell list. An Inquisitor may never select spells from more than one color of The Light during his lifetime.

Drawbacks

- Inquisitors are often called upon to undertake investigations or other tasks on behalf of the Brotherhood. By the very nature of this calling, such tasks are usually fraught with danger.
- Inquisitors have little free time, as their study of The Book of Law and their chosen Art often consume what little time is available when not working on behalf of the Brotherhood.

- Inquisitors have little or no personal property because all gains are generally given to the Brotherhood.
- Inquisitors are often targeted by the more powerful minions of the Dark Symmetry; therefore, each must be ever vigilant.
- Inquisitors are selected and trained from youth to be rabid defenders of the faith and uphold the Vow of the Cardinal. This Edge should not be available to characters after play begins.

Professional Edge: Mystic

Novice, Spirit d8+, Smarts d8+, Faith d8+, Knowledge: The Book of Law d8+, Knowledge: The Dark Symmetry d6+, Any One Other Knowledge Skill d6+

Mystics are the most powerful conduits of The Light known to man. They alone are entrusted by the Brotherhood to study more than one aspect of The Art, and their powers are often brought to bear against the terrifying might of the Dark Symmetry.

Benefits

- The Brotherhood will provide equipment required for the completion of tasks it assigns a mystic.
- A mystic may select any two Knowledge skills which he possesses at a d8+ and receives a +2 bonus to each whenever these skills are used.
- The Brotherhood will provide support to a mystic whenever need and propriety dictate; however, it is often the mystic who supports the actions of other directorates and cells.
- Mystics begin with Arcane Background: The Light and begin with two spells chosen from any of the seven colors of The Light. They alone of the Brotherhood's casters may choose spells from any of the seven aspects.

Drawbacks

- Mystics are often required to undertake tasks that bring them into direct confrontation with the terrible might of the Dark Symmetry; the horrors and dangers are manifold.
- Mystics have little free time, as their study of The Book of Law and their chosen Art often consume what little time is available when not working on behalf of the Brotherhood.
- Mystics have little or no personal property because all gains are generally given to the Brotherhood.
- Mystics are often targeted by the more powerful minions of the Dark Symmetry; therefore, each must be ever vigilant.
- Mystics are selected and trained from youth to be scholars, sages, and wielders of The Light. This Edge should not be available to characters after play begins.

Professional Edge: Mortificator

Prerequisites: Novice, Spirit d8+, Agility d8+, Faith d6+, Shooting or Fighting d8+, Stealth d8+, Knowledge: The Book of Law d6+, Notice d6+

A character with this Edge is a devout member of the Second Directorate of the Brotherhood and one of its highly trained assassins. Mortificators are trained from youth to infiltrate deep into

enemy territory and eliminate even the most heavily protected targets. They are the stuff of legends, and most people doubt they even exist. Each individual trained for this role is also entrusted with knowledge of one specific aspect or color of The Light.

Benefits

- The Brotherhood will provide equipment required for the completion of tasks it assigns a Mortificator.
- Ninja Training: The character receives a +2 bonus to Stealth and Notice rolls.
- Mortification: When a Mortificator gets “The Drop” on an enemy, he may strike a killing blow at one of its vital locations. Such a blow receives a +2 bonus to hit (Mortificators train extensively in identifying and striking for weak points), causes +8 damage, and ignores any conventional armor worn by the target.
- The Brotherhood will provide support to a Mortificator when need and propriety dictate.
- Arcane Background: The Light with a specialization in one of its colors. This Arcane Background will provide the character with two “spells” or powers from the chosen spell list. A Mortificator may never select spells from more than one color of The Light during his lifetime.

Drawbacks

- Mortificators are called upon to undertake assassinations and infiltration missions, and both are fraught with danger.
- Mortificators have little free time, as their study of The Book of Law, martial and infiltration skills, and their chosen Art often consume what little time is available when not working on behalf of the Brotherhood.
- Mortificators have little or no personal property because all gains are generally given to the Brotherhood.
- Mortificators are often targeted by the more powerful minions of the Dark Symmetry and by the various mega corporations; therefore, each of these Brotherhood assassins must be ever vigilant.
- Mortificators are selected and trained from youth to be rabid defenders of the faith and uphold the Vow of the Cardinal. This Edge should not be available to characters after play begins.

The Art of Kinetics (Red)

- *The Cardinal's Crimson Blow* (Bolt)
- *Wings of Ruby Light* (Fly)
- *Mirror of the Mind's Eye* (Treat as Obscure, but the spell will affect only the caster, who takes on the appearance of another humanoid of roughly the same shape and size. On a raise, the caster can alter the appearance of another person or he can make himself appear to be any specific individual of roughly the same size and shape.
- *The Ruddy Bloom of the Fire Flower* (Blast)
- *The Scarlet Disc of Disappearance* (Treat as Telekinesis but the duration is instantaneous. A successful casting will teleport an object of up to Spirit x 10 pounds to a maximum distance of Spellcasting x1 miles. The caster must be very familiar with the

site to which an object is being teleported, or he must be able to see it at the time he casts this spell.

- ***Vermilion Barrier*** (Barrier)
- ***Clarion of Thunder*** (Stun)
- ***The Red and Ready Hand*** (Telekinesis)
- ***Fortification of the Just*** (Armor)

The Art of Premonition (Blue)

- ***The Cardinal's Holy Hunch*** (Treat as Hunch, but the insight is in relation to a decision the mystic is about to make—it provides a hint as to which choice is best.)
- ***The Probing Cobalt Light*** (Mind Reading)
- ***Reading the Azure Aura*** (Treat as Vision Quest, but the spell may forecast future events as well as reveal the past; spell may only be used on objects)
- ***The Sapphire Sensation*** (Treat as Detect/Conceal Arcana, but this spell detects the presence of the Dark Legion/Dark Symmetry.)
- ***The Teal Gaze*** (Treat as Detect/Conceal Arcana, but the recipient receives the ability to see through non-lead and non-organic materials. The vision is clear.)
- ***The Turquoise Flash of the Future*** (Treat as Vision Quest—One or more raises will provide increasingly more specific information.)
- ***Providence of the Blessed*** (Holy Roller)

The Art of Changeling (Green)

- ***The Cardinal's Sacred Domination*** (Treat as Puppet, but the duration is permanent, and the result is the erasure or implantation of a specific memory; longer or more complicated memories may require one or more raises to modify.)
- ***Emerald Bastion*** (Treat as Deflection, but only works against Dark Symmetry or Light attacks that target the victim's mind. It subtracts -2 or -4, respectively, from a Spellcaster's roll to affect the protected target with such spells.
- ***Empathic Heart*** (Mind Reading)
- ***The Irresistible Force of The Word*** (Treat as Puppet, but control of actions is singular—not ongoing—and immediate, such as “jump” “fire” or “hit the brakes.” Rank: Seasoned; Power Points: 3; Range: Voice; Duration: Instantaneous.
- ***Siren's Call*** (Puppet)
- ***Exorcism/Purification*** (Treat as Exorcise Dark Influence. This spell can also be used to convert a heretic back to normal. It can remove Dark Symmetry influences such as diseases, Dark Gifts, and Stigmata—each such influence requires a separate use of the spell.)
- ***The Sermon*** (Inspiration)

The Art of Exorcism (Yellow)

- ***Exorcise Weakness*** (Succor)
- ***The Cardinal's Word of Wellness*** (Treat as Healing, but the spell only affects diseases the victim has contracted within the past 10 minutes.)
- ***The Cardinal's Sermon of Wellness*** (Treat as Greater Healing, but the spell only affects diseases. For 20 Power Points and a -4 penalty to the Faith roll, this spell WILL reverse

the effects of an otherwise permanent crippling disease. Only one attempt can ever be made to magically reverse the effects of such a disease—failure means the crippling effects are permanent.)

- ***The Holy Hand of Healing*** (Treat as Healing, but the spell only affects wounds suffered within the past hour.)
- ***The Holy Light of Rejuvenation*** (Treat as Greater Healing, but the spell only affects wounds. For 20 Power Points and a -4 penalty to the Faith roll, this spell WILL reverse the effects of an otherwise permanent crippling injury. Only one attempt can ever be made to magically reverse the effects of such a wound—failure means the crippling effects are permanent.)
- ***The Ancient Ivory Expunger*** (Treat as Healing, but the spell only affects poisons that have been introduced into the victim's system within the past 10 minutes.)
- ***The Chant of Curative Light*** (Treat as Greater Healing, but the spell only affects poisons. This spell may be cast at any time for full effect as long as the victim of poisoning is still alive. For 20 Power Points and a -4 penalty to the Faith roll, this spell WILL reverse the effects of an otherwise permanent crippling injury caused by a poison. Only one attempt can ever be made to magically reverse the effects of such a wound—failure means the crippling effects are permanent.)
- ***The Saffron Sanctioning Against Sedition*** (Treat as Exorcism but this spell “drives out” insanity. Normally, this spell only affects temporary forms of mental illness, but on a raise, it will cure an otherwise permanent form of insanity.)
- ***The Sunflower Blooms in the Mind*** (Treat as Exorcism. This spell can be used to convert a heretic back to normal. Each successful casting of this spell will drive out a single possessing entity or eliminate one aspect of the Dark Symmetry's taint—a Dark Gift, Stigmata, etc.)

The Art of Elements (Indigo)

Each of the following spells can be cast with a variety of trappings related to the element expressed through each casting. For example, Elemental Wall could be cast as a flaming barrier that causes 2d6 damage to anyone who contacts it. Alternatively, it could be cast as a wall of solid granite that the caster turns on its side and uses to bridge a chasm. The GM and players should work together to determine trappings they feel are both appropriate and useful.

- ***The Twilight Battlement*** (Barrier)
- ***The Cerulean Sphere of Power*** (Blast)
- ***The Midnight Bolt*** (Bolt)
- ***The Lapis Coat of Comfort*** (Treat as Armor, but this spell makes the target immune to the effects of the specified element throughout the duration of the spell. For example, Resist Fire would make the target immune to flamethrowers, lava, and all non-magical forms of heat.)
- ***The Blue Highway*** (Treat as Fly, but the element chosen dictates the actual form of movement. For example, Elemental Movement: Earth would permit the caster to travel through soil or rock.)
- ***The Sky Blue Skin of Salvation*** (Armor)
- ***The Cyan Cincture of Punishment*** (Smite)

The Art of Manipulation (Orange)

- ***The Holy Hint*** (Treat as Fear, but this spell causes a single target to believe any one relatively reasonable thing the caster says, even if it is an outright lie. For the spell to succeed, the caster's Faith roll must beat the Spirit roll of the listener. On a raise, the caster can affect all targets listening in the area of a large burst template.)
- ***The Fiery Finder of Truth*** (Treat as Detect/Conceal Arcana, but this spell allows the caster to detect any truth spoken in his presence.)
- ***The Sacred Message of Might*** (Treat as Mind Rider, but the effect is the instantaneous transmission of a message of up to 25 words to the recipient.)
- ***The Probing Tawny Light*** (Mind Reading)
- ***Siren's Call*** (Treat as Puppet, but the Power Point cost is five and the duration is 24 hours. Upon successfully hypnotizing the target, the caster can command him to perform any one task within the next 24 hours. The task must be something the victim is reasonably capable of doing and a task that does not expose him to undue risk.)
- ***The Cardinal's Sacred Domination*** (Treat as Puppet, but the duration is permanent, and the result is the erasure or implantation of a specific memory; longer or more complicated memories may require one or more raises to create or erase. This spell may require numerous castings for especially extensive memory modifications—implanting the complete memories of a three-week trip to Venus, for example.)
- ***Words of Comfort*** (Inspiration)
- ***The Rust Reduction of Recognition*** (Senseless)

The Art of Mentalism (Violet)

- ***The Magnifier of Magnificence*** (Treat as Boost/Lower Trait but this spell only works on the body of the caster and only affects skills.)
- ***Violet Velocity*** (Quickness)
- ***The Purple Protectant*** (Armor)
- ***The Sanctity of Self-Help*** (Treat as Healing. Unlike Exorcise Wounds, this spell will affect wounds, poison, and disease; however, it only works on the body of the caster.)
- ***The Sanctity of Self-Knowledge*** (Treat as Greater Healing—this spell will affect wounds, poison, and disease! However, this spell only works on the body of the caster.)
- ***The Augmenter of Ability*** (Treat as Boost/Lower Trait but this spell only works on the body of the caster and only affects attributes.)
- ***Wings of the Valkyrie*** (Fly)
- ***Sacrifice of the Saints*** (Sacrifice)
- ***Ascent of the Spider*** (Wall Walker)
- ***The Pure Pass Unseen*** (Invisibility)
- ***The Flame Burns Naught*** (Fire Walk)
- ***The Lightness of Purity*** (Water Walk)

The Dark Symmetry

Heretic (Professional Edge): Novice, Spirit d8+, Faith d8+, Guts d6+, Knowledge: Dark Symmetry d6+, Knowledge: Chosen Apostle d6+

The Heretic professional edge grants the character the AB: Dark Miracles of (Specify Apostle), two starting Dark Powers, and the ability to learn further powers from the general list and from the list for the chosen Apostle. This edge can only be chosen once.

Corruptor (Professional Edge): Legendary, Spirit d12+, Faith d12+, Knowledge: Dark Symmetry d12+, All General and one Apostles' Dark Powers have been learned

There are some major benefits for this edge, but it's really for villains. Corruptors gain the Wizard edge for all Dark Symmetry powers. They also gain the ability to learn powers outside of the purview of their chosen Apostle. Last but not least, the Corruptors gain the ability to better hide their taint by use of Faith as a form of Stealth and through their ability to impart some of their corruption to other souls, giving rise to more heretics. The GM should decide when this is important to give another NPC or PC the choice of gaining the Heretic Professional Edge.

The Dark Powers

Heretics and many other minions of the Dark Legions may purchase an Edge called Arcane Background: Dark Miracles of (Specify Dark Apostle). This Edge provides two Dark Powers for no additional cost and permits the character to buy additional powers from the list of General Dark Powers or those specific to his chosen Dark Apostle.

General Dark Powers

- *The Dark Curtain* (Obscure)
- *Ebon Vitriol* (Smite)
- *Phantom Pain* (Stun)
- *Dark Embrace* (Treat as Armor, but this spell simply eliminates the recipients ability to feel pain. Thus, throughout the duration of this spell, an enchanted character may ignore all wound and fatigue penalties)
- *Creeping Terror* (Fear)

Dark Powers of Algeroth

- *Dark Gateway* (Treat as Shadow Walk, but this spell moves a character from one side of an obstacle to another.)
- *Dark Banishment* (Rank: Veteran, Power Points: 20, Range: Smarts, Duration: D6 Combat Rounds, Trappings: A Swirling Black Hole, Effect: If the caster's Faith roll beats the target's Spirit roll, the target will be sucked into the Dark Dimensions for a d6 Combat Rounds—a seeming eternity to the victim. During this time he will come face to face with the true evil of the Darkness and this will cost him a d6 permanent die levels of Spirit, leaving him temporarily insane. The victim will die should his Spirit fall below a d4.)

- ***Protean Transformation*** (Treat as Shape Change, but the spell permits the caster to shape any target material at will. The size of the object or creature to be affected determines the required Rank and Power Points for casting the spell. Living creatures can be affected if the caster's Faith roll beats the target's Spirit roll, but the spell itself cannot cause the death of the victim.)
- ***Arc of Infernal Agony*** (Treat as Stun with the trapping of excruciating pain.)
- ***Call of Corruption***
- ***Material Meltdown***
- ***Beckon the Void Within*** (Boost/Lower Trait)
- ***Earthshock*** (Quake)
- ***Flood of Acidic Bile*** (Treat as Bolt, but any damage stopped by armor will damage that armor by an equivalent amount.
- ***The Extinguisher of Light*** (Obscure)
- ***The Chill of the Void*** (Smite)
- ***The Dead Zone***
- ***Infernal Gout***
- ***Portal of Dark Healing*** (Treat as Healing)
- ***Banishment from the Planes***
- ***Internal Infestation*** (Treat as Curse)
- ***The Diabolical Drain of Desire*** (Sturm Und Drang)
- ***Soulsucker***
- ***Algeroth's Frenzied Lash*** (Rank: Seasoned, Power Points: 3 Per Target Affected, Range: Smarts, Duration: Until Killed or No Enemies Present, Trappings: Frothing at the Mouth, Effect: If the caster's Faith roll beats the target's Spirit roll, the target will become Berserk. Each raise attained will permit the caster to affect one additional target with a single casting.)
- ***The Bending of Belief*** (Puppet)
- ***Ghastly Agony*** (Curse)
- ***Rampaging Horror*** (Treat as Call o' the Wild, but spell summons a Kadaver for 5 PP)
- ***Necrovisual Link*** (Treat as Mind Rider, but this power only affects vision)
- ***The Cleansing of the Void***
- ***The Threshold of Horror*** (Fear)
- ***The Dark Gate of Power***
- ***The Postern Beyond Death***
- ***Bringer of Dark Tools***
- ***Stitch in Space-Time***
- ***Warp of the Jesters*** (Telekinesis)

Dark Powers of Ilian

- ***Dimensional Storm Rift***
- ***Ilian's Helping Hand***
- ***Ilian's Annihilating Grasp***
- ***Timeslide***
- ***Dimensional Travel***

Dark Powers of Demnogonis

- *Rouse the Sleep of the Dead* (Zombie)
- *Decaying Breath*
- *Quivering Shudder*
- *Pestilential Plague*
- *Time Rot*

Dark Powers of Muawijhe

- *Baffling Call*
- *The Piper's Irresistible Dance*
- *Dream Mold*
- *Muawijhe's Mad Lullaby*
- *The Insane Wind of the Void*

Dark Powers of Semai

- *Mindsuasion*
- *Memory Chimera*
- *Mindrip*
- *Semai's Soul Grasp*
- *The Void's Dark Mists*

The Dark Legions

Bio-Giant

Bio-Giants are gigantic war machines made of flesh. They are immense, strong, and stupid.

STRENGTH:	d12+10	PACE:	10
SMARTS:	d4	PARRY:	6
AGILITY:	d6	TOUGHNESS:	17 (27)
VIGOR:	d12	ARMOR:	10 (Runic Plate)
SPIRIT:	d6	SIZE:	+9

Attacks: Huge Clawed Hands (d12+11), heavy machinegun or other heavy gun

Skills: Fighting d8, Shooting d6

Special: Everyone seeing this 30' tall monstrosity must roll a Fear check.

Blessed Legionnaire

Demnogonis' filthy legionnaires, full of bacterias and virii.

STRENGTH:	d6	PACE:	6
SMARTS:	d4	PARRY:	5
AGILITY:	d8	TOUGHNESS:	4
VIGOR:	d4	ARMOR:	None
SPIRIT:	d6	SIZE:	+0

Attacks: Melee Weapon or Firearm, Claws (d6+1)

Skills: Fighting d6, Shooting d6, Other d6

Special: Anyone who takes at least 1 hit from blessed Legionnaire must make a normal VIGOR roll or suffer -3 to all skills due to an infectious wound until an Art of Exorcism is cast with a Raise.

Brass Apocalypt

Are the Bodyguards of Tektrons. Brass Apocalypts require orders given by superiors.

STRENGTH:	d12+5	PACE:	7
SMARTS:	d6	PARRY:	9
AGILITY:	d12+2	TOUGHNESS:	10 (18)
VIGOR:	d12	ARMOR:	8 (Runic Plate)
SPIRIT:	d6	SIZE:	+2

Attacks: Massive Bayonet (d12+8), Heavy Machinegun, or Unarmed

Skills: Fighting d12+1, Shooting d12+1, Other d4

BioTek: Necro-bionic arms, legs, skeleton, Nerves of Steel, restructuring, innards, lung implants

Dark Edges and Powers: Same gas resistance as the Immaculate Furies, Low Light Vision, Heightened Sense of Hearing (Can hear a human breathing at 300 yards distance).

Callistonian Intruder

Callistonian Intruders are Semai's assassins. Humanoid, slender build, heal non-fatal wounds quickly.

STRENGTH:	d10	PACE:	7
SMARTS:	d4	PARRY:	6
AGILITY:	d6	TOUGHNESS:	7
VIGOR:	d8	ARMOR:	Skin
SPIRIT:	d6	SIZE:	-1

Attacks: Melee Weapon or Kratach

Skills: Fighting d8, Shooting d8, Persuasion d8, Stealth d8 (+2 at Night), Repair d4

BioTek: Low Light Vision

Dark Edges and Powers: Fast Healer, Nerves of Steel 1 & 2

Special: Their black leathery skin provides good natural protection as well as good camouflage at night. Their eyes glow softly. To cover the glow they often wear grotesque Death Masks.

Centurion

Centurions are huge humanoids with strong builds. They are the Captains of Kohorts.

STRENGTH:	d12	PACE:	6
SMARTS:	d8	PARRY:	6
AGILITY:	d10	TOUGHNESS:	9 (14)
VIGOR:	d12	ARMOR:	5 (Light)
SPIRIT:	d6	SIZE:	+1

Attacks: Skalak (Sword) d12+4 or Voriche

Skills: Fighting d8, Shooting d8, Persuasion d8, Survival d8, Repair d6

BioTek: Low Light Vision

Dark Edges and Powers: Resist Pain, Berserk, Command

Special: Centurions are the Special Forces of the Dark Legion; they resemble Necromutants.

Changeling

Changelings are perfect infiltrators who can change their appearances at will.

STRENGTH:	d12	PACE:	6
SMARTS:	d10	PARRY:	7
AGILITY:	d12	TOUGHNESS:	8
VIGOR:	d12	ARMOR:	Varies
SPIRIT:	d10	SIZE:	+0

Attacks: Melee weapon (can fashion their limbs to clubs or blades) or firearm

Skills: Fighting d10, Shooting d10, Persuasion d12, Stealth d8, Repair d6, Faith d10

Dark Edges and Powers: AB: Dark Miracles and a d6 Appropriate Powers, Doppelganger—Take on the appearance and general characteristics of any humanoid creature of roughly equal size.

Special: Changelings are the masters of disguise, since they can perfectly change their appearances and voices.

Child of Ilian

Childs of Ilian look like deformed Children. They are the ultimate maintenance workers.

STRENGTH:	d4	PACE:	4
SMARTS:	d8	PARRY:	5
AGILITY:	d8	TOUGHNESS:	3
VIGOR:	d4	ARMOR:	None
SPIRIT:	d6	SIZE:	-1

Attacks: Melee weapon or Kratach

Skills: Fighting d6, Shooting d6, Stealth d6, Repair d10

BioTek: Low Light Vision

Special: Children of Ilian are almost constantly conversing with each other in a high-pitched, squealing cackle that quickly grates on the nerves. They show signs of degeneration normally unseen in Illian's Followers.

Curator

Insane field medics giving “the last aid.” Human shaped with cybernetics.

STRENGTH:	d8	PACE:	6
SMARTS:	d8	PARRY:	5
AGILITY:	d12	TOUGHNESS:	6
VIGOR:	d8	ARMOR:	None
SPIRIT:	d8	SIZE:	+0

Attacks: Curator sword (d8+4 & Vigor -2 or contract a vile disease), plague gun (Vigor -2 or contract a vile disease)

Skills: Fighting d6, Shooting d8, Persuasion d8, Stealth d6, Healing d12+2, Faith d8

BioTek: Low Light Vision

Dark Edges and Powers: AB: Dark Miracles (Invoke Pain, Blindness, Time Rot, Decay, Infection), Healer

Special: Human shaped with cybernetics, skin stitched together with plastic or leather, bare head without skin, giggling when carrying out their operations.

Dark Huntsman

Reanimated humans trained for infiltration. Human-looking “cyborgs.”

STRENGTH:	d12	PACE:	6
SMARTS:	d8	PARRY:	7
AGILITY:	d12	TOUGHNESS:	8
VIGOR:	d12	ARMOR:	Varies
SPIRIT:	d12	SIZE:	+0

Attacks: Melee weapon, firearm, or unarmed

Skills: Fighting d10, Shooting d10, Persuasion d8, Stealth d8, Repair d8, Faith d10 (Cultists Only)

BioTek: Necro-bionic arms, legs, skeleton, restructuring, innards, lung implants, Low Light Vision, Nerves of Steel

Dark Edges and Powers: None if built from captives; AB: Dark Miracles and a d6 Appropriate Powers if built from cultists

Special: Those Dark Huntsmen drawn from captives will possess all their former knowledge and can and will use it against their former comrades.

Destroyer

Destroyers are the ultimate human warriors. They are often leaders of groups of initiates.

STRENGTH:	d8	PACE:	6
SMARTS:	d6	PARRY:	8
AGILITY:	d8	TOUGHNESS:	5
VIGOR:	d6	ARMOR:	Varies
SPIRIT:	d8	SIZE:	+0

Attacks: Melee weapon or firearm—they usually possess the most potent dark weapons

Skills: Fighting d12, Shooting d12, Persuasion d8, Stealth d8, Repair d6, Faith d8

BioTek: 1d6+6

Dark Edges and Powers: AB: Dark Miracles and a d6 Appropriate Powers

Special: Destroyers wear masks of steel and brass. They have normally short, red cloaks and several weapons holstered on their belts. They wear gauntlets which have built in knuckle-dusters (STR+1).

Eaonian Justifier

Eaonian Justifiers are the Torturers of Algeroth. They have long insect-like heads.

STRENGTH:	d10	PACE:	6
SMARTS:	d12+3	PARRY:	6
AGILITY:	d12	TOUGHNESS:	7
VIGOR:	d10	ARMOR:	None
SPIRIT:	d12+1	SIZE:	+0

Attacks: Venomous Claws (1d10+1 plus desired venom)

Skills: Fighting d8, Shooting d6, Persuasion d12, Stealth d8, Torture d12+1

Special: These Creatures can generate several poisons and venom inside their bodies, up to a -2 penalty in intensity. They are masters of inflicting pain.

Ezoghoul

Huge “centaur” body with wings; cannot breathe without their “Illitachk.”

STRENGTH:	d12+5	PACE:	10
SMARTS:	d10	PARRY:	8
AGILITY:	d12+2	TOUGHNESS:	12 (16)
VIGOR:	d12	ARMOR:	4 (Lt. Dermal Plating)
SPIRIT:	d12+3	SIZE:	+4

Attacks: Melee weapon, heavy firearm, or kick (1d12+6)

Skills: Fighting d12, Shooting d10, Persuasion d12, Stealth d12+1, Repair d8, Faith d10

BioTek: Low Light Vision

Dark Edges and Powers: AB: Dark Miracles (Invoke Terror and Flow of Fire)

Special: The Illitachk symbiote makes the Ezoghoul immune to poison gases. About 75% have flying ability, and their movement rate in the air is the same as on the ground.

Golem of Darkness

Golem of Darkness are Dark Androids and need orders given by superiors.

STRENGTH:	d12+6	PACE:	7
SMARTS:	d6	PARRY:	9
AGILITY:	d12+4	TOUGHNESS:	11 (15)
VIGOR:	d12	ARMOR:	+4 (Lt. Dermal Plating)
SPIRIT:	d6	SIZE:	+3

Attacks: Melee weapon or firearm

Skills: Fighting d12+1, Shooting d12+1, Persuasion d4, Stealth d4, Repair d4

BioTek: Low Light Vision, Pain Control, Necro-bionic skeleton, Necro-bionic restructuring

Special: The Golem can extrude spikes which do Str+1 damage

Heretic Legionnaire

Heretic Legionnaires fill Semai’s legions and make up the fighting force of the Lord of Spite.

STRENGTH:	d10	PACE:	6
SMARTS:	d4	PARRY:	5
AGILITY:	d6	TOUGHNESS:	6
VIGOR:	d8	ARMOR:	Varies
SPIRIT:	d6	SIZE:	+0

Attacks: Melee weapon or Kratach

Skills: Fighting d6, Shooting d8, Persuasion d4, Stealth d6, Repair d4

BioTek: Low Light Vision, Ignore Pain

Special: Look like pale and hollow-eyed Humans. Their minds have been burned away and they are now not more than puppets on a string.

Immaculate Fury

These are large, hairless, muscular humanoids who can produce ear-piercing shrieks.

STRENGTH:	d12+2	PACE:	7
SMARTS:	d8	PARRY:	5
AGILITY:	d10	TOUGHNESS:	10 (16)
VIGOR:	d12	ARMOR:	6 (Burnished)
SPIRIT:	d12+1	SIZE:	+2

Attacks: Melee weapon or firearm—usually enhanced

Skills: Fighting d6, Shooting d8+, Persuasion d8, Stealth d6, Repair d6

Special: The Furies can emit an ear-piercing shriek. Heard from a distance a normal SPIRIT roll will prevent from fleeing (1d6 min). At ranges from 0” to 15” it is so loud that it can paralyze hearers (“Shaken”) unless a SPIRIT -2 roll is made. Furies have Low Light Vision and hearing that enables them to hear a humans breathing at 150” without difficulty.

Initiate

Human Cultists who work as laborers or soldiers.

STRENGTH:	d6	PACE:	6
SMARTS:	d6	PARRY:	6
AGILITY:	d6	TOUGHNESS:	5
VIGOR:	d6	ARMOR:	Varies
SPIRIT:	d6	SIZE:	+0

Attacks: Melee weapon or firearm, standard weapons

Skills: Fighting d8, Shooting d8, Persuasion d8, Stealth d6, Repair d6

BioTek: 1d6

Dark Edges and Powers: AB: Dark Miracles and a d6 Appropriate Powers

Special: Initiates are the medium-level Heretics. Their tasks vary from all-day business to military actions under the command of a Centurion.

Kadaver

These are degenerated cultists that have deteriorated into mindless monsters.

STRENGTH:	d12+2	PACE:	6
SMARTS:	d4	PARRY:	6
AGILITY:	d6	TOUGHNESS:	10*
VIGOR:	d12	ARMOR:	None
SPIRIT:	d4	SIZE:	+0

Attacks: Simple melee weapons only

Skills: Fighting d8

BioTek: 1d6, all with horrible and incredibly visible stigmata

Dark Edges and Powers: Undead*

Special: Kadavers feel no pain and will only stop fighting after a blow to the head that causes at least one wound.

Karnophage

Degenerated cultists that are uncontrollable, even by cultists.

STRENGTH:	d12+2	PACE:	6
SMARTS:	d4	PARRY:	7
AGILITY:	d12	TOUGHNESS:	7
VIGOR:	d10	ARMOR:	None
SPIRIT:	d10	SIZE:	+0

Attacks: Claws (d12+4)

Skills: Fighting d10, Stealth d10

BioTek: 1d6+6 with Stigmata

Special: Karnophages are in the last stages of the Black Hunger. Once they have killed, they must eat. They will fight only to defend their meal.

Necromutant

Necromutants are alien warriors transformed by the twisted science of the Tekrons into beings perfectly adapted to Fighting.

STRENGTH:	d10	PACE:	6
SMARTS:	d6	PARRY:	6
AGILITY:	d8	TOUGHNESS:	7 (13)
VIGOR:	d10	ARMOR:	6 (Burnished)
SPIRIT:	d6	SIZE:	+0

Attacks: Melee weapon or firearm, usually a Belzarach

Skills: Fighting d8, Shooting d8, Persuasion d6, Stealth d4, Repair d6

BioTek: Low Light Vision, May have Wrist Sockets or Neural Conduit

Dark Edges and Powers: Nerves of Steel, Command

Special: Some Necromutants may possess Neural Conduits. Others may have Wrist Sockets, enabling them to plug weapons and equipment directly into their wrist. These creatures are rare.

Nepharite of Algeroth

Dark Generals of the Dark Soul

STRENGTH:	d12+5	PACE:	7
SMARTS:	d10	PARRY:	9
AGILITY:	d12+1	TOUGHNESS:	11 (19)
VIGOR:	d12+2	ARMOR:	8 (Plate)
SPIRIT:	d12+2	SIZE:	+2 (+1 to +4)

Attacks: Melee weapon or firearm, most potent dark weapon

Skills: Fighting d12+1, Shooting d12, Persuasion d10, Repair d12, Faith d12+2

BioTek: Low Light Vision, Ignore Pain

Dark Edges and Powers: AB: Dark Miracles (Terror, Dark Fire, Invoke Pain, Blindness, Indigestion, Dimensional Warp, Flow of Acid, Invoke Frenzy), Command

Special: Nepharites of Algeroth radiate calm and lead their armies with cold efficiency and command their forces with mighty battle cries.

Pretorian Stalker

Pretorian Stalkers always fight in pairs. Technological Machines based on Heretics.

STRENGTH:	d12+6	PACE:	8
SMARTS:	d6	PARRY:	8
AGILITY:	d8	TOUGHNESS:	14
VIGOR:	d12+2	ARMOR:	None
SPIRIT:	d6	SIZE:	+3

Attacks: Scythe of Semai, Carcass Launcher, Hindenburger Incinerator

Skills: Fighting d12, Shooting d12, Faith d8

BioTek: Low Light Vision

Dark Edges and Powers: AB: Dark Miracles (Terror, Confuse, Insane Dance, Wind of Insanity, Invoke Frenzy), Command

Special: Huge monsters in vaguely humanoid shape, razor-sharp claws. Leaders of the Screaming Legionnaires.

Razide

Razides are the Enforcers of the Nepharites. Their Bodies are of flesh, stone and metal.

STRENGTH:	d12+7	PACE:	8
SMARTS:	d8	PARRY:	6
AGILITY:	d6	TOUGHNESS:	14
VIGOR:	d12+3	ARMOR:	None
SPIRIT:	d8	SIZE:	+4

Attacks: Melee weapon or heavy firearm

Skills: Fighting d8, Shooting d10, Persuasion d6, Repair d10

BioTek: none

Dark Edges and Powers: Resist Pain

Special: The Razide is a beast from another time and existence, impossibly strong and given a constitution beyond any man's.

Reaper of Souls

Reaper of Souls are the Assassins of Algoth. They are always dressed in black.

STRENGTH:	d8	PACE:	6
SMARTS:	d6	PARRY:	7
AGILITY:	d8	TOUGHNESS:	5
VIGOR:	d6	ARMOR:	None
SPIRIT:	d6	SIZE:	+0

Attacks: Voriche and Soul Scythe (Str+5)

Skills: Fighting d10, Shooting d8, Persuasion d8, Stealth d8, Repair d6, Faith d8

BioTek: Low Light Vision, Puttyface, and a d6 others

Dark Edges and Powers: AB: Dark Miracles (Summon, and a d6 additional Powers)

Screaming Legionnaire

Screaming Legionnaires are insane and twisted into spasms.

STRENGTH:	d8	PACE:	6
SMARTS:	d4	PARRY:	5
AGILITY:	d4	TOUGHNESS:	7
VIGOR:	d10	ARMOR:	Varies
SPIRIT:	d4	SIZE:	+0

Attacks: Wind of Insanity, Kratach, or melee weapon

Skills: Fighting d6, Shooting d8, Persuasion d4, Stealth d6

Dark Edges and Powers: Wind of Insanity

Special: Screaming Legionnaires can invoke Wind of Insanity once per day; their screaming drives all within 10' insane if a Vigor -2 roll is failed. The duration is one round per Legionnaire; therefore, 10 screaming Legionnaires joined will create this effect for 10 combat rounds. The insanity caused by this attack lasts 1d6 minutes and renders those affected completely defenseless.

Tekron

Tekrons are the Masters of the Dark Technology.

STRENGTH:	d10	PACE:	6
SMARTS:	d12+4	PARRY:	6
AGILITY:	d12	TOUGHNESS:	6
VIGOR:	d8	ARMOR:	Varies
SPIRIT:	d12+2	SIZE:	+0

Attacks: Melee weapon or firearm, usually enhanced

Skills: Fighting d8, Shooting d8, Persuasion d8, Stealth d8, Repair d12+

BioTek: 1d6+3 plus Immunity to Aging, Necro-bionic Neural Conduit

Dark Edges and Powers: AB: Dark Miracles and a d6 Appropriate Powers

Special: May choose their Dark Gifts freely, without degeneration or stigmata. A Tekron can understand the use of any machine within a minute.

Templar

These are the regular soldiers of Ilian that are controlled by a High Templar.

STRENGTH:	d12	PACE:	6
SMARTS:	d6	PARRY:	7
AGILITY:	d10	TOUGHNESS:	8 (14)
VIGOR:	d10	ARMOR:	6 (Light Plate)
SPIRIT:	d8	SIZE:	+1

Attacks: Templar Blade (d12+5), Kratach

Skills: Fighting d10, Shooting d10, Persuasion d6, Stealth d10, Repair d4

BioTek: Low Light Vision

Dark Edges and Powers: Nerves of Steel, Sense pain or the intent to cause it at up to 75 yards

Triangled Templar

Triangled Templars are perfect war machines ruled by High Triangled Templars.

STRENGTH:	d12+1	PACE:	6
SMARTS:	d4	PARRY:	7
AGILITY:	d6	TOUGHNESS:	9 (17)
VIGOR:	d12	ARMOR:	8 (Plate)
SPIRIT:	d4	SIZE:	+1

Attacks: Kratach and Templar Mace (d12+6)

Skills: Fighting d10, Shooting d10, Persuasion 3, Stealth d10, Repair 3

BioTek: Low Light Vision

Dark Edges and Powers: Resist Pain

Special: Can sense pain or the intent to cause pain at up to 75 yards away

Undead Legionnaire

Human Zombies with grotesque cybernetics.

STRENGTH:	d10	PACE:	6
SMARTS:	d4	PARRY:	8
AGILITY:	d6	TOUGHNESS:	8*
VIGOR:	d8	ARMOR:	None
SPIRIT:	d4	SIZE:	+0

Attacks: Melee weapon or firearm, usually a Kratach

Skills: Fighting d6, Shooting d6, Stealth d4

BioTek: Low Light Vision

Dark Edges and Powers: Undead*

Special: Their Equipment is a mixture of modern and ancient technology. They are parodies of the humans they once were.

Wardog

Canine hunters of souls in the void. They can change their “breed” at will.

STRENGTH:	d12	PACE:	6 (d8” Run)
SMARTS:	d6	PARRY:	9
AGILITY:	d10	TOUGHNESS:	8
VIGOR:	d12	ARMOR:	None
SPIRIT:	d10	SIZE:	+0

Attacks: Bite (1d6+2), Claws (1d6 each)

Skills: Fighting d12, Intimidation d6, Stealth d10, Tracking d12

Dark Edges and Powers: Dimensional Travel—Wardogs can travel between the Dark Dimensions and our own at will, Soul Tracking

Special: Their eyes glow red. Once they have a soul’s scent, they can track it through just about any terrain, as long the trail is not older than 72 hours.

Wild Hunter

Dark Riders who only hunt souls. They appear to be normal humans, albeit large and burly ones.

STRENGTH:	d12+3	PACE:	6
SMARTS:	d8	PARRY:	8
AGILITY:	d12	TOUGHNESS:	8 (14)
VIGOR:	d12	ARMOR:	6 (Burnished)
SPIRIT:	d12+1	SIZE:	+0

Attacks: Two-Handed Melee Weapon or Firearm; Dark Steed—Breathe Fire (2d6 in Cone Template) or Claws (d12+4 each)

Skills: Fighting d12, Shooting d10, Riding d12, Intimidation d6, Stealth d10, Repair d4, Faith d10

BioTek: Low Light Vision

Dark Edges and Powers: AB: Dark Miracles and d8 Appropriate Powers

Special: Wild Hunters are the hunters of souls; they rarely hunt flesh. Their Horses can change their hooves into claws.

Zenithian Soulslayer

Zenithian Soulslayer are huge monsters, leading the screaming legionnaires.

STRENGTH:	d12+3	PACE:	10
SMARTS:	d8	PARRY:	8
AGILITY:	d6	TOUGHNESS:	11
VIGOR:	d12+2	ARMOR:	None
SPIRIT:	d12+3	SIZE:	+2

Attacks: Claws (d12+5), Blades (d12+6), or Tail (d12+4)

Skills: Fighting d12, Stealth d8, Faith d12

BioTek: Low Light Vision

Dark Edges and Powers: AB: Dark Miracles (Terror, Confuse, Insane Dance, Wind of Insanity, and Invoke Frenzy)

Special: Huge monsters in vaguely humanoid shape, razor-sharp claws, leaders of the Screaming Legionnaires.

Mutant Chronicles Weaponry

Key to the Weapons Tables

W:	The weight of the fully loaded weapon in pounds.
MC:	The magazine capacity or number of rounds the weapon itself can hold.
GL:	Indicator of whether or not a grenade launcher is attached to the weapon. Opt. = Optional attachment and Int. = Integrated into the weapon.
CB:	Indicator of whether or not a chain bayonet is attached to the weapon. Opt. = Optional attachment and Int.= Integrated into the weapon.
TS:	Indicator of whether or not a targeting sight is attached to the weapon. xN = Integrated sight of the designated power and Opt.= Optional attachment.
F:	Indicator of the weapons firing mode. S=Single shot mode, permitting one shot to be fired per round; A=Automatic mode, permitting a the number of shots indicated to be taken, as per the SW auto-fire rules.
RANGE:	The Short (-0), Medium (-2), and Long (-4) ranges for each missile weapon.
STR:	The minimum required Strength to use the weapon effectively. Those marked with an asterisk must be used in two hands. Mounting a weapon on a vehicle or platform designed for this purpose eliminates the Strength requirement to use that weapon.
AP:	The armor piercing qualities of the weapon.
JF:	The Jam Factor of each weapon: 1= Never Jams 2 = Jams on “snake-eyes” (Both the Shooting and the Wild die come up “1”) 3=Jams whenever the Shooting die comes up “1”
DAM:	The damage for the weapon when using standard ammunition or techniques.
SW:	The separate weight of an optional weapon attachment.
BR:	The burst radius of the weapon measured as a small, medium, or large template.
BIP:	An indicator of whether or not the weapon is used with a bipod. Opt. = An optional bipod may be attached; Int.=An integrated bipod is part of the weapon. Using a bipod with a weapon designed for doing so will eliminate the -2 automatic fire penalty.
COST:	The cost of the weapon in Cardinal’s Crowns.

Handguns												
<i>Sherman .74 Model 13 “Bolter”</i>	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	5	18	N	N	Opt.	S(1)	12/24/48	--	1	2	2d6+1	1,900
<i>Sherman .55G Model 15 “Ironfist”</i>	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	6.5	25	Int.	N	N	A(3)	14/28/56	--	2	2	2d8	2,700
→Integrated GL-240 Grenage Launcher			SW	MC	BR	F	RANGE	STR	AP	JF	DAM	COST
			--	1	M	S(1)	24/48/96	--	0	2	3d6	--
<i>.45AP No.3 “Ronin”</i>	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	3.5	15	N	N	Opt.	S(1)	14/28/56	--	1	2	2d6+1	3,000
<i>P1000</i>	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	3	20	N	Opt.	Opt.	A(3)	15/30/60	--	1	2	2d6+1	6,200
<i>PSA MK. XIV “Aggressor”</i>	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	5	26	N	N	N	A(3)	12/24/48	--	1	2	2d6	2,400
<i>MP-105</i>	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	4	58	Opt.	N	Opt.	A(3)	15/30/60	--	2	1	2d8	7,200
<i>P60 “Punisher”</i>	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	6	13	N	N	N	A(3)	16/32/64	--	2	2	2d8+1	8,400

Piranha Handgun	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	2	11	N	N	N	S(1)	14/28/56	--	1	3	2d6	9,900
Handguns and grenade launchers can each be reloaded in one action.												
Submachine Guns												
CAR-24	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	8	20	Int.	N	Opt.	A(3)	12/24/48	--	2	3	2d8	4,600
→Integrated GL-240 Grenage Launcher	SW	MC	BR	F			RANGE	STR	AP	JF	DAM	COST
	--	1	M	S(1)			24/48/96	--	0	2	3d6	--
Tambu No. 4 “Windrider”	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	6	22	Det.	N	N	A(3)	12/24/48	--	1	3	2d6	5,500
→Detachable Grenade Launcher	SW	MC	BR	F			RANGE	STR	AP	JF	DAM	COST
	1.8	1	M	S(1)			24/48/96	--	0	3	3d6	850
CAW2000	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	6.5	30	Int.	Opt.	Opt.	A(4)	15/30/60	--	2	2	2d8	7,800
→Integrated GL2000 Grenage Launcher	SW	MC	BR	F			RANGE	STR	AP	JF	DAM	COST
	--	1	M	S(1)			24/48/96	--	0	2	3d6	--
SMG Mk, IVP “Plasma Intruder”	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	9	20	Spec.	Opt.	N	A(3)	18/36/72	--	2	3	2d8	7,100
→Plasma Ammo	SW	MC	BR	F			RANGE	STR	AP	JF	DAM	COST
	--	20	M	S(1)			18/36/72	--	1	3	3d6	--
SMG M. III “Interceptor”	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	10	40	Int.	Opt.	N	A(3)	18/36/72	--	2	2	2d8+1	6,200
→Integrated Grenage Launcher	SW	MC	BR	F			RANGE	STR	AP	JF	DAM	COST
	--	1	M	S(1)			24/48/96	--	0	2	3d8	--
MP-105GW	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	6	58	Det.	N	Opt.	A(3)	19/38/76	--	2	2	2d8	9,400
→Detachable GW-1055 Grenade Launcher	SW	MC	BR	F			RANGE	STR	AP	JF	DAM	COST
	2.2	1	M	S(1)			24/48/96	--	0	2	2d8+1	1,700
MP-103 “Hellblazer”	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	5.5	34	Opt.	N	N	A(3)	18/36/72	--	2	1	2d8	9,000
→Detachable GW-1055 Grenade Launcher	SW	MC	BR	F			RANGE	STR	AP	JF	DAM	COST
	2.2	1	M	S(1)			24/48/96	--	0	3	2d8+1	1,700
Submachineguns and grenade launchers can each be reloaded in one action.												
Sniper Rifles												
SR-50	W	MC	GL	BIP	TS	F	RANGE	STR	AP	JF	DAM	COST
	12	12	N	Opt.	x9	S(1)	250/500/1000	--	4	1	2d10	10,100
Tambu No. 15 “Archer”	W	MC	GL	BIP	TS	F	RANGE	STR	AP	JF	DAM	COST
	9.5	15	N	Opt.	x8	A(3)	215/430/860	--	2	2	2d8+1	7,100
SR3500	W	MC	GL	BIP	TS	F	RANGE	STR	AP	JF	DAM	COST
	11	20	N	Int.	x12	A(3)	300/600/1200	--	3	2	3d6	16,000
SR Mk. XII “Assailant”	W	MC	GL	BIP	TS	F	RANGE	STR	AP	JF	DAM	COST
	14	15	N	Opt.	x10	S(1)	150/300/600	D6*	4	1	2d10	14,400
PSG-99	W	MC	GL	BIP	TS	F	RANGE	STR	AP	JF	DAM	COST
	11	48	Opt.	Opt.	x12	A(3)	225/550/1100	--	3	2	3d6	18,600
Mephisto Sniper Rifle	W	MC	GL	BIP	TS	F	RANGE	STR	AP	JF	DAM	COST
	15.5	13	N	Opt.	x15	A(3)	325/650/1300	D6*	4	1	2d10	24,500
Sniper rifles can be reloaded in one action.												
Sniper rifles take a snapfire penalty if a character moves during the action in which he fires.												
Shotguns (See Notes p. 50)												
M516S	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	14	6	N	N	N	S(1)	12/24/48	--*	0	3	1-3d6	8,200
M516D	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	17	12	N	N	N	A(3)	12/24/48	D6*	0	3	1-3d6	9,600
Tambu 50/50 “Airbrush”	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	11	14	N	Opt.	N	S(1)	12/24/48	--*	0	3	1-3d6	6,500
SA-SG7200I	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	11	6	N	Opt.	N	S(1)	15/30/60	--*	0	1	1-3d6+1	13,500
B&G Mk. XIV “Mandible”	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	16.5	19	N	N	N	A(3)	12/24/48	D6*	0	2	1-3d6	11,400
HG-14	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	13	5	N	N	Opt.	S(1)	12/24/48	--*	0	2	1-3d6	14,000
HG-14 Sawed-Off	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	10	5	N	N	N	S(1)	5/10/20	D6*	0	3	1-3d6	Varies
Semi-automatic shotguns can be reloaded at a rate of three shells per action; automatic shotguns take one action to reload.												
Shotgun damage assumes the use of buckshot; slugs cause 2d10 regardless of range, but lose the +2 Shooting bonus.												

Assault Rifles												
M50	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	13.5	30	Int.	N	Opt.	A	24/48/96	D6*	2	3	2d8+1	6,500
→ M509 Grenade Launcher			SW	MC	BR	F	RANGE	STR	AP	JF	DAM	COST
			--	6	M	S(1)	24/48/96	D6*	0	2	3d6	--
Tambu No. 1 “Shogun”	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	8.5	26	Det.	N	N	A(3)	24/48/96	--	2	2	2d8+1	7,100
→ Detachable Grenade Launcher			SW	MC	BR	F	RANGE	STR	AP	JF	DAM	COST
			2	3	M	S(1)	24/48/96	--	0	2	3d6	1,100
AR3000	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	11.5	25	Int.	Opt.	Opt.	A(3)	24/48/96	--	2	2	2d8+1	11,600
→ GL3000 Grenade Launcher			SW	MC	BR	F	RANGE	STR	AP	JF	DAM	COST
			--	4	M	S(1)	24/48/96	--	0	2	3d6	--
BAR Mk. X1B “Invader”	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	15.5	30	Int.	Opt.	Opt.	A(3)	24/48/96	D6*	3	2	3d6	11,600
→ Mk. X1K Grenade Launcher			SW	MC	BR	F	RANGE	STR	AP	JF	DAM	COST
			--	14	M	S(1)	24/48/96	D6*	0	5	3d6	11,600
L&A Mk. 43 Plasma Carbine	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	13	36	N	Opt.	Opt.	A(3)	22/44/88	D6*	4	1	2d10	20,000
→ Plasma Ammo			SW	MC	BR	F	RANGE	STR	AP	JF	DAM	COST
			--	36	M	S(1)	24/48/96	D6*	1	2	3d6	--
Panzerknacker	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	10.5	48	Det.	N	Opt.	A(3)	24/48/96	--	2	2	2d8+1	12,400
→ GW 170 Grenade Launcher			SW	MC	BR	F	RANGE	STR	AP	JF	DAM	COST
			2	4	M	S(1)	24/48/96	--	0	2	3d6	2,600
Assault rifles and grenade launchers can be reloaded in one action, assuming a ready magazine is at hand.												
Light Machineguns												
M606	W	MC	BIP	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	16	Belt	N	N	N	A(3)	30/60/120	D8*	3	2	3d6	10,500
Tambu No. 11 “Kensai”	W	MC	BIP	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	12.5	Belt	Int.	N	N	A(3)	30/60/120	D6*	2	2	2d8+1	12,500
TSW4000	W	MC	BIP	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	15.5	Belt	Int.	Opt.	Opt.	A(3)	50/100/200	D8*	3	2	3d6	18,000
LMG Mk. XXIII “Destroyer”	W	MC	BIP	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	20	Belt	Opt.	Opt.	Opt.	A(3)	30/60/120	D10*	4	2	2d10	19,000
MG40	W	MC	BIP	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	14	Belt	Opt.	N	Opt.	A(3)	30/60/120	D6*	3	2	3d6	21,500
AC-40 Justifier	W	MC	BIP	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	13.5	Belt	N	Int.	N	A(3)	24/48/96	D8*	2	2	2d8	24,000
Light machineguns require two actions to reload if box fed or three if belt fed. Belts hold 500 rounds and boxes hold 250. A character moving while using a light machinegun suffers the -2 Snapfire penalty.												
Heavy Machineguns												
Improved M89	W	MC	BIP	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	44	Belt	N	N	N	A(3)	50/100/200	D12*	4	3	2d10+1	21,000
Tambu No. 43 “Dragonfire”	W	MC	BIP	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	19	Belt	N	N	N	A(3)	50/100/200	D8*	3	2	3d6	16,700
SSW4200P	W	MC	BIP	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	20.5	Belt	N	N	N	A(3)	60/120/240	D10*	4	2	2d10	28,500
HMG Mk. XIXB “Charger”	W	MC	BIP	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	58	Belt	N	N	N	A(3)	50/100/200	D12*	4	2	3d8	33,000
MG80	W	MC	BIP	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	23	Belt	N	N	N	A(3)	60/120/240	D10*	4	2	2d10	26,000
AC-41 Purifier	W	MC	BIP	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	32.5	Belt	N	N	N	A(3)	40/80/160	D10*	4	2	2d10	26,500
→ Purifier Incinerator			SW	MC	BR	F	RANGE	STR	AP	JF	DAM	COST
			13	14	Cone	S(1)	Cone Template	D10*	2	2	2d10	8,600
Heavy machineguns require two actions to reload if box fed or three if belt fed. Belts have 500 rounds and boxes hold 250. Heavy machineguns are intended to be mounted on a stable firing platform or a vehicle; those mounted in this manner have their Strength requirement eliminated by and do not suffer the -2 penalty for automatic fire. A character may not move while firing a heavy machinegun.												
Rocket Launchers												
DPAT-9 “Deuce”	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	28	6	N	N	Opt.	S(1)	25/50/100	--*	30	3	4d8+2	18,700
Tambu No. 86A5 “Daimyo”	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	21	7	N	N	N	S(1)	25/50/100	--*	30	2	4d8+2	17,700

SSW5500	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	26.5	7	N	N	N	S(1)	24/48/96	--*	30	2	4d8+2	32,000
RL Mk. XIIC “Southpaw”	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	44	19	N	N	N	A(3)	18/36/72	D6*	50	2	5d8	45,000
ARG-17	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	23.5	11	N	N	Opt.	S(1)	24/48/96	--*	40	1	6d6	43,000

Unless indicated elsewhere, all rocket launchers require two actions to reload.

Doomtrooper Weapons

Deathlockdrum	W	MC	BIP	GL	TS	F	RANGE	STR	AP	JF	DAM	COST
	29	40	Y	N	N	A(3)	60/120/240	D8*	4	1	2d10+1	32,700
→ Integrated Grenade Launcher	SW	MC	BR	F	RANGE	STR	AP	JF	DAM	COST		
	--	19	M	A(3)	24/48/96	D8*	0	1	3d6	--		
Nimrod Autocannon Mk. I	W	MC	BIP	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	26	40	Y	N	Opt.	A(3)	60/120/240	D8*	6	2	3d8+1	59,000
Gehenna Puker	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM	COST
	55	7	N	N	N	S(1)	Cone Template	D10*	8	1	4d8	40,000

Each of the specialty weapons takes two actions to reload.

The Deathlockdrum and Nimrod take a Snapfire penalty if the user fires while moving.

None of these weapons is available on the open market.

Melee Weapons

WEAPON	W	STR	DAM	COST	SPECIAL
CSA404	8.5	D6	STR+4	12,200	AP 1; May ignite flammable objects
Mortis Sword	3.5	--	STR+5	37,500	AP 2
Chain Bayonet	7	D6*	STR+5	3,000	Must be mounted on an appropriate weapon; Loud
Spring Billy Club	2	--	STR+1	360	
Survival Knife	1	--	STR+1	700	Sewing kit and compass in handle
Punisher Shortsword	3	--	STR+3	15,000	AP 1
Violator Sword	11	D8*	STR+5	30,000	AP 2; Parry -1
Avenger or Deliverer	11	D8*	STR+6	Assigned	AP 2; Parry -1
Clansman Claymore	10.5	D10*	STR+4	540,000	Triple damage done past armor to dark legion creatures; Parry -1

Armors

ARMOR TYPE	ARMOR	COST	WEIGHT	NOTES
Ballistic Nylon Jacket ¹	+1/+3	1,800	3	Torso & Arms; Negates 2 AP; Only +1 vs. Non-Ballistic
Ballistic Nylon Pants ¹	+1/+3	1,800	3	Legs; Negates 2 AP; Only +1 vs. Non-Ballistic
Bulletproof Vest	+2/+4	3,000	8	Torso; Negates 4 AP; Only +2 vs. Non-Ballistic
Bulletproof Vest & Inserts	+4/+8	4,500	12	Torso; Negates 4 AP; Only +4 vs. Non-Ballistic
Combat Armor Mk I.	+6	Military	20	Torso, Arms, Legs, Hands, Feet, & Head
Combat Armor Mk II.	+7	Military	20	Torso, Arms, Legs, Hands, Feet, & Head
Composite Armor Mk I.	+8	Military	30	Torso, Arms, Legs, Hands, Feet, & Head
Composite Armor Mk. II	+9	Military	30	Torso, Arms, Legs, Hands, Feet, & Head
Flak Jacket	+2/+4	2,400	12	Torso
Powered Armor—Scout ²	+10	Military	0/100	Entire Body; See SW (p. 49); Negates 5 AP
Powered Armor—Battle ³	+12	Military	0/150	Entire Body; See SW (p. 49); Negates 6 AP
Powered Armor—Heavy ⁴	+14	Military	0/220	Entire Body; See SW (p. 49); Negates 7 AP

1) Ballistic Nylon Looks Like Regular Heavy Clothing—Sportcoat, Slacks, Etc.; Combat and Composite Armors Can Only Be Acquired Through Military and Corporate Channels

2) Contains communications unit with five mile range and a power supply lasting 10 hours; +4 to stealth rolls vs. radar and automated Detection systems.

3) Contains communications unit with five mile range and a power supply lasting 10 hours; increases Strength by one die type, adds +2 to Pace, and allows jumps of 2d6” horizontally or 1d6” vertically; heads-up display adds +1 to all Shooting rolls.

4) Contains communications unit with five mile range and a power supply lasting 10 hours; increases Strength by two die types, subtracts -2 from Pace, mounts some form of heavy weapon; advanced targeting computers add +2 to all Shooting rolls.

Dark Legion Missile Weapons

Shrieketh (Carbine) ¹	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM
	9	12	N	Opt.	N	M(1)	20/40/80	--*	--	1	2d6+1
Tzotheth (Insanity Cannon) ²	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM
	15	6	N	N	N	M(1)	Cone	D6*	0	1	5d8
Jahkt (Throwing Disc) ³	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM
	1.5	N/A	N	N	N	T(1)	3/6/12	--	0	--	STR+3
Vassht (Throwing Sword) ⁴	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM
	2	N/A	N	N	N	T(1)	3/6/12	--	0	--	STR+2

Kratlach (Assault Rifle) ⁵	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM
	11	40	N	Opt.	N	A(3)	24/48/96	--*	2	3	2d8
Voriche (Heavy Pistol) ⁶	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM
	5.5	18	N	N	N	A(3)	12/24/48	--	2	3	2d8
Belzarach (Assault Rifle) ⁷	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM
	15	30	N	Opt.	N	A(3)	24/48/96	--*	4	3	3d6
Nazgaroth (Heavy Machinegun) ⁸	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM
	92.5	500	N	Int.	N	A(3)	75/150/300	D12+2*	5	3	3d6+1
Ashnagaroth (Heavy Machinegun) ⁹	W	MC	BIP	CB	TS	F	RANGE	STR	AP	JF	DAM
	50	250	Y	N	N	A(3)	60/120/240	D12*	4	3	2d10
Flamer (Heavy Flamethrower) ¹⁰	W	MC	GL	CB	TS	F	RANGE	STR	AP	JF	DAM
	22	10	N	N	N	M(1)	Cone	D6*	0	2	2d10

Pistols, rifles, and grenade launchers can each be reloaded in one action.

Flamethrowers require three actions to reload.

Light and heavy machineguns require two actions to reload if box fed or three if belt fed. Belts have 500 rounds and boxes hold 250.

1) If a target takes any actual damage from this weapon, he must make a Spirit roll or transform into a Screaming Legionnaire over the next d6 hours. Only a successful Exorcise Dark Influences spell cast before complete transformation can stop the process.

2) Everything under the large cone template must make a normal Spirit roll or die immediately, regardless of actual damage caused.

3) Heat seeking device within this weapon adds +2 to the attacker's Throwing skill.

4) Unless held with d8 or better Strength, this weapon will return to the hand of its wielder at the end of any round it has been thrown. If used as a melee weapon, it causes Str+2 damage.

5) Can fire many different types of ammunition without modification to the weapon.

6) Has a distinctive red muzzle flash; often carried in combination with a melee weapon.

7) May fire many different types of ammunition; often equipped with a Sectioner Bayonet for Str+3 damage in melee.

8) Bristling with sharp edges and spikes that allow it to serve as a two-handed melee weapon for Str+4 damage.

9) High speed rotation of the ammunition drum causes the weapon the "scream" when fired.

10) Will automatically ignite highly flammable materials on contact.

Dark Legion Armors

ARMOR TYPE	ARMOR	WEIGHT	NOTES
Light Armor "Burnished"	6-7	20	<i>Made from Scrap Armors Infused with the Dark Symmetry</i>
Plate Armor	8-11	30	<i>Inscribed with Runes by the Techrons</i>
Exo-Skeleton	12	0/150	<i>STR+2 Die Types; +2 Pace; Jump 2d6" H./ 1d6" V.; Negates 6AP; d3 Edges</i>
Necro-Bionic Helm	12	20	<i>Protection from Gas Attacks; Telepathy with Heretics to One-Mile Radius</i>

In addition to these, certain Dark Legion troops—especially heretics—may also employ human armors.

Dark Legion Melee Weapons

WEAPON	W	STR	DAM	COST	SPECIAL
Skalak (One-Handed Sword)	6	D6	STR+4	Assigned	<i>AP 1; Favorite of Centurions</i>
Sectioner Bayonet (Mounted)	3	D6*	STR+3	Assigned	<i>Never requires sharpening</i>
Sectioner Bayonet (In Hand)	3	D6	STR+2	Assigned	<i>Never requires sharpening</i>
Chain Bayonet	7	D6*	STR+5	Assigned	<i>Must be mounted on an appropriate weapon; Loud</i>
Ashrekeith Great Sword ¹	12	D10*	STR+5	Assigned	<i>Inscribed Runes Provide AP: 4; Parry -1</i>
Azogar ²	25	D12	STR+6	Assigned	<i>AP 3</i>
Soul Scythe ³	9	D8*	STR+5	Assigned	<i>Reach 1; Parry -1; AP 1</i>

1) This weapon comes in many forms, but all of them shriek in combat due to the tormented soul bound within.

2) The Azogar is much like a gigantic electric carving knife in operation—it shudders almost uncontrollably in combat and is very loud.

3) The Soul Scythe also comes in many forms, but all drain the spirit of the target when they cause wounds. The number of wounds caused by the weapon is also the number of die types temporarily lost from the target's Spirit attribute. Should Spirit be reduced below a d4, the target will die as his soul will have been devoured. Lost Spirit levels return at the rate of one per hour.