

HUNTER CORPS



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Player's Section

What you'll need to play Hunter Corps

- A device capable of connecting to Google Sheets.
- 1d12 or a virtual dice roller that can roll 1d12 for you.
- Either a standard 22x25 grid map or a tape measure/ruler to track distance on a tabletop (Conversion: 1□ = 1").
- Something that you can use as tokens, whether it's actual miniatures, water bottle caps, or coins. So long as it is 1" or less in diameter.

Chapter 0.1: Core Mechanics

Simple Action

A Simple Action is an action that doesn't require you to make a roll in order to resolve it.

Whenever you wish to perform a Simple Action, you will simply choose one action from the list underneath each Stat and then spend one of your Simple Actions. Once the Simple Action is spent, the action resolves.

You get Two Simple Actions per Phase during combat.

Complex Action

A Complex Action is an action that requires you to make a roll before the action can properly resolve.

The first thing you'll do is choose one Complex Action from the list under each Stat, or choose a Stat that relates the closest to what you want to do if none of the listed Complex Actions covers the action specifically.

Then you'll roll 1d12 and compare the value rolled against the DC, or "Difficulty Class," of the Stat. If you roll a value that's greater or equal to the DC, it's a success. If you don't, it's a failure, but you earn 1 EXP for your troubles anyways.

You get one Complex Action per Turn during combat.

Full Action

A Full Action is an action that can be spent to perform one Complex Action or one Simple Action. A Full Action can also be spent to perform a Maneuver or an Apex Maneuver.

You get one Full Action per Round during combat.

Charges

Charges are a unit of measurement used to denote how much miasma a piece of Terminite has within it. Charges are gained from your Host Power (see pg. 24) and Forms (see pg. 25).

In order to activate your Terminal's Host Power or an Active Form, you must spend 1-2 charges depending on the ability you're trying to activate. Once the charge(s) are spent, the charge(s) are lost until you return to a District after completing a mission out in the Wastes.

However, you cannot spend a charge on an ability that doesn't match at least one color of the ability that you're trying to activate. This means that if you wanted to activate **Crimson Warrior** or an Active **Assault** Form, you'd need to spend **Crimson** charge(s) in order to activate either ability.

You may spend up to four charges per Turn during combat.

Call

A Call is when the GM asks you to make a roll using a particular Stat, typically to see if you manage to subconsciously avoid some detrimental effect or an ambush.

A Call doesn't cost any actions to perform.

DC Modifiers

A DC Modifier is a numerical value that temporarily alters the DC of your action, making it easier or harder for you to succeed. When you receive a DC Modifier, you will add or subtract the value of the Modifier to/from your Stat's base DC.

So for example; if your base DC is a [7], but you're affected by a [-2] DC Modifier, the DC would become a [5] instead.

DC Modifiers can stack and even cancel each other out, unless it'd cause the DC Modifier to be higher than a [+4] or lower than a [-4]. In addition, a DC Modifier cannot cause your DC to become greater than [12] or less than [1].

Once the roll is made, all DC Modifiers will disappear, unless you're told otherwise.

Clash & Degrees

A Clash is an instance where you perform an action, and someone else tries to interrupt you so that the action doesn't resolve properly. Clashes typically relate to combat, though a Clash can happen outside of combat as well.

Whenever there's a Clash, you'll need to not only succeed, but also roll more Degrees than the person that you're clashing against in order for your action to resolve.

To determine how many Degrees you rolled, simply compare the value that you rolled on the die against the action's DC.

So if the DC is [3], and you rolled a [6] on the die, then you would've rolled three Degrees for your action.

If you fail to roll more Degrees than the enemy, your action will fail to resolve, causing it to automatically fail.



Maneuvers

A Maneuver is a Full Action that allows you to combine multiple actions into one.

Normally, a character can only perform one Complex Action per Phase, even if they spend a Full Action to regain their Complex Action within the same Phase.

However, a Maneuver allows you to get around that rule by spending a Full Action to attach multiple Complex Actions into one, which is useful if you're trying to do something like dual-wield two melee weapons (STR+STR), tackle someone (AGI+STR) or any other combination that you can think of.

Whenever you perform a maneuver, you will designate one stat to act as the Primary. The Primary is used to determine the base DC of the maneuver. Depending on the Maneuver you're trying to perform, the Primary will be based on the first Action you want/need to resolve.

From there, you may add additional actions to the Maneuver, which will all be known as Secondaries. A Maneuver can have up to four Secondaries, but each Secondary added will increase the DC of your Maneuver by a specific amount, depending on what sort of action it is.

Simple Actions and Active Forms count as one Secondary, meaning that you'll only increase the DC of your Maneuver by [+1] if you decide to add either of them to your Maneuver.

Complex Actions and your Terminal's Host Power on the other hand will count as two Secondaries, meaning that you'll increase the DC by [+2] if you add them to your Maneuver.

After you've determined what action(s) you'll be putting into your Maneuver, you will then roll 1d12. If you roll a number that's greater than or equal to the DC, you will succeed and earn 1 EXP for every Secondary added into the Maneuver.

In addition, you will also receive [+2] RP (see pg. 23, RED value) for every secondary added to your Maneuver, as well as increase the amount of Hits you deal with an attack by [+1 Hit/Secondary] (See pg. 7, Damage & Damage Effects).

Apex Maneuvers

An Apex Maneuver is a Full Action that involves multiple people combining their individual abilities into one action.

As with normal Maneuvers, Apex Maneuvers requires that you and any allies involved spend their Full Action beforehand. Since Full Actions can be spent at any point during combat, an ally can be a part of an Apex Maneuver even if it's being performed during someone else's Phase.

An Apex Maneuver is unique, in that while it does require everyone involved make a roll, it's the only action by default that doesn't require that you roll against a Stat's DC in order to determine whether the action succeeds or fails.

Firstly, the person who initiates the Apex Maneuver during their Phase of combat will act as the Primary. The Primary will roll 1d12 and tell the GM the number rolled.

Then, everyone else involved in the Maneuver will act as the Secondaries. Secondaries will roll 1d12 and try to roll a value that's as close to the value rolled by the Primary as possible.

An Apex Maneuver has "Power," which is a value that determines how high the RED values for the Apex Maneuver can be, assuming the action succeeds. Power starts at [12].

Every degree between the Primary's roll and the Secondary's roll(s) will decrease power of your apex maneuver by one.

For example, the primary rolls a [7], and the two secondaries roll a [6] and a [9] respectively. The first Secondary would decrease the Apex Maneuver's Power by [-1] and the second Secondary would decrease it by [-2]. This means the Apex Maneuver's Power would become [9].

If the Apex Maneuver's Power is greater than [0], the Apex Maneuver succeeds and everyone involved will combine their individual RED values and Hit(s) into one sum, before doubling everything and automatically triggering all Status Effect added to the Apex Maneuver at once. In addition, everyone involved would also receive 2 EXP.

If the Apex Maneuver's Power becomes [0] or less, it fails.

Apex Maneuvers with Minions

First, you will decide how many Minions will comprise one group (Max: 12). Then you will roll 1d12 and try to roll a value that's greater than or equal to the number of Minions that you have within the group.

If you succeed, roll 1d12 for each individual Minion.

- Rolled [1-6]: Minion dealt 0 Hits
- Rolled [7-12]: Minion dealt 1 Hit.

Whenever a group of Minions take damage from an enemy's attack, the amount of Hits that the group sustains will mean that many Minions from that group have a chance of getting killed from that attack. Roll 1d12 for each Minion targeted.

- Rolled a [1-6]: Minion is killed.
- Rolled a [7-12]: Minion is safe.

Apex Maneuvers with Minions do not give you EXP for succeeding, though you would still get 1 EXP if you failed.

Chapter 0.2: Combat

Interrupts

An interrupt is a Complex Action that is performed in response to another action, typically to keep it from resolving.

Whenever you're the target of an attack, you may perform one interrupt without spending a Complex Action. However, you may spend a Complex Action when an ally is being targeted by an attack in order to add your Degrees to their roll.

Damage & Damage Effects

Whenever you successfully perform an attack, you will compare the number rolled to the values listed below to determine how many Hit(s) you dealt to the enemy.

- Rolled a [1]: 0 Hits
- Rolled a [2-11]: 1 Hit
- Rolled a [12]: 2 Hits

Then, the Defender will reduce the amount of Hits taken by their Resistance. So if you would deal [2] Hits to an enemy, but their Resistance is [1], you would deal [1] Hit instead.

Each Hit taken reduces your HP by [-1]. As you lose HP, you will gain damage effects until you find a way to regain HP.

- 2+ HP: Healthy, No Effect
- 1 HP: Injured, [+2] DC, all rolls
- 0 HP: Unconscious
- -2 HP: Dying
- -4 HP: Dead

Unconscious: You fall prone (see pg. 08) and cannot spend any actions or charges.

At the end of each Round that you're unconscious, roll 1d12.

- Rolled [1-2]: Take 1 Hit.
- Rolled [3-10]: Nothing happens
- Rolled [11-12]: Regain 0.5 HP.

If an ally awakens you as a Simple Action, you regain 1 HP.

Dying: You fall prone and cannot spend any actions or charges.

At the end of each Round that you are dying, roll 1d12.

- Rolled [1-6]: Take 1 Hit.
- Rolled [7-12]: Regain 0.5 HP.

If an ally stabilizes you as a Simple Action, you regain 1 HP.

Dead: You're unplayable, cannot spend any actions/charges, cannot spend any EXP, and all active/passive abilities end.

Phases, Turns, and Rounds

Phases, Turns, and Rounds are measurements of time used during combat, in an effort to keep things organized and to give everyone an opportunity to participate in the battle.

Phases are the time it takes for one individual to spend their action(s) during combat. At the start of each Phase, all participants will refresh both of their Simple Actions.

Turns are the time it takes for all members of a single team to spend their action(s) during combat. At the start of each Turn, all participants will refresh their Complex Action.

Rounds are the time it takes for all members of all teams to spend their action(s) during combat. At the start of each Round, all participants will refresh their Full Action.

Teams

During combat, participants will be divided into one of three teams; PC's (Player Characters), Allied NPC's (Non-Playable Characters), and Enemies.

The goal of each combat is to make it so that all members of the enemy team are unable to battle, before they do the same to you and/or allied NPC's that are on the battlefield.

Initiative

The PC team will always go first, and then the Allied NPC Team, and finally the Enemy Team. From there, Phases will resolve based on Host Power (see pg. 24).

1. White Magician
2. Warrior
3. Ranger
4. Artisan
5. Rogue
6. Scout
7. Barbarian
8. Knight
9. Fixer
10. Bard
11. Speaker
12. Shaman
13. Fighter
14. Black Magician

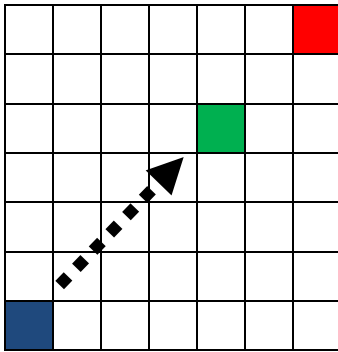
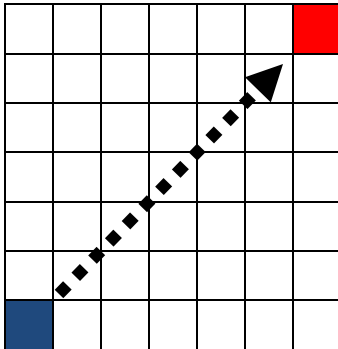
Ambush

During an ambush, the team that performed the ambush will always go first, regardless of whether their team is comprised of PC's, NPC's or enemies.

In addition, any team that's ambushed cannot spend any actions until the following Round of combat.

Line of Sight

Line of Sight refers to a target that is clearly visible from your character's perspective. If you can draw a straight line between your character and the target without running into any obstacles or combatants, they're within your Line of Sight.



You cannot draw a line to someone who enters stealth unless you reduce their stealth rating to [0] beforehand.

Prone

Prone is a condition where you're either kneeling or lying on the ground. It costs one Simple Action to either become prone or rise from a prone position to a standing position.

Increase your character's Stealth Rating by [+2] and receive a [-2] DC Modifier to Ranged attacks while prone, but walking consumes 2□ instead of 1□ from your Movement and you receive a [+2] DC Modifier to Melee attacks as well.

Cover

Cover comes in two forms, partial cover and full cover.

Partial cover breaks Line-of-Sight while you're prone, grants the enemy a [+2] DC Modifier to their Ranged attack while you're behind cover, and can absorb [2] Hits before breaking.

Full cover always breaks Line-of-Sight, grants the enemy a [+4] DC Modifier to their Ranged Attack while you're behind cover, and absorbs [4] Hits before breaking.

When cover breaks, the □ it was in becomes Difficult Terrain.

Difficult/Hazardous Terrain & Traps

Difficult terrain is an area on the field that cannot be traversed normally/easily, such as an incline or an area covered in rubble. Traveling through difficult terrain consumes 2□ from your Movement instead of 1□.

Hazardous Terrain is an area on the field that is not only difficult to traverse, but also causes you to take [1 Hit] whenever you travel through a hazardous □. Hits caused by Hazardous Terrain cannot be reduced by your Resistance.

Traps are □'s on the map will cause a detrimental effect as soon as you enter the □. You may detect the presence of hidden traps in an area by successfully making a PER roll.

Area of Effect

An Area of Effect is the area on the map that's being affected by an ability. Anyone standing within a □ that's affected by an AoE will become the target of that ability.

Called Shot

A Called Shot is an attack that's being aimed at a specific spot on an enemy's body. Called Shots are useful when attempting to strike a Feral's core while you're on a mission, but it's also useful for taking on regular enemies as well.

Whenever you perform a Called Shot, you will give yourself a [+X] DC Modifier, where X is a value between 1-4. Once the modifier is decided, you will then make a roll using either STR (for Melee attacks) or PER (for Ranged attacks).

If you succeed, you will deal additional Hits equal to the DC Modifier that you applied to your roll. If you rolled well enough to trigger a Status Effect (see pg. 23, RED values), the Duration will also increase by your DC Modifier's value.

For example, if you were to give yourself a [+2] DC Modifier to your roll, your attack would deal [+2] Hits and your Duration would increase by [+2] as well.

Sneak Attack

A Sneak Attack is an attack that's against an unaware target.

In order to perform a sneak attack, you must roll DEX (if you're in stealth) or CHA (if you're feinting) against the enemy's PER roll in a clash.

If you succeed, the enemy will take [2 + DEX/CHA] Hits (if your Stat value +1 or greater). If you fail, the enemy knows the exact □ that you're in (if you used DEX) or they may perform one interrupt against you (if you used CHA).

Chapter 1: Character Description

Your character's description will determine what someone will see when they encounter your character for the first time.

Name: Can be their actual name, a nickname, an alias, or something else entirely, as long as it's a name that your character calls themselves during introductions.

Age: There are six age groups that a character can be.

- Child: <=1-12 years old
- Teenager: 13-15 years old
- Adult: 16-30 years old
- Middle-Aged: 31-45 years old
- Old: 46-65 years old
- Ancient: >65 years old

Your character must be old enough to be considered an Adult, but young enough to not be considered Ancient. This is because the minimum age for a Hunter is 16 and anyone old enough to be Ancient is forced to retire.

The second cataclysm has been ongoing for 22 years and counting by the time you start the campaign, so if your character is Middle-Aged or older, they were old enough to remember what life was like before the second cataclysm.

Sex: Choose between Male or Female.

District: After the second cataclysm occurred, the Avatars were able to set up a protective sphere around each of their territories, allowing humanity to have relative safety from the black smoke and the Ferals populating the Wastes.

There are twelve Districts scattered around the globe, each one being controlled by an Avatar. While their countries of origin are now nothing more than distant memories, the District still try to keep their culture alive in an effort to keep the morale high and so the next generation knows what things were like before the second cataclysm. The countries in parenthesis are where the District used to be before the cataclysm.

1. District 1: Snake Territory (Formerly France)
2. District 2: Butterfly Territory (Formerly Antarctica)
3. District 3: Falcon Territory (Formerly Egypt)
4. District 4: Cricket Territory (Formerly Brazil)
5. District 5: Owl Territory (Formerly Wales)
6. District 6: Dragon Territory (Formerly Hawaii)
7. District 7: Scorpion Territory (Formerly Mexico)
8. District 8: Beetle Territory (Formerly Barbados)
9. District 9: Tiger Territory (Formerly S. Korea)
10. District 10: Bear Territory (Formerly Yukon)
11. District 11: Elephant Territory (Formerly Australia)
12. District 12: Turtle Territory (Formerly Costa Rica)

Races

There are fifteen races to choose from. Each race will give you your character's height, weight, sub-race, and racial perk.

A Race's height/weight represents the average for that race. You may go up to 6 in. above or below a race's average height and up to 50 lb. above or below a race's average weight, unless it'd cause your weight to become less than 20 lb.

A sub-race determines what type of creature your character is based off of. Your sub-race is purely flavor, helping to distinguish multiple characters from one another even if they all share the same race.

Finally, you'll receive your racial perk, which is an inherent ability that all members of a race have, which is comprised of an ability, which comes with its own inherent weakness.

Cadavra

Cadavras are an undead race, cursed with undeath due to a reluctant pact made with a supernal invader.

When the cataclysm hit, Cadavras all around the world found themselves unable to revive themselves after sustaining a fatal wound. Their souls were pulled into a purgatory, sustained by the Father's power as he utilized their souls as a means of achieving untapped and unlimited energy.

At the same time, Cryptids began crossing over into the physical realm from the supernal realm, believing that they were receiving a plethora of unwitting victims to possess and turn into Ferals, only to find themselves in a land of smoke and darkness, where they began to disintegrate as the black smoke began to deteriorate their supernal forms.

In order to avoid complete annihilation, Cryptids began to possess the corpses of the dead, which caused the body's original soul to be pulled from purgatory and reunited with their bodies, before restoring all of their physical functions.

Now Cadavras exist as an amalgam, an unwilling bond between man and the ravenous beast inside them.

Height: Varies based on original race

Weight: Varies based on original race

Sub-Race: Ghoul, Ghost, Skeleton, Vampire, etc.

Racial Perk: I can roll END at the start of each Phase; if I succeed, I ignore all damage effects until the end of Phase, but if I fail, my Cryptid may perform one action using my body.

Note: You cannot use this racial perk if your body is completely destroyed.

Canci

Canci are a race of dog people, blessed with a powerful nose that allows them to detect scents far better than any other race.

Due to their powerful sense of smell, many Canci who were born before the cataclysm recall the exact moment that the world started to end. It is said that when the smokestack appeared, the Canci picked up the scent of charcoal and rotting flesh, which hung in the air and grew more powerful as the black smoke covered the land.

Many were haunted by the scent of the second cataclysm, causing them to bury their noses in dirt, plugging up their noses with cotton, or even mutilating their noses in an attempt to erase the stench from their memories.

Many still wear the scars from the eve of the cataclysm, with many choosing to pass the story along to their children, so they know what the cursed scent was and why many are reluctant to ever smell again...

Height: 4'6"-5'1"

Weight: 85-100 lb.

Sub-Race: Chihuahua, St. Bernard, Dachshund, Boxer, etc.

Racial Perk: I can memorize scents as a Simple Action to gain a [-2] DC modifier to INT/PER rolls track it again, but if I'm in an area with foul odors, I gain a [+2] DC modifier instead.

Chimera

Chimeras are a hybrid race comprised of individuals whose parents are of different races.

Because every race within the world was originally human before the corrupting powers of the first cataclysm took effect, any race has the ability to copulate with any other race, including races like Cadavras (to the confusion of many).

In the initial years following the second cataclysm, many Chimeras were born with a plethora of complications, leading to many being too afraid to produce offspring outside of their own race. Thankfully, after the production of the Immortal Engines, the amount of complications were reduced and mixed race couples began to produce Chimeras again, with gusto.

Height: Based on the race of one of your parents.

Weight: Based on the race of one of your parents.

Sub-Race: Choose two sub-races based on your parent's races.

Racial Perk: I can choose a second racial perk, but I have the weakness of both my parent's races as well.



Hannabi

Hannabi are a race of plant people, blessed with the power to regenerate their flesh at will at an astonishing rate.

Before the cataclysm, Hannabi were a race of beings that enjoyed a more sedentary lifestyle. They converted poisonous air into clean air, they rested in plots of soil that allowed them to dream deeply, and they subsisted off of water and sunlight (though many could still eat food normally).

However, due to the influence of the black smoke, Hannabi were forced into a startling metamorphosis. Their natural ability to filter out poison for clean air was lost, but in its place, the Hannabi became natural regenerators.

Many theorize that the black smoke in the atmosphere caused them to become semi-Ferals, thanks to their filter absorbing the smoke into their bodies and being converted to a pseudo-core inside of them.

Height: 2'8"-7'1"

Weight: 27-250 lb.

Sub-Race: Rose, Oak, Sunflower, Venus Flytrap, etc.

Racial Perk: I can regenerate; allowing me to restore 1 HP at the end of each turn, but I have an organic core in my chest; if someone hits it with a called shot, I'll take [x2] damage.

Jaeger

Jaegers are a race comprised of humans who have the ability to transform into weapons at will.

Before the second cataclysm, before the first cataclysm even, a kingdom existed that would extract the souls of humans from their bodies and encase the souls within a gem, before binding the gem into an item of the crafter's choice.

Not much is known about this forgotten kingdom, only that it fell long ago and that the only evidence of its existence being the presence of Jaegers. After lying in their weapon forms and

being buried for millennia, Jaegers eventually reawakened and learned how to return to their original form at will.

Now in the modern age, Jaegers live out their existence as normal people, serving as the remnants of a forgotten age, an age where humanity ruled the earth, before abandoning it to sail among the stars and escape from the first cataclysm.

Height: 5'0"-6'2"

Weight: 100-187 lb.

Sub-Race: Knife, Pistol, Katana, Sledgehammer, etc.

Racial Perk: Choose one Weapon; I can transform into, or create copies of, that weapon as a Simple Action, but any copies I create disappear the moment I'm not touching them.

Additional Notes:

- Your weapon form's rank is equal to your STR (if Melee) or PER (if Ranged) value (Min: Rank 1).
- You deal Supernal damage whenever an attack is performed using (a copy of) your weapon form.
- You may still spend actions/charges while in weapon form, but you cannot move or speak while in weapon form (though you can use telepathy to talk to whoever wields you or stores you in their inventory).
- While in weapon form, you count as automatically being in stealth until you resume human form.
- If your weapon form is a melee weapon, you grant Resistance equal to your rank to whoever wields you.
- If your weapon form is a ranged weapon, you may automatically refresh your ammo as a Simple Action.

Kit-Kun

Kit-kuns are a race comprised of feline people, blessed with natural athleticism and superbly flexible bodies.

Before the second cataclysm uprooted the world and sent society spiraling into disarray, kit-kuns could afford to sleep 16 hours a day, enjoy ample amounts of coffee, and pursue trivial pursuits to kill time between naps.

After the second cataclysm however, such idle luxuries could no longer be met. The erection of the Districts required all hands on deck and the production of coffee was considered a luxury that few could afford to salvage with the looming threat of the black smoke on the horizon.

Now, tired and decaffeinated, the kit-kuns are forced to tread amongst the living, hungering for the sacred beans of life.

Height: 4'0"-5'0"

Weight: 63-127 lb.

Sub-Race: Calico, Tiger, Lion, Puma, etc.

Racial Perk: I can fall up to 10' without taking any damage, but if I'm targeted by an effect that would cause me to fall asleep, I gain a [+2] DC modifier to my status roll.

Note: See pg. 13 for more information on Fall Damage.

Marine

Marines are a race comprised of underwater people, blessed with limited precognition and psychic abilities.

When the second cataclysm hit, a psionic wave of energy swept across the globe, overloading the organ within each Marine's mind that gave them the ability to communicate telepathically with others.

This left them in a vegetative state, where they could do nothing but hear the gospel of Father, preaching about the beauty of destruction and how the world will be remade anew once he and the Zodiac were finished wiping the slate clean.

However, some Marines managed to break free of Father's influence and regain function of their bodies, as well as a startling metamorphosis that allowed them to gain even more power than they had before.

Height: 5'2"-5'9"

Weight: 102-172 lb.

Sub-Race: Tuna, Squid, Shark, Anemone, etc.

Racial Perk: I can choose up to two options whenever I successfully make an insight roll, but if I do, I must roll INT; if I fail, I fall unconscious as my mind is drawn into Father's Network.



Mogul

Moguls are a race comprised of reptile people, blessed with naturally higher resistance compared to most races.

Before the second cataclysm destroyed the world, many Moguls enjoyed a relatively high position of power, thanks to their ancestors making very smart investments when society started to rebuild itself following the first cataclysm.

However, in the midst of the second cataclysm, many Moguls have lost their wealth and been dragged down to the level of the commoners that they previously looked down. They were humbled, both in how much they lost and in how much they realized how little they understood others around them.

Now, they live a life governed by the wills of the Avatars, adjusting to a world where they're just like everyone else.

Height: 5'10''-6'10''

Weight: 170-235 lb.

Sub-Race: Frog, Anaconda, Dragon, T-Rex, etc.

Racial Perk: I can start off with a Resistance of [1] instead of [0], but I cannot understand social cues or subtlety; causing me to gain a [+2] DC modifier to CHA rolls.

Monarch

Monarchs are a race comprised of bug people, blessed with an inherent connection to miasma.

In the past, Monarchs were capable of tapping into the miasma around them and bend it to their will using their arms and antennae as naturally as taking a breath.

However, when the second cataclysm occurred, the Monarchs immediately sensed a disturbance, a sickening perversion of miasma creeping into the world as the tainted energy of the black smoke dyed the miasma of the world black.

Now, their greatest strength became their greatest weakness, causing them to become extra susceptible to the tainted miasma that exists within the Wastes.

Height: 6'1''-7'1''

Weight: 100-250 lb.

Sub-Race: Butterfly, Cockroach, Scorpion, Spider, etc.

Racial Perk: I can regain one charge as a Simple Action using one of my four arms or my antennae, I must roll END if I do; if I fail I cannot use that limb until I return to the Districts.

Rodin

Rodins are a race comprised of rodent people, blessed with the ability to detect things using their supersonic screeches.

At the start of the Second Cataclysm, a few Rodin tried to survive the apocalypse by burying themselves deep within the earth's crust, sheltering themselves from the effects of the black miasma as it slowly corrupted the planet above them.

However, once the Zodiac caused the great shatter, the continents were pulled apart and scattered across the globe, causing the warrens to be destroyed, annihilated the Rodin as the black water flooded their shelters and melted to mulch.

Height: 2'6''-4'0''

Weight: 25-80 lb.

Sub-Race: Mouse, Bat, Rabbit, Squirrel, etc.

Racial Perk: I can emit a supersonic screech as a Simple Action that allows me to detect any units within my detection range, but if I'm launched, the distance I travel is doubled.



Rook

Rooks are a race comprised of marsupial people, blessed with a pouch that allows them to store objects at will.

Rooks are compulsive hoarders by nature, grabbing and storing anything and everything that they believe would become useful to them inside of the pouch on their stomach.

In the age of the second cataclysm, their services are even more sought after, acting as pack mules for groups that need to carry material between Districts using the I-Tran system, as well for carrying material recovered from the Wastes while they're on a mission.

A common question that many Rooks ask themselves during their lives is "do these people let me hang with them because they like me or is it because they have a lot of stuff they need me to carry." It goes without saying that many Rooks are naturally distrustful of others.

Height: 2'10"-4'6"

Weight: 31-100 lb.

Sub-Race: Kangaroo, Mole, Shrew, Koala, etc.

Racial Perk: I can prevent others from adding/removing items to/from my inventory, but whenever I take damage, I must roll END; if I fail, the last item I acquired will appear at my feet.

Simi

Simi are a race comprised of simian people, blessed with a supernatural inclination towards utilizing items.

When the first cataclysm hit the world, Simis were actually one of the races that were least affected by the mutating effects of the miasma pouring in from the supernal realm.

It's believed that because simians are naturally similar to humans, it allowed the first Simis to retain their humanity, giving them an edge over the other races due to their ability to utilize tools and come up with plans to work around the abilities that other races possessed.

Along with their prehensile feet and tail, they're arguably the best equipped to survive the wastes outside of the Districts, a trait that continues to serve them well decades into the midst of the second cataclysm.

Height: 4'6"-5'5"

Weight: 78-149 lb.

Sub-Race: Chimpanzees, Gorillas, Howlers, Snow, etc.

Racial Perk: I can combine two items into one; the new item has the benefits and combined rank of both items, but I cannot use this ability if the item's rank would be greater than [4].

Note: You cannot use this ability on a Jaeger's weapon form or Notes. You also cannot combine a consumable item with a non-consumable item either.

Tango

Tangoes are a race comprised of bird people, blessed with a natural affinity towards flight from the moment they hatch from their egg until the day they die.

The ability to fly represents one's ability to attain the ultimate form of freedom. Free of the ground and the problems that propagate atop it, flight allows you to let your worries fade away until there's nothing but you and the clouds around you.

It should be no surprise that Tangoes enjoy spending most of their time in the air, but once the second cataclysm hit; many were forced to put their aerial talents to good use, carving out their niche by serving as shippers, delivering packages and letters to the various citizens throughout the Districts.

In an age where the Internet is nothing more than a distant memory for some (and a myth to others), the ability to deliver the mail swiftly through the air has made Tangoes an invaluable asset to the Districts as a whole.

Height: 4'0"-7'0"

Weight: 60-250 lb.

Sub-Race: Eagle, Sparrow, Woodpecker, Owl, etc.

Racial Perk: I can spend my movement to fly without having to make an Athletics roll, but if I'm hit by an attack while I'm flying, I must roll END; if I fail, I start falling immediately.

Note: Every 4□ that you fall will cause you to take 1 Hit. This cannot be mitigated by your character's Resistance.



Tuskens

Tuskens are a race comprised of large animal people, blessed with incredible strength that easily puts other races to shame.

Before the second cataclysm began, Tuskens enjoyed a relatively peaceful existence, using their giant frames to pursue careers such as carpentry, construction, sports, and other vocations that allowed them to utilize their powerful forms to their fullest potential.

After the second cataclysm however...their vocations have largely gone unchanged in the grand scheme of things. In a world where the Districts must make repairs to itself in order to house its refugees and maintain a healthy standard of living, the Tuskens have plenty of opportunity to remind people who the strongest race is within the Districts.

Height: 7'2"-8'4"

Weight: 200-350 lb.

Sub-Race: Bull, Elephant, Rhino, Giraffe, etc.

Racial Perk: I can enter a rage as a simple action; while enraged, my carry cap is multiplied by [x10] and I gain a [-2] DC modifier to all STR rolls, but I take [1 Hit] after each Turn.

Ursamaw

Ursamaws are a race comprised of bear people, blessed with iron stomachs capable of consuming almost anything.

Regardless of whether you look at things from before or after the second cataclysm hit, there are three absolutes in life; death, taxes, and an Ursamaw asking for seconds.

Though in an effort to not become gluttonous wastes of flesh while draining the Districts of their limited food supplies, every Ursamaw within the Districts was forced into an extensive training program, both to teach them how to cook and to gain some discipline in their massive diets.

The results were rocky at first, but Ursamaws eventually carved out their niche within the food industry.

Height: 3'6"-6'8"

Weight: 47-225 lb.

Sub-Race: Panda, Raccoon, Badger, Skunk

Racial Perk: Choose a favorite food; I can give myself a [-2] DC Modifier whenever I eat one meal of that food, but I must roll END; if I fail, I must eat two meals instead of one.



Chapter 2: Character Details

Your character details will help to give you an understanding of who your character is and how to roleplay them effectively.

You can determine your character's details by answering the questions below.

Ideal:

- What does your character believe in the most?
- What do they use as a source of inspiration in trying times?

Desire:

- What does your character want the most?
- What is it they hope to acquire/achieve?

Drive:

- Why do you want to fight the Ferals?
- What prevents you from enjoying a quiet life within the Districts?

Interests:

- What does your character do when not on missions?
- What is a recreational activity that they enjoy when they're not working or going on missions?

Fear:

- What does your character fear the most?
- What phobias haunt them in their dreams/nightmares?

Shame:

- What is a secret your character has that must never be known?
- What aspect does your character want to hide the most from others?

History

After coming up with an answer to the previous questions, you may then write out your character's history. Your character's history only needs to be at least one paragraph long, and is used to help you provide context to the answers you gave.

If you still need help writing up your character's history, you can use the following questions as prompts to help narrow down what your history could focus on.

- What hardships did your character experience that made them who they are today?
- What bonds did your character forge along the way?
- Do they have any family, friends, rivals, and/or enemies?
- What was the person or event that gave your character their Ideal?
- What was the person or event that gave your character their Desire?
- What was the incident that gave them their Drive?
- Did they know someone who was Hunter? Is that person still alive?
- Did someone else introduce them to their Interest or did they discover it on their own?
- How did your character earn their fear?
- What caused the event that your character is ashamed of? Why do they hide that part of themselves from others?

You only need to answer at least three of the questions above, and only if you have no clue as to how to generate your character's history.

Also, if you want to provide even more details to tie your character into the campaign, consider asking other members of the table if they'd be interested in integrating aspects of their character history together with yours, both to unite each other's characters together and also to give the GM ideas that can personalize the campaign to you and the rest of the table.



Chapter 3: Stats

Stats determine the base DC of an action is whenever you perform a Complex Action using that Stat. All stats start at [0, DC: 7], except Manipulation, which starts at [-4, DC: 11].

- -4, DC: 11
- -3, DC: 10
- -2, DC: 9
- -1, DC: 8
- **0, DC: 7**
- +1, DC: 6
- +2, DC: 5
- +3, DC: 4
- +4, DC: 3

You may increase a stat by reducing one or more stats by the same amount. So if you wanted to raise a stat by [+2], you would need to either reduce one stat to [-2] or two stats to [-1].

A stat can go up to [+2, DC: 5] or down to [-4, DC: 11] during character creation.

Strength

Strength governs your character's physical power.

- -4: Carry Cap. (1 Unit)
- -3: Carry Cap. (3 Units)
- -2: Carry Cap. (5 Units)
- -1: Carry Cap. (7 Units)
- **0: Carry Cap. (10 Units)**
- +1: Carry Cap. (30 Units)
- +2: Carry Cap. (50 Units)
- +3: Carry Cap. (70 Units)
- +4: Carry Cap. (100 Units)

Note: One Unit is equal to 10 lb.

Simple Action:

Lift: You may Lift anything that you're grabbing as long as its weight is less than or equal to your Carry Cap. You cannot use Lift on anything that weighs more than your Carry Cap.

Complex Actions:

Attack (Melee): Attacking an enemy with a melee weapon or unarmed attack. Roll STR; if you succeed, you'll deal a number of Hits to the enemy based on the values below.

- Rolled a [1]: 0 Hits
- Rolled a [2-11]: 1 Hit
- Rolled a [12]: 2 Hits

If you perform an attack as an interrupt, it becomes a Trade. Whoever rolls the most Degrees will resolve their attack first.

Grab: Grabbing the target; Roll STR; if you succeed and roll more degrees than the target, you grab them and prevent them from spending Movement or performing AGI rolls. Whenever the enemy rolls more Degrees than you, they may choose to either escape grab or perform a grab on you instead.

Agility

Agility governs your character's physical speed.

- -4: Movement (2□)
- -3: Movement (3□)
- -2: Movement (4□)
- -1: Movement (5□)
- **0: Movement (6□)**
- +1: Movement (7□)
- +2: Movement (8□)
- +3: Movement (9□)
- +4: Movement (10□)

Simple Action:

Speed: You may travel to one unoccupied □ that's within your Movement's range. Every □ traveled reduces your Movement by [-1□], unless you're traveling through difficult/hazardous terrain, which will reduce your Movement by [-2□] instead.

Complex Actions:

Athletics: You may spend movement to climb, swim, fly or any other form of mobility that isn't walking that's allowed by your Race or your Form(s). Roll AGI; if you fail, every □ traveled reduces Movement by [-2□] instead of [-1□].

Dodge: You try to avoid an attack by entering a □ that's not within the attack's range. Roll AGI; if you succeed, perform one Speed action and take no damage if you enter a □ that's outside the attack's Area of Effect. If you fail, you don't get to move and you take full damage from the attack instead.



Endurance

Endurance governs your character's physical tenacity.

- -4: Total HP (2)
- -3: Total HP (3)
- -2: Total HP (3)
- -1: Total HP (3)
- **0: Total HP (4)**
- +1: Total HP (5)
- +2: Total HP (5)
- +3: Total HP (5)
- +4: Total HP (6)

Simple Action:

Brace: Increase your Resistance by [+1] per Simple Action spent. This effect lasts until the end of the Phase.

Complex Actions:

Status: Roll END; if you succeed, reduce the Duration of a Status Effect currently affecting you by the degrees rolled.

Block: Reducing damage taken by an enemy's attack. Roll END; if you succeed, temporarily increase your Resistance by [+2]. If you fail, increase your Resistance by [+1] instead.

Dexterity

Dexterity governs your character's physical finesse.

- -4: Stealth Rating (1)
- -3: Stealth Rating (3)
- -2: Stealth Rating (5)
- -1: Stealth Rating (7)
- **0: Stealth Rating (9)**
- +1: Stealth Rating (11)
- +2: Stealth Rating (13)
- +3: Stealth Rating (15)
- +4: Stealth Rating (17)

Simple Action:

Hide: You may enter stealth if you're in a □ that's not within Line-of-Sight of any enemies on the field. An enemy cannot detect you unless they make a Detection roll (see pg. 18).

Complex Actions:

Stealth: Whenever someone rolls PER to find you, you may roll DEX; if you win the Clash; you prevent your Stealth rating from being reduced by your enemy's roll.

Legerdemain: Roll DEX; if you succeed, you may either take an item from the target's inventory or leave an item in their inventory. They won't notice until they successfully roll PER.

Intelligence

Intelligence governs your character's mental acumen.

- -4: Insight Modifier (+4)
- -3: Insight Modifier (+4)
- -2: Insight Modifier (+4)
- -1: Insight Modifier (+3)
- **0: Insight Modifier (+2)**
- +1: Insight Modifier (+1)
- +2: Insight Modifier (0)
- +3: Insight Modifier (-1)
- +4: Insight Modifier (-2)

Simple Action:

Focus: You may decrease your Insight Modifier by [-2] per Simple Action spent. This modifier lasts until you make an Insight roll or until the end of the Phase.

Complex Actions:

Insight: Roll INT and apply your Insight Modifier to the roll; if you succeed, you may choose one of the following effects, which lasts until the end of the turn.

- Predict which □ an enemy will travel to the next time they spend Movement, granting the enemy a [+2] DC Modifier to their next Interrupt roll.
- Predict who will be targeted by an enemy's action, granting the target a [-2] DC modifier to their next Interrupt roll.
- Reveal the caveat and RED values of one Active Ability that an enemy has used in front of you.

Crafting: The type of item that you're trying to create determines how much material you'll need to produce it and how much time each roll consumes from your downtime.

- Consumable: 1 Unit (5 min. to 4 hrs./roll)
- Tool: 5 Units (30 minutes/roll)
- Weapon: 10 Units (1 hour/roll)
- Armor: 20 Units (1 day/roll)

Then roll INT; if you succeed, you spend one use of material and reduce the amount of units required by that amount. If you fail, you still spend one use of material, but you make no progress towards crafting that item.

The material used to produce an item must be of a rank that's greater than or equal to the rank of the item you're trying to produce. Using material of a higher rank reduces the amount of units required by the difference in rank, plus one.

Once you've spent enough units to equal the amount of units required, you gain that item and add it to your inventory.

Perception

Perception governs your character's mental awareness.

- -4: Detection Range (2□)
- -3: Detection Range (3□)
- -2: Detection Range (4□)
- -1: Detection Range (5□)
- **0: Detection Range (6□)**
- +1: Detection Range (7□)
- +2: Detection Range (8□)
- +3: Detection Range (9□)
- +4: Detection Range (10□)

Simple Action:

Scan: Temporarily gain [+5□] to your Detection Range and receive a [-2] DC Modifier to your next PER roll per Simple Action spent. This modifier lasts until the end of the phase.

The moment a unit in stealth enters your Detection Range, you may perform one Detection roll without having to spend a Complex Action while this modifier is active.

Complex Actions:

Attack (Ranged): Attacking an enemy with a ranged or thrown weapon. Roll PER; if you succeed, you deal a number of Hits to the enemy based on the values below.

- Rolled a [1]: 0 Hits
- Rolled a [2-11]: 1 Hit
- Rolled a [12]: 2 Hits

If you perform an attack as an interrupt, it becomes a Trade. Whoever rolls the most Degrees will resolve their attack first.

Detection: Roll PER; if you succeed, you reduce the stealth rating of any target(s) in stealth, that's also within your Detection Range, by the number of Degrees rolled. When a target's stealth rating becomes [0], you will be told the exact □ that the target(s) are located in on the map.

You may also use Detection to search for materials to craft items with. The rank of the material that you're searching for will determine the modifier to your PER roll's DC to find it.

- Rank 1: [+0] DC modifier
- Rank 2: [+1] DC modifier
- Rank 3: [+2] DC modifier
- Rank 4: [+4] DC modifier

Every PER roll represents 1 hour of your character's downtime that you spend searching for that material. Each successful roll grants you one unit, plus PER (if your Stat's value is [+1] or more).

Charisma

Charisma governs your character's mental presence.

- -4: Reputation (+4/Infamous)
- -3: Reputation (+2/Disliked)
- -2: Reputation (+2/Disliked)
- -1: Reputation (+2/Disliked)
- **0: Reputation (0/Unknown)**
- +1: Reputation (-2/Liked)
- +2: Reputation (-2/Liked)
- +3: Reputation (-2/Liked)
- +4: Reputation (-4/Famous)

Simple Action:

Think: You take a moment to collect your thoughts and consider what you want to say. Reduce your Reputation Modifier by [-2] per Simple action spent. This Modifier lasts until the end of the Phase.

Complex Actions:

Interaction: Give a brief description of what you're trying to say and what you're hoping to accomplish by talking to the NPC. For example, bluffing to get past a security guard, complimenting someone to become their friend, or intimidating someone to get them to leave you alone.

You will then roll CHA while applying your Reputation Modifier to the roll; if you succeed, you accomplish your goal, or at least take a step in the right direction. If you fail; something didn't come out the right way and you end up getting the opposite of what you were trying to accomplish.

Intuition: Gaining an understanding of someone and how they tick. Roll CHA and apply your Reputation Modifier to the roll; if you succeed, you gain one hint on how to interact with that NPC the next time you talk to them.



Manipulation

Manipulation governs your affinity towards handling miasma.

Simple Action:

Center: You may increase your Protection by [+1] and gain a [-2] DC Modifier to your next MAN roll. This modifier lasts until the end of Phase.

- -4: Protection (0)
- -3: Protection (0)
- -2: Protection (0)
- -1: Protection (0)
- **0: Protection (1)**
- +1: Protection (2)
- +2: Protection (2)
- +3: Protection (2)
- +4: Protection (3)

Complex Actions:

Production Roll: Add elemental damage to your next attack. Roll MAN; if you succeed, add one type of elemental damage to your next attack, as well as its Status Effect if you roll a value that's greater than or equal to your action's Effect value.

Element	Status Effect	Status Effect Description
Physical	Stagger	Whenever the target takes damage, they take [+1] Hit.
Supernal	Drain	Whenever the target spends a charge, they take 1 Hit.
Flame	Burn	Target takes 1 Hit at the end of each Turn.
Stone	Daze	Target cannot spend actions until the end of Turn.
Windy	Silence	Target cannot speak, generate noise, or hear noises.
Plant	Poison	Whenever the target spends an action, they take 1 Hit.
Flood	Frozen	Target cannot spend Movement.
Shock	Stun	Target cannot spend actions in response to someone else's action(s).

Status Effects will last so long as your action's Duration (see pg. 23) is greater than [0]. In addition, Status Effects ignore an enemy's Resistance, making it ideal for enemies who you cannot defeat through brute force.

An enemy can be affected by up to two Status Effects at once.

However, if you fail, and the action is performed outside of the Districts, you will take [3] Hits. This damage cannot be reduced by your Resistance, but it can be reduced by your Protection instead.

Formation Roll: You gain a Ward against elemental damage. Roll MAN; if you succeed, you apply a Ward to the target that will make them resistant to one element, but vulnerable to another element.

Element	Resistant to...	Vulnerable to...
Physical	Physical	Supernal
Supernal	Supernal	Physical
Flame	Plant	Flood
Stone	Windy	Plant
Windy	Shock	Stone
Plant	Stone	Flame
Flood	Flame	Shock
Shock	Flood	Windy

Like Status Effects, Wards will last as long as your action's Duration (see pg. 24) is greater than [0].

If you're damaged by an element that you're resistant to, reduce the damage by [-1] Hit. Also, reduce the Duration of any Status Effect associated with that element by [-2].

However, if you're damaged by an attack that you're vulnerable to, the attack will deal [+1] Hit instead. In addition, the Duration of any Status Effect associated with that element will increase by [+2] as well.

A Target can be affected by up to two Wards at once. While you're affected by multiple Wards, you gain the strengths and weaknesses of both Wards. You may also be affected by two Wards that protect you from the same element.

For example; if you are under the effect of two Physical Wards, physical damage you take would be reduced by [-2] Hits and the Duration for Stagger would be reduced by [-4].

Unfortunately, it also means that if you're hit by a Supernal attack, the damage would increase by [+2] Hits and the Duration would increase by [+4] as well.

However, if you fail, and the action is performed outside of the Districts, you will take [3] Hits. This damage cannot be reduced by your Resistance, but it can be reduced by your Protection instead.



Chapter 4: Careers

A career grants you an ability related to that career and offers you a means of earning Notes between missions.

Every Career has a Job, which represents what type of profession you have within your career. Similarly to your character's sub-race, your job is merely flavor-text.

During Downtime, you may work a shift in order to earn some extra money. One shift consumes 4 hours of Downtime and you may take up to three shifts per day unless you're a Dependent (see pg. 21), then they can only work 1 shift/day.

Each shift that you work will give you [25*Job Rank] ♪ at the end of your last shift. Most characters start off with a rank 1 Job, but you can start with a higher job rank at the GM's discretion, depending on what your Job is.

You may also seek a higher ranked job, but doing so will require you to find an employer, spend 1 hour from your downtime, and roll CHA with a [-2] DC Modifier if your Lifestyle rank (see pg. 21) is higher than the rank of the Job you're looking for, or a [+2] DC Modifier if it's vice-versa.

Aesthetician

Aestheticians take on an important, yet often overlooked, aspect of society. Aestheticians focus on improving the physical appearance of others to help them interact with others and make new connections with new people.

Ability: After spending 30 minutes working on the target's appearance, the target will receive a [-2] DC Modifier to all CHA rolls for the rest of their Downtime for the day.

Job Examples: Barber, Makeup Artist, Tailor, etc.

Athlete

Whether you're a Hunter looking to blow off some steam between missions or someone who is competing to test their skills against others, many use sports as a means of passing the time and building up one's ability to cooperate with others.

Ability: Whenever you receive a damage effect, you may roll END; if you succeed, the effect(s) of the damage you received won't occur until the end of the Round.

Job Example: Martial Artist, Basketball Player, Archery, etc.

Capitalist

Those involved with business sit at the heart of commerce within the Districts. A keen eye for worth and a proclivity towards merchandise, business is the force that keeps the lifeblood of the Districts circulating, especially as many try to maintain a sense of normalcy during the second cataclysm.

Ability: You may make an INT roll while looking at an item or material; if you succeed, you know its worth and gain a [-2] DC Modifier on CHA rolls while haggling with the Producer.

Job Examples: Manager, Cashier, Marketer, etc.

Cleaner

Cleaners do the jobs that most people don't think about and even less want to handle. Many look down upon Cleaners since they do the "dirty work," but few will look down upon its necessity once the toilet gets clogged and the bugs move in.

Ability: Due to spending so much time within the refuge of society, you have a [-2] DC modifier whenever you make Status rolls against Poison.

Job Example: Plumber, Exterminator, Garbage-Man, etc.

Collector

Collectors are tasked with gathering materials, which can then be turned into items later on by Producers. Collectors are first step of business, since without them, nobody would have a means of creating items to sell within the Districts.

Ability: Whenever you make a PER roll to search for materials, every roll will receive a [-2] DC Modifier and represents 30 minutes of searching instead of 1 hour.

Job Examples: Scrapper, Farmer, Scavenger, etc.

Contractor

Contractors make up the backbone of society, making sure that the infrastructure of the Districts is properly maintained and make sure the buildings are safe and the roads are usable for those who still have vehicles to drive.

Ability: You may produce buildings using a Crafting roll; a building requires 40 units of material and each roll represents one week of labor.

Job Examples: Road Worker, Carpenter, Electrician, etc.

Educator

Education is the cornerstone of society and the propagation of knowledge is what allows the average person to remain informed and capable both on and off the field. Educators make it their duty to teach the next generation how to become capable members of society.

Ability: Choose a Stat that you have a [+2] or higher in; whenever your student(s) successfully perform a Complex Action using that stat during training, they gain 1 EXP.

Job Example: Math Teacher, Gym Instructor, Professor, etc.

Enforcer

As unfortunate as it may be to consider, even in the midst of the cataclysm, there are still those out there who wish to victimize others for personal gain. With that in mind, it is up to those within the Enforcer career to make sure that criminals face justice while keeping innocents safe and out of trouble.

Ability: You may roll INT; if you succeed, you learn one detail from the target's Character Details (Ideal, Desire, Drive, Interests, Fear, or Shame) or which District they're from.

Job Example: Police Officer, Lawyer, Judge, etc.

Entertainer

Even with the second cataclysm raging outside of the safety of the Districts, the populous inside still demand entertainment to keep themselves occupied and sane between shifts. Therefore, it is up to those who are entertainers keep the populous happy and distracted from the horrors in the wastes.

Ability: Whenever you perform an Interaction roll on somebody, you may add a [-X] DC Modifier to your roll, where X is equal to your Job's rank.

Job Example: Actor, Musician, Voice Actor, etc.

Physician

In a world where hunting monsters is a part of regular life, those who practice medicine are essential to making sure that citizens are healthy both in the Districts and on the field.

Ability: Whenever you spend one use of a Medical Consumable, roll INT; if you succeed, the target regains an additional [+1] HP for every two Degrees that you rolled.

Job Examples: Surgeon, Pediatrician, EMT, etc.

Producer

Whether it's food, clothing, or armaments, those who decide to become Producers will rarely find someone who isn't looking to turn raw material into profit. In a land where resources are scarce, it truly does pay to have someone who knows how to stretch the budget to get the job done.

Ability: You may convert rank 1 material into rank 2 or higher material; you must spend a number of units equal to the material's rank and successfully perform a Crafting roll.

So for example, if you wanted to create rank 2 material, you'd need to spend [2] units of rank 1 material to do so.

Job Example: Baker, Blacksmith, Mangaka, etc.

Soldier

Many people within the Districts view Hunters as a military force, while the reality is that members of the military take on a more passive role, defending the borders of the Districts while Hunters are actually sent out into the Wastes.

Ability: Whenever you perform an Apex Maneuver with an ally or allies, you may increase or decrease the value of your roll by your INT value (Min: +/-1).

For example; if you rolled a [4] and you had a [+2] in INT, you could increase the roll value up to [6] or down to [2].

Note: This ability works whether you're the Primary or a Secondary within the Apex Maneuver.

Job Example: Recon, Soldier, Commander, etc.

Transporter

Due to the second cataclysm, many people have lost the ability to reliably drive themselves the Districts due to a scarcity of fuel and resources. Because of this, public transportation has become the primary means for citizens to get around within the Districts as a whole, as well as shipping mail and packages from one district to another.

Ability: Whenever you enter a district, you may roll INT; if you succeed, you automatically know the fastest route to your destination, even if it's your first time within the District.

Job Example: Taxi Driver, Mailman, Courier, etc.

Lifestyle

Your lifestyle represents your overall cost of living while you're living inside of the Districts.

You will start off as a Dependent, being taken care of by an NPC related to your character, but they can also start off with a higher lifestyle at the GM's discretion. At the start of each month, you must pay taxes based on your lifestyle cost at the end of each month.

- Upper-Class (Rank 4): 4000♠/month
- Middle-Class (Rank 3): 2000♠/month
- Lower-Class (Rank 2): 1000♠/month
- Dependant (Rank 1): 0♠/month

If you fail to pay your taxes, they will be given a fine equal to the unpaid amount and a mark on your record. If you fail to pay your taxes three months in a row, you'll be forced to live District 7 to work off your debt at a rate of 10♠ per shift.

If you're not a Dependent and you paid your taxes two months in a row, you'll receive 1500♠ refund as a reward.

Chapter 5: Equipment

You determine your starting equipment by you taking 1000 J and buying items with it. While you can save money for play, you should still try to spend as much as possible. In addition to the items you buy, you also start off with one backpack.

Weapons

The first thing you will do when producing a weapon is choose up to two Melee and/or Ranged Qualities.

A Melee Quality will require that your weapon has a range of [0-1] while a Ranged Quality requires a range of [2-12].

Melee Qualities

Chain: Chain attacks are attacks made with a weapon that's flexible/pliable enough to wrap around an enemy. Whenever you make a successful attack using a chain weapon, you may attempt to pull an enemy towards you with a STR Clash.

If you win the clash, you may pull them closer to you by a number of \square equal to your character's STR (min: 1 \square).

Examples: Rope, Belt, Chains, Whip, etc.

Heavy: Heavy weapons are weapons that must be held in two hands. When holding a Heavy weapon, you may launch an enemy backwards 1 \square for every Hit that you dealt to them.

Launched enemies will take [1 Hit] every time they are launched into another target or cover. A target may roll END to stop them and take [0 Hits], but if they fail, they will be launched as well, in addition to taking [1 Hit].

Examples: Great sword, Hammer, Mace, Flail

Light: Light weapons are weapons that can be held in one hand. When holding two Light weapons, you may attack using both weapons as a Maneuver. If you succeed, both weapons will deal damage to the enemy, as well as potentially dealing the status effects of both weapons at once.

Examples: Knife, Club, Kukri, Sabers, etc.

Unarmed: Unarmed attacks are made using any natural part of your body, from fists to teeth to feet to anything in between that doesn't involve you holding a weapon.

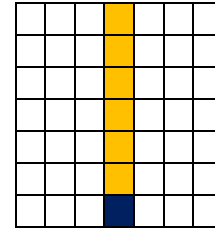
Whenever you successfully land an attack using an unarmed attack, you may also initiate a Grapple. Grappling prevents an enemy from moving outside of your attack's range and causes any AGI roll they make to receive a [+X] DC Modifier equal to your character's STR value [Min: +1 DC Modifier].

Examples: Teeth, Claws, Fists, Kicks, etc.

Ranged Qualities

- **Line (\equiv):**

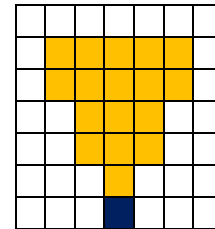
- Line attacks require Line-of-Sight to target.
- Lines deal damage to the first target it hits.



Range: 2
10 \square
(Only 6 \square shown)

- **Cone ($<$):**

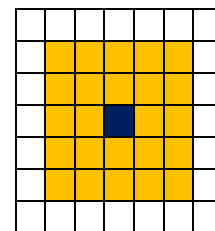
- Cone Attacks start off with a range of one \square , but each point in Range adds two rows, which add one \square on each side of the row.
- Cones are best used in areas where enemies have limited space to dodge or little cover.



Range: 2
+4 Rows

- **Burst (O):**

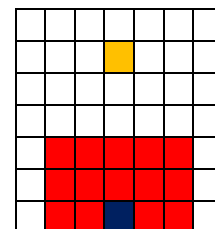
- Every point that you possess in Range will add one ring to the attack's Area of Effect.
- Burst attacks ignore Resistance and Cover.
- Bursts damage everything within its AoE.



Range: 2
2 Rings (5x5)

- **Arc (\wedge):**

- Arc attacks ignore cover that doesn't protect/obscure the target from above.
- You cannot attack a target if they're within 1-2 \square of your location.



Range: 2
10 \square , any \square
(except red)

RED Values

After you decide what your weapon's Qualities will be, you will then determine your weapon's RED values. Weapons bolster your action's base RED, which start off as 0/0/0.

RED stands for Range, Effect, and Duration.

Range determines how close an enemy must be in order to target them with your attack. As long as their □ within range, you can strike them with no problems. However, if their □ is outside of your range, you'll receive a [+2] DC Modifier.

Effect determines whether or not an enemy is affected by your status effects. Whenever you make an attack, you must roll a number that's greater than, or equal to, the DC and the Effect in order to affect someone with a status effect.

Note: Hits caused by Status Effects ignore Resistance.

Duration determines how many Turns a Status Effect will last. At the end of each Turn, a Status Effect's Duration will naturally go down by [-1]. Once a Status Effect's Duration becomes [0], the Status Effect will end.

It costs [1 RP] to raise any RED value by one.

Value	Range	Effect	Duration
0	1□	12	1
1	2□	11	3
2	10□	10	5
3	11□	9	7
4	12□	8	9
5	13□	7	11
6	14□	6	13
7	15□	5	15
8	16□	4	17
9	17□	3	19
10	18□	2	21
11	19□	1	23
12	20□	0	25

Note: RED values cannot be greater than [12] or less than [0].

- Rank 1 Weapon: 300ℳ/unit; 3 RP
- Rank 2 Weapon: 500ℳ/unit; 6 RP
- Rank 3 Weapon: 800ℳ/unit; 9 RP
- Rank 4 Weapon: 1500ℳ/unit; 12 RP

Armor

Armor is an item that's designed to protect you from damage. Because of the scarcity of resources, many armor-smiths won't produce armor unless they take on a commission.

Whenever an enemy attacks you, reduce the amount of Hits taken by your Armor's Resistance. Resistance cannot mitigate Hits caused by Status Effects or Hazardous Terrain.

- Rank 1: 500ℳ/unit; Resistance 1
- Rank 2: 1000ℳ/unit; Resistance 2
- Rank 3: 1500ℳ/unit; Resistance 3
- Rank 4: 3000ℳ/unit; Resistance 4

Tools

A Tool is an item that exists to make your job easier by allowing you to give yourself a DC modifier whenever you perform specific actions while wielding the Tool.

- Rank 1: 100ℳ/unit; [-1] DC modifier, one type of roll
- Rank 2: 300ℳ/unit; [-2] DC modifier, one type of roll
- Rank 3: 450ℳ/unit; [-3] DC modifier, one type of roll
- Rank 4: 600ℳ/unit; [-4] DC modifier, one type of roll

Consumables

Consumables are goods that have a limited number of uses before they're "used up" and turn into garbage or containers.

There are four types of consumables you can have.

- Food: Each use represents one meal. A character must consume three meals per day. If you go more than 1 week without food, your character will die.
- Medical: Roll INT; if you succeed, the target regains [1 HP] and you spend 1 use. If you fail, they restore [0 HP] but you still spend 1 use from the item.
- Ammo: Spend one use whenever you perform a Ranged attack. You may spend [+X] uses to strike more targets with one attack. [X] is equal to your PER value (if your PER is +1 or higher).
- Material: Used to craft items (see pg. 17).

Ranks determine how many uses you'll have before it's spent.

- Rank 1: 30ℳ/unit; 1 use
- Rank 2: 50ℳ/unit; 4 uses
- Rank 3: 100ℳ/unit; 9 uses
- Rank 4: 150ℳ/unit; 16 uses

Luxuries

Luxuries are items that can relate to your interests, whether it's a magazine on cars, a romance novel, the boxed set for a cartoon series, and more.

- Rank 1: 10-25ℳ/unit
- Rank 2: 30-45ℳ/unit
- Rank 3: 60-80ℳ/unit
- Rank 4: 100-120ℳ/unit

You may spend up to [30*Rank] minutes enjoying a Luxury. Every hour spent on a luxury gives you a [-2] DC Modifier, which you can spend on any roll that's related to the luxury.

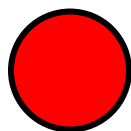
Chapter 6: Host Powers

A Terminal is a device that allows the user to draw miasma from little orbs known as Terminate.

In the center of your Terminal is a piece of Terminate that's much larger than the rest. This Terminate is called **Host Terminate** and it's both the central hub that powers the Terminal and also where your Host Power is stored.

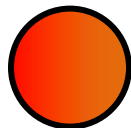
In order to activate a Terminal's Host Power, you must spend two charges of any color tied to that Host Power's ability. A Host Power's ability lasts until the end of combat by default.

There are 14 Host Powers for you to choose from. Once a Host Power is chosen, it cannot be changed.



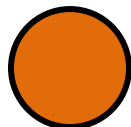
Crimson Warrior: Victorious Blow!!!

- The next time you successfully perform an attack, ignore an enemy's Resistance and automatically trigger the Status Effect.
- Warrior gives you 6 Crimson Charges.



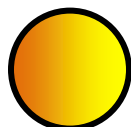
Vermilion Ranger: Pursuing Projectile

- The next time you successfully perform a Ranged attack; the projectile(s) ignore all cover and prevents the enemy from using a Dodge action against your attack.
- Ranger gives you 3 Crimson charges and 3 Orange charges.



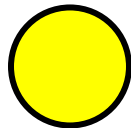
Orange Artisan: Cubic Constructs

- You produce four cubes which act as Minions; these cubes can become partial cover (if there's 2 in a group) or full cover (if there's 4 in a group) as a Simple Action.
- Artisan gives you 6 Orange charges.



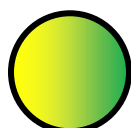
Amber Rogue: Shadow's Embrace

- You may cloak a target in shadows to grant them a [-2] DC Modifier to DEX rolls or pull them into the shadows to cause them to immediately leave someone's Line-of-Sight.
- Rogue gives you 3 Orange charges and 3 Yellow charges.



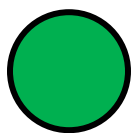
Yellow Scout: Revealing Gaze

- Mark a target within Line-of-Sight; marked targets are always within your Line-of-Sight and you gain a [-2] DC Modifier whenever you make an Insight roll against them.
- Scout gives you 6 yellow charges.



Chartreuse Barbarian: Tenacious Force

- Until you successfully attack the target, your action(s) cannot be interrupted, you cannot be launched, and you ignore all forms of Difficult/Hazardous Terrain.
- Barbarian gives you 3 Yellow charges and 3 Green charges.



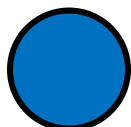
Green Knight: Immovable Wall

- The next time you successfully Guard an attack, you gain an additional [+2] Resistance and enemies cannot give you Status Effects until the end of the Phase.
- Knight gives you 6 Green charges.



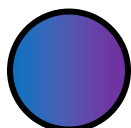
Cerulean Fixer: Maximum Recovery

- All allies within a two ring Burst (5x5□) will regain [+4] HP. In addition, any Status Effect that was caused by an enemy's action will automatically end as well.
- Fixer gives you 3 Green charges and 3 Blue charges.



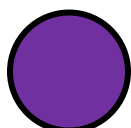
Blue Bard: Foe's Requiem

- All allies within a two ring Burst (5x5□) will regain one Simple Action, one Complex Action, and one Full Action at the start of each Turn, until the end of the Round.
- Bard gives you 6 Blue charges.



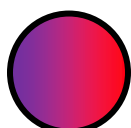
Indigo Speaker: Decisive Order

- Give the target one order; if the target obeys the order, they will receive a [-2] DC modifier to their next roll. If they disobey, they'll receive [+2] DC modifier instead.
- Speaker gives you 3 Blue charges and 3 Violet charges.



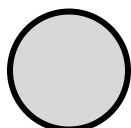
Violet Shaman: Supernal Siphon

- Whenever the target spends a charge, they must roll MAN; if they fail, they spend the charge but you receive it instead. This effect lasts until the end of the Round.
- Shaman gives you 6 Violet charges.



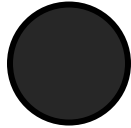
Fandango Fighter: Ending Strike

- The next time you perform a successful a melee attack, the enemy must roll END; if they fail, they'll be unable to spend any actions until the end of the Turn.
- Fighter gives you 3 Violet charges and 3 Crimson charges.



White Magician: Surge of Power

- Gain access to one Active Form that an ally possesses until the end of the Phase; the Form cannot be related to a Race, Career, or Host Power that you don't possess.
- W. Magician gives you 6 White charges.



Black Magician: Zone of Power

- All allies within a two ring Burst (5x5□) temporarily gains access to one Passive Form, as well as any ability related to that Form, until the end of the Round.
- So if you had a Form that was related to flight, your allies would also gain access to flight as long as this ability is active.
- B. Magician gives you 6 Black charges.

Chapter 7: Forms

A Form is a special ability that's programmed into the Terminal after you insert *Terminite* into an empty slot. The process is as easy as answering these 5 simple questions;

Question 1: What is your Terminal's Theme?

The Theme of your Terminal can best be summed up as one word or phrase that best describes your overall kit.

When you create a Form, the ability that you create must have something to do with the Theme. So if your Theme is *Pyromancy*, it must have something to do with fire/heat.

A Terminal resembles a leather arm guard with a hexagram embedded into it, before its appearance changes based on your Theme. Describe the changes under "Terminal Description."


Question 2: Active or Passive?

An Active Form is an ability that remains inert until you spend 1 charge to activate it. Active Forms give you 2 charges of the role's color and have RED values (see pg. 23) as well.


A Passive Form receives 1 charge and remains active as long as the charge isn't spent or lost. Passive Forms have no RED values, but can affect others if certain conditions are met.

Question 3: What's your Form's Role?


There are eight roles that your Form's ability could fall into. Each role determines what color your Form will receive and what type of charge must be spent to activate it.

 **Assault:** Weakens an enemy's Resistance (Active) or increases the amount of Hits you deal (Passive).


- Assault Forms give you Crimson charges.
- Crimson charges are spent to activate an Active Assault Form or Host Power.

 **Conjure:** Creates up to 4 minions that follow your orders (Active) or one NPC Companion (Passive).


- General Forms give you Orange charges.
- Orange charges can be spent to activate an Active Conjure Form.

 **Utility:** Adds an ability to a Racial Perk, Career, or Simple Action (Active) or an ability to a Form, Host Power, or Complex Action (Passive).


- Utility Forms give you Yellow charges.
- Yellow charges can be spent to activate an Active Utility Form.

 **General:** A Form that mimics the abilities of multiple roles at once.


- General Forms give you White charges.
- White charges can be spent to activate an Active General Form.

 **Defense:** Adds [+1] Resistance (Active) or decreases the Duration of certain Status Effect(s) (Passive).


- Defense Forms give you Green charges.
- Green charges can be spent to activate an Active Defense Form.

 **Support:** Restores a resource that an ally lost/spent (Active) or grants a custom Ward to an ally when a preset condition has been met (Passive).

- Support Forms give you Blue charges.
- Blue charges can be spent to activate an Active Support Form.

 **Control:** Removes a resource from an enemy (Active) or grants a custom Status Effect to an enemy when a preset condition has been met (Passive).

- Control Forms give you Violet charges.
- Violet charges can be spent to activate an Active Control Form.

 **Bizarre:** A Form with an ability that wouldn't fit under any other role.

- Bizarre Forms give you Black charges.
- Black charges can be spent to activate an Active Bizarre Form.

Question 4: What does my Form do?

Your Form's ability will be comprised of two parts - what the ability does [I can] and the caveat attached to it is [but].

I can control flames, but only if they're already on the field.

[I can] refers to the actual ability you want the Form to have while [but] refers to the inherent flaw or weakness of the Form as a whole. The GM will usually assign the caveat to you, but you can offer suggestions as well. Caveats shouldn't be a downside that completely makes the ability useless, nor should it be a downside that doesn't actually weaken the power either.

I can manipulate flames, but I can't manipulate smoke.

Since the manipulation of smoke isn't integral to manipulating flames, nor would it be the ways you can manipulate flames by default, nor would it even be an ability that you'd have access to in the first place, it'd ultimately give you a free power with no weaknesses or flaws to limit its effectiveness.

Once the caveat has been settled, the only thing left would be to determine the Form's RED values (see pg. 23).

Question 5: What's my Form's RED?

You receive 2 RP by default, but when you gain your 2nd, 4th, 7th, 10th, and 12th Form, each Active Form you possess will gain [+2] RP retroactively to improve their RED's further.

So if you gained your 4th Form, every Active Form that you possess would have 6 RP to divide among their RED values.

Example: Creating Forms

The Theme

This character wants to utilize flames for his Terminal's Theme, so he writes down *Pyromancy* as his Theme, while describing his Terminal's appearance as Red, with each slot surrounded by an effect that makes them look like suns.

Early Game

This character wants to have a strong offense early on in the game, both to take out enemies as fast as possible and also to make their damage output as consistent as possible.

Form 1: Passive Assault Form: I can deal [+1] Hit with my attacks, but only while I'm dealing Flame damage.

Form 2: Passive Control Form: I can reduce an enemy's Movement by half, but only if they're suffering from [Burn].

Form 3: Passive Utility Form: I can automatically cause the target to gain a status effect, but only if I'm inflicting [Burn].

Mid Game

After surviving some missions, the character will now begin thinking about how to bolster their kit beyond damage, making them better-rounded as a result.

Form 4: Active General Form: I can manipulate flames, but only if the flames are within my action's Range.

Form 5: Active Defense Form: I can remove the [Burn] status from allies, but only if they're within my action's Range.

Form 6: Active Defense Form: I can turn flames on the field into partial cover, but doing so causes them to deal no damage.

Late Game

Now that he's more balanced, he's free to go back to augmenting his damage output once more, as well as adding more abilities that allow him to support his allies as well.

Form 7: Active Support Form: I can restore 1 HP, but I must remove the flames from one Hazardous □ on the battlefield to do so.

Form 8: Passive Assault Form: I can cause enemies to take [2 Hits] from [Burn] instead of [1 Hit], but doing so decreases the Duration of the Status Effect by [-2].

Form 9: Passive Utility Form: I can apply a [-2] DC Modifier to my MAN rolls, but only if I'm using Production to add Flame damage to my attack.

End Game

For the final stage of this character's progression, he decides that he wants to become experimental with his abilities. He doesn't want to *just* deal fire damage, he doesn't want to *just* produce cover with his flames, nor does he *just* want to use Support or Control or any of the other abilities for his kit either. He wants to get *weird*.

Form 10: Active Conjure Form: I can produce four flame minions, but only if I remove one Hazardous □ of flame from the battlefield.

Form 11: Passive Bizarre Form: I can negate one instance where an attack would kill me, but only if I sacrifice a flame minion that's already on the field.

Form 12: Active Bizarre Form: I can turn into a phoenix that can revive me and my allies from death, but only if the death occurred within one Round.

Important things to Note

The beauty of Forms is that even if you have multiple characters with the same Theme, you could still come up with a plethora of unique abilities that would allow everyone to fill a role without accidentally stepping on one another's toes.

What's listed above is merely one set of examples, made by one character, with that specific mindset for their Form. In different circumstances, this character could create an entirely different set of Forms for their kit – fundamentally changing everything about their kit while still keeping to their Theme.

Every Form is an ability that grants you an ability that you didn't have before, giving you options both on and off the battlefield. There's no wrong or right way to create a Form, no preset patterns that have to be met or a baseline to cover.

When you sit down and create your own Forms, keep this in mind, there's no such thing as a useless Form, just a Form that needs more setup to become amazing in comparison to others.



Chapter 8: After Character Creation

At this point, you've managed to successfully

- Determine their starting Stats
- Determine your character's Description and Race
- Determine their Details and History
- Determine their Career
- Determine their starting Equipment
- Choose their Terminal's Host Power
- Create their first Form

So now you're able to participate in an actual Hunter Corps campaign...but now the question that's probably on your mind is "what's next?"

Experience Points (EXP)

EXP is a resource that represents your character's progression as they advance through the campaign and survive missions.

EXP is earned in multiple ways, which are detailed below.

- You gain 1 EXP every time you fail a roll.
- You gain 1 EXP each time you successfully pull off a maneuver, per secondary used.
- You gain 2 EXP just for showing up to a session.
 - This also applies to side sessions as well.
- You gain 2 EXP each time you successfully perform an Apex Maneuver with allies (but not minions).
- You gain 3 EXP (and 300♣) each time you defeat a Feral that's in its Larval stage.
- You gain 6 EXP (and 600♣) each time you defeat a Feral in its Pupa stage.
- You gain 9 EXP (and 900♣) each time you defeat a Feral in its Adult stage.
- You gain 12 EXP (and 1200♣) each time you defeat a Feral with the rank of Zodiac.

You may spend EXP in order to improve your character's abilities in the following ways.

- Add [+1] to a Stat : 10 EXP
 - So to go from [-1] in a stat to [+1] in a stat, you'd need to spend 20 EXP.
- Gain a Terminal Slot: 20 EXP

However, once EXP is spent, it's gone forever, so think carefully before committing to any purchase with your EXP.

Downtime

Downtime is the time between mission that you spend inside one of the Districts. You may perform one of the following actions, which will consume time from your Downtime.

- Training (2 Hours/roll): Meeting up with an instructor to earn extra EXP for Stats and Forms.
- Working (4 Hours/Shift): Earning money by performing shifts at a Job.
- Lounging (see pg. 23): Indulging in a luxury item that you bought from the store.
- Scavenging (1 Hour/roll): Collecting materials to either sell or use to craft items on your own.
- Recruiting (1 Hour): Talking with named NPC's in order to make them an allied NPC to your group.
- Crafting (see pg. 17): Converting material into an item that can be sold or used on missions.
- Purchasing (1 Hour): Spending money to luxuries, consumables, tools, weapons, or armor.
- Sparring (30 Min/Fight): Going to the Prism Tower (District 8) to fight random opponents for extra ♣'s.
- Recovery (8 hours): Going to a hospital to recover all HP lost during the mission.

A Character has 16 hours of Downtime per day. You can spend up to 24 hours of Downtime in one day, every two hours that you go past the 16 hours will give you a [+1] DC Modifier to all rolls until they spend 8 hours resting.



Missions

Missions on the other hand will take you into the Wastes, where you may fight one or more Ferals at one time.

In order for a mission to be considered a success, you must successfully defeat at least one Feral before returning to a District. As a reward, you'll receive EXP and some Notes for doing a job well done.

If you return without having defeated a Feral, it's considered a mission failure, but you'll still receive half the rewards for coming back alive and preventing the Feral from leaving the area that you found it in using your Terminal (see pg. 33).

Setting Information

Chapter 1: The Beginning

The Great Supernal War

In the beginning, before any cataclysms befell civilization, there was a great war that surged all throughout the supernal realm. Cryptids of all shapes and sizes surged forward, fighting one another endlessly, hoping to one day become the new ruler of the realm, gaining complete control of the miasma that made up the realm and its people.

In the end, only twelve fighters remained, warriors of unparalleled power, who stood before one another, preparing themselves for the final showdown.

The results of the various skirmishes that took place were lost to time, but the results were felt for thousands of years to come. The remaining twelve; battered, beaten, and exhausted; decided to initiate a truce, realizing that if the fighting continued, they would eventually destroy the supernal realm itself, leading to the mutually assured destruction of themselves and everything around them.

So after coming to an agreement, they all decided to split the supernal realm evenly among themselves.

These beings would later be known as the Sacra.

The First Cataclysm

While troubles within the supernal realm began to die down, the troubles within the physical realm had only just begun.

As a result of the Great Supernal War, a tear opened up in the fabric between the physical and supernal realms. Miasma, an energy native to the supernal realm, began flooding in, causing humanity to mutate into feral half-human, half-animal hybrids. Anyone affected by the miasma lost reasoning and sentience, devolving into creatures of madness and rage, savaging and devouring anyone they could find.

While attempts to reverse the mutation were made, humanity had no answer to the chaotic powers of miasma. No medical knowledge could return them to normal and attempts to rewrite their DNA ended in failure, as their bodies were now permanently stuck in its half-man, half-animal form.

In desperation, humanity escaped to the stars, with some choosing to settle on other planets far from the corrupting powers of miasma, while some chose to stay behind, orbiting the planet, watching over it for the day when humanity could one day return to the planet their ancestors grew up on.

In just two short years, humanity was no more but a very distant memory.

The Discovery

It's unknown when the Sacra learned about the tear between the realms, but the outcome sent out a wave of shock and horror throughout the supernal realm.

The Sacras knew that their actions were the catalyst for humanity's destruction, as well as the consequences of allowing the miasma to fester within the physical realm for as long as it had before being discovered.

A debate rang out between the newly formed Sacras, some wished to help humanity out of remorse for what their fighting had caused, others wanted to seal the hole and leave humanity to defend for itself, while some wanted to take over the physical realm for themselves.

The thought of a new territory, free from the control of the other members of the Sacra, was too good an opportunity to pass up. The debate raged on, until an idea was passed, one that would allow the Sacras to influence the world, without actually setting foot into the physical realm to do so.

The Avatars

Each Sacra chose one random citizen among the savages that roamed the remains of the planet and gave them access to a piece their powers, restoring the individual back to sentience, as well as granting them access to a special ability that would later be known as a "Commandment."

The Commandment gave the Avatars authority over the mutants that roamed the planet, allowing them to slowly rebuild the world to what it once was before the First Cataclysm occurred.

The Avatars worked tirelessly for centuries, slowly restoring the minds of their brethren, reestablishing an infrastructure, and rebuilding the civilization brick by brick.

Eventually, the Avatars had completed their duty and remade the world that they had lost so many years ago, becoming the saviors of the new world and the progenitors of what would be known as the new age of humanity.



Billy-Boy

During the reconstruction process that many of the Sacras looked over with bated breath, they received a visitor, a curious imp from another universe who referred to themselves as “Billy-Boy.”

The child was a curiosity in and of itself. In spite of its name, it had no clearly masculine or feminine traits to speak of. It had no typing, yet it could control miasma as easily as any of the Sacra could do within their own territories.

Some saw Billy-Boy as a threat, others saw it as a precocious child who merely wanted to be around others, while others couldn't care less about its presence as long as it stayed out of their way and didn't enter their territory without permission.

In time though, Billy-Boy's presence began to have a profound effect on the supernal realm, creating a source of energy unlike anything that the Sacras had seen before. In order to keep the power in check, Billy-Boy was reluctantly inducted into the fold, becoming the thirteenth Sacra, the Sacra...of the Platypus.

The New Age of Humanity

As time went on, technology thought to have lost to civilization began to resurface and see use once again.

The internet allowed individuals to connect with one another from across the globe, airships allowed fast and easy travel from one point of the world to the next, and resources were never truly scarce thanks to humanity eventually learning how to harness the power of miasma for themselves.

It was believed that humanity's problems were now far behind them, but that all changed when the first Feral appeared...

First Contact

The appearance of the first Feral was a shock to everyone who witnessed it for the first time. A long Simi male grabbed hold of a young Jaeger child standing nearby while they were both waiting for a bus and absorbed the child into its body, looking forward with black eyes that stared into nothingness.

A cry rang out from the child's mother, before she too was devoured by the Feral. The citizens scattered as the beast let out a roar that could be heard from several blocks away, and the feeding frenzy began.

Twenty-seven people lost their lives that day, but it would be for another four months before another Feral appeared.

The citizens were frightened of this startling development, the notion that at any point in time, someone that they knew and loved could turn into a ferocious beast who lost all reason.

Some believed that it was due to the shelf life on humanity's sentence running out, others believed that it was a consequence of Billy-Boy's presence within the Sacra, while others thought that it was merely the start of another worldwide cataclysm, similar to the one that destroyed the world that came before them.

The Avatars consulted with the Sacra and found that even they had no idea why this was happening to humanity, but they knew that they couldn't allow the citizens to live in fear and fend for themselves, so they banded together and kickstarted what would later be known as the guild system.

The Guild System

The Guilds were an organization tasked with defending the world from Ferals as they appeared within an area.

Every town, village, and city would have at least one guild stationed within it, populated by individuals who would volunteer to gain access to special abilities known as a “Jobs.”

The Sacra allowed the Avatars to give up a small piece of their Commandment and share it with those who volunteered to become members of a guild. With the power of the Jobs on their side, humanity were given the tools to strike down any Ferals that appeared within their neighborhoods.

Then as time went on, the guilds were able discover a way to bring a person back from the brink before they fully crossed over into becoming a Feral.

If one was to destroy the presence within the Feral's soul before it could fully generate its core, a person could turn back into a normal person and no longer be a danger to everyone around them.

The news of this event sent cheers throughout the land, as citizens no longer had to worry about the guilds needing to put their loved ones down, should they turn Feral at some point during their lives.

As more and more Ferals were converted back to humans or outright put down, the guilds were considered a massive success, causing more and more guilds to crop up across the globe as humanity began to breathe a sigh of relief.

Once again, thanks to the Avatars and their union with the Sacra, the world was saved from the brink of annihilation and it felt as though there was nothing that humanity couldn't handle on their own if they worked together.

The Thirteenth Avatar

One day, while a group of guild members were dealing with an abnormal Feral call, they happened upon a small infant who bore the mark of Billy-Boy on her right arm, marking her as an Avatar.

Nobody knew what to make of this child's abilities, but since the infant's parents were taken to a hospital to recover from their conversion back to humans, the guild members tasked themselves with taking care of the infant in their stead.

However, during their hospital stay, the parents of the thirteenth avatar would fall victim to a blood embolism, causing them both to die while medical staff could do nothing to save them.

With the child's parents dead and their status as an Avatar being too important to ignore, a decision was made to ferry the child to the care of the Butterfly Avatar, to be raised and protected from anyone who wished to use the child's powers for evil.

So a team was assembled and the mission began.

The Zodiac

Along their travels to the Avatar of the Butterfly, the group was assailed by members of a terrorist organization known only as "The Zodiac."

Modeling themselves after the constellations of the old world, the Zodiac worked to overthrow the Avatars and rebuild the world in their image, a world free from the tyrannical grip of the Avatars, where the people of the land were truly free.

They assaulted the group many times, hoping to kidnap the child to "complete the set," as it was discovered that the child had a twin brother who also held the power Thirteenth Sacra within him.

The group worked hard to thwart the machinations of the Zodiac, but a crossing of ideals caused the child to become lost to the group, going into the custody of the Avatar of the Scorpion, who believed that they could no longer be trusted after they chose to save a member of the Zodiac from the Avatar's wrath.

The Betrayal

Taking the Zodiac's message to heart, the group tried to steal the child back from the Avatar of the Scorpion, to no avail.

Suffering the death of a trusted squadmate, the group returned home, only to find that they were pariahs to the public.

Most chose to leave the guild out of shame or their own reputation, but the ones who stayed were blacklisted, forced to never take part in any guild related activities for five years.

Some members of the guild decided to turn their back on the Avatars entirely, seeking out comfort among the Zodiac who previously hunted them down.

The Second Cataclysm

It was a day just as any other.

The sun was shining, the cities were bustling, and traffic was as hectic as it was any other day.

Then, the skies turned black, and the eyes of citizens all over the city turned black...

Ferals, who previously crossed the point of no return after one hour, were crossing over within moments. Citizens were being devoured and brutalized en masse and even the strongest guilds couldn't deal with the situation entirely.

The black smoke poured into the world, and with it, the appearance of Father. Those who opposed him were wiped out and he established control of the Ferals across the globe.

The Zodiac became his loyal retainers and in one week, the planet had changed from a healthy blue sphere to a gray marble, a wasteland where only Ferals were free to walk the earth while Father and his Zodiac held all the power.



Chapter 2: The Interim

Abandoned

After the smoke stack appeared and Father's influence began to spread, the Avatars found that they were no longer able to converse with their Sacras any longer.

Some believed that the black smoke interfered with their ability to establish a connection to the supernal realm, while others believed that they were simply abandoned, forced to live in this barren hellscape as punishment for allowing humanity to succumb to a second cataclysm under their watch.

In order to slow the corruption of the black smoke, they used what was left of their power to create spheres of protection, protecting 11,000 sq. mi. (or 28,489.87km²) of their original territories and giving their citizens a place to seek refuge.

Breakdown

With the connection to the Sacra severed and the black smoke spreading more and more with each passing day, humanity was locked in a state of panic.

Wars broke out along the ground and between the various countries within each territory. Many were forced away due to a lack of space, while others were forced to emigrate for not being suited to the society that the Avatar of a given area wanted in order to take on Father's encroaching threat.

Many died during the breakdown, either at the hands of Ferals or at the hands of humans, but without the backing of the Sacras to fuel them, the Avatars could do nothing but try to mitigate the damage as best they could.

Out of grief, anger, and betrayal, many even chose to turn their backs on the Avatars, traveling into the Wastes to die or become members of Father's regime.

The Final Eclipse

At 3:43pm, EST, the world watched as the smoke blotted out the sun, casting the world into an endless night.

Hope was lost and desperations rose. Many took to crime and riots, believing that soon the barrier would fall and they too would fall to the powers of the smoke.

The Avatars were beside themselves, locked inside their own barriers, with no way to communicate with one another since the smoke blocked all forms of communication.

The miasma that flowed through the air grew weaker and weaker as the days wore on, until only the Avatars were capable of harnessing what little miasma remained inside of the barrier.

Many people remember the day that the smoke eclipsed the sun. It was, without a doubt, the darkest day that humanity had ever endured since the First Cataclysm.

A Miracle

One dark night, for the first time since the smoke covered the lands two years prior, the skies opened up above the twelve Districts.

A substance foreign to Earth, a clear mineral substance, touched down outside of the location where the Scorpion Avatar and the Thirteenth Avatar were hidden from view.

This material, later known as "terminite," was highly reactive to miasma, capable of storing it and releasing at will, would be the first step towards humanity's ongoing counter offensive.

The Scorpion Avatar used this substance to create a prototype of the I-Tran system utilizing the last of his power granted to him by his Sacra before they were forced to leave, allowing him to freely travel to other the other Districts.

Then, working in tandem with the rest of the Avatars, an engine was developed, a machine capable of mimicking the power that the Avatars used to protect their Districts from the dangers that lie on the outside.

It was a hefty gamble, requiring that the Avatars each relinquish the last of the Sacra's power so that the engine could refresh the barrier infinitely to take off some of the strain. Left with no other option, with the barrier growing smaller and smaller with the passing of each day, they gave up the last of their power and injected it into the engines built within their Districts.

There was a brief pause, the barrier started to warble and shake, but then the engine kicked in and the barrier resumed its original size as miasma began to flood back into the Districts as a whole.

Between the I-Tran system and the Immortal Engines, the Districts were saved, but there was still the matter of the beasts lying beyond the barrier itself.

Pooling their efforts together, the Avatar of the Scorpion and the Avatar of the Owl produced a prototype that would allow them to regain access to their powers.

After months of trial and error, they produced the first working model of the first Terminal.

Chapter 3: The Aftermath

The Counter-Offensive

Reinvigorated and determined following the success of the I-Tran system and Immortal Engines, the Avatars gathered and worked on a new initiative, a program to fill the common-man with hope and to overthrow the machinations of Father and his Zodiac once and for all.

Each Avatar donned the Terminal and found they were able to freely utilize their abilities once more, even without the blessing of the Sacras to sustain their own natural talents.

The Terminals began to be mass produced and distributed to everyone who was previously the member of a guild, as well as anyone willing to volunteer to help rid the world of the Ferals once and for all.

The Hunter Corps

The Hunter Corps became an organization that was developed to achieve three major goals.

1. Eradicate all Ferals that crossed their paths.
2. Locate the source of the black smoke and destroy it.
3. Defeat Father and the Zodiac that assisted him

The first generation of Hunters initiated a sudden and violent charge against the Ferals, taking them aback and pushing forward with all the momentum they could muster.

With the Terminals granting them protection against the corrosive nature of the black smoke and granting access to miasma again, Hunters from all across the Districts joined together to form one voice, a triumphant roar that was heard for several miles throughout the wastes.

The Great Shatter

As the Hunters performed more and more coordinated strikes on the mainland, it became obvious that should the Hunters be left to their own devices, they would eventually uncover the smokestack, leading to a war with the Avatars that neither Father nor his Zodiac were confident that they could win.

In desperation, Father ordered one member of his Zodiac, Sagittarius, to utilize his abilities to shatter the continents into pieces, before shuffling them around in order to confuse the the Hunter Corps and delay their efforts as much as possible.

Father hoped that this event would cause the Districts to fall back in line, but all it did was cause their determination to rise.

“He’s afraid of us!” One voice rang out.

“He knows that his days are numbered!” Another joined.

Humanity, united and undaunted for the first time in years, redoubled their efforts find the smokestack and end the madness once and for all.

With a fourth mission added to the roster

4. Map out the world

The Hunters continued their search, slaying any Ferals that they came across while traveling along the barren wastes, an action that the Hunter Corps continues to form to this day.

22 years after the second cataclysm began, humanity had regained their hope.

The Terminal

Terminals are devices that allow the user to store miasma within tiny spheres of Terminite, allowing the user to safely utilize supernal power outside of the District.

In addition to allowing its user to access their Host Power and develop Forms to aid them during combat, the Terminal is also equipped with the following functions as well.

- A barrier that protects the user from the effects of the black smoke, allowing them to exit the District without dying for up to 24 hours.
- A short range communications device that allows the user to talk to an ally from up to 10□ away.
- A map function that automatically records any area that the user travels into.
- A log of every Feral that the user defeats while on mission, so that Hunters are always properly paid.
- You may teleport back to the nearest District at the start of the next Round as a Simple Action.
- A dome that seals an area, preventing any Feral(s) in an area from escaping while highlighting the area as a black spot on the map.

Any Terminal function can be activated using voice commands or by the user utilizing telepathy to activate functions with their mind.

However, if the user dies, or performs an action that would compromise the safety of the Districts (attacking teammates, stealing from teammates, working with Ferals, etc.) the Terminal will self-destruct, causing the user to lose all functions that the Terminal provided to them, including the barrier protecting them from the black smoke.

Chapter 4: Life within the Districts

The Districts stand as the last line of defense between Humanity and complete annihilation.

Protected by a barrier that covers all sides of the Districts, Humanity lives relatively mundane lives in spite of the direness of the situation of the wastes outside.

Economy

Before the second cataclysm, GP (pronounced “jyp”) was the primary currency traded between the territories under the Avatar’s rule. Gyp were coins made of a cheap alloy with a small band of gold along its rim.

GP was circulated throughout the territories following the end of the first major cataclysm, but after the second cataclysm hit, most of the GP present throughout the world was lost to the wastes, never to be recovered again.

In order to keep the economy from collapsing and the populous distracted by some semblance of normalcy, the Avatars began circulating a new form of currency known as Notes (J), paper currency printed with special terminite infused ink that can only be produced by the Avatars.

Since then, Notes have replaced GP as the primary form of currency used throughout the world.

For reference, 1 GP was equivalent to 10J.

Keeping Time

The barrier surrounding the Districts, in addition to protecting the population from the black smoke beyond it, also has the ability to mimic passing of time that would’ve occurred if the sky was visible from the ground.

The Immortal Engine projects images of a blue sky, sun, moon, and stars along its upper hemisphere, allowing the citizens to readjust their circadian rhythms and keep themselves to a schedule once again.

By default, the Districts all use a 24 hour clock system, generally to cut down on the amount of confusion from citizens who were born before the cataclysm who aren’t used to distinguishing the difference between AM and PM.

Communication

Keeping in contact with others has become a lot harder following the second cataclysm.

In the past, contacting someone was a breeze thanks to inventions such as the internet or cell phones, but with the second cataclysm eroding the world’s infrastructure; it became that much harder to communicate with others from a distance.

However, while it is harder, it is not to say that it’s impossible.

Thanks to the I-Tran system making it possible for people to travel freely between the Districts, many will choose to visit one another whenever they have the chance.

For those who can’t manage the journey, they’ll send written letters to one another instead, which will typically reach them within hours, thanks to the many talented Tangles who make up the postal industry within the Districts as a whole.

Calendars

After the first cataclysm, the Avatars invented a new denomination to help future generations understand how far humanity had come since regaining their sentence.

This new denomination was “AC” or “After Cataclym”

As far as the months/days go however, it’s still the same as the standard Gregorian calendar.

Before the Sacras abandoned humanity to their fate, they would mark each newborn born under their month of power with a mark that gave them special abilities, as a thank you for being born during the point where their influence was highest during the year.

After the second cataclysm hit, not only were newborns unable to receive their mark, but those who had a mark prior lost them as well.

The current year is 3195 A.C.; twenty-two years after the second cataclysm began.

Religion

Many choose to worship the Sacras as infallible beings, who pulled humanity from the brink of madness, using the Avatars as their loyal hands.

Others view the Sacra as incredibly powerful, but no less flawed, beings who abandoned humanity when they needed them most during the second cataclysm.

While others choose to worship a single Sacra that holds personal meaning to them, such as those whose parents worship the Sacra whose month they were born under back when the Sacras were still around.

Regardless of whether or not one chooses to worship the Sacras, their presence was an undeniable part of human history. You’d be hard pressed to find nobody who isn’t aware of who the Sacra were, though their significance may be lost to those who were born after the second cataclysm began.

Travel

Travel between the Districts is done using the Instant-Transmission (or I-Tran) system. The I-Tran cannot be used to transport machines or vehicles, unless they're located within the user's inventory.

To use the I-Tran system, the user must either input the coordinates of the area they wish to travel to, or select a District from the preset coordinates built into the machine.

A black hole appears above the user's head and envelops them, causing them to suddenly appear within an area within 5□ of that coordinate on the map.

There is only one I-Tran system per District and the I-Tran cannot be used to travel to exact locations within a District.

Using the I-Tran system costs 5J per use unless you're a Hunter, then you can use the I-Tran system for free, since it's a necessity to traveling to specific areas of the wastes.

For travel within the District itself, the most common form of travel involves walking or hitching a ride on public transportation, but certain races do take advantage of their racial abilities to fly or swim across an area.

However, there are some individuals who still own vehicles that survived the second cataclysm, though most areas don't have enough space to store a vehicle unfortunately, limiting vehicles to those living in middle or upper class areas.

Living Arrangements

There are three levels of affluence that a person can live in within the Districts; lower class, middle class, and upper class.

Lower class homes are typically two bedroom, one bathroom homes, as well as apartments and hotel rooms in the worst case scenario. Most of the utilities are maintained by the Districts, but that doesn't stop some homes from having issues with the heating, electricity, or plumbing.

Middle class homes are typically four bedroom, two bathroom homes, as well as row homes and town houses. The utilities at this stage work well and are maintained by the Districts at no additional cost, and there might even be enough space for a vehicle if the resident(s) feel the need or desire to own one.

Upper class homes are typically located in high rises towering above the rest of the District, as well as mansions and gated communities. The utilities are always met, there's more than enough ample space for the resident to park their vehicles, and the residents may even employ their own private security. The Upper Class is reserved for the highest echelons of society, those who contribute something great to the Districts, without actually being one of the Avatars who oversee them.

Cuisine

The Districts are equipped to prepare meals for both carnivorous and herbivorous diets, thanks to District 3's preparations before the smoke could envelop the planet.

Once the I-Tran system was developed, Adisa was able to send supplies to the other Districts, while also giving them instructions on how to properly care for and maintain farmland so that the livestock and vegetables grew up properly.

Nowadays, each District has a means of maintaining their own farmland, growing and maintaining a wide plethora of meals for citizens of the Districts to enjoy at their leisure.



Law and Order

For civil matters, both parties will be brought before a mediator who will arbitrate the situation between both parties until a compromise has been made. If a ruling comes down in favor of one side of the conflict, the losing party will be forced to pay the winner, though this fund will not be added on as a fine to the losing party's taxes, since civil suits usually involve property disputes and demand of payment of less than 100J.

Non-violent crimes involving theft, vandalism, destruction of property, etc. will have the value of the item taken/destroyed added onto the criminal's taxes for the month, or the taxes of the person that has them listed as a dependent.

Violent crimes such as murder, kidnapping, or worse will be given two choices based on the severity of the crime. They can either work under the Scorpion Avatar of District 7, performing dangerous missions that are too deadly for normal Hunters to perform, or they can be executed where they stand.

For Hunters, there is only one major rule that must never be broken, one law that must be upheld until their dying breaths.

- Betraying humanity to work with the Ferals

Anyone guilty of crimes against humanity will be immediately executed for their crimes, due to many holding contempt for the guild members who helped cause the second cataclysm so many years ago.

District 1: Snake

The first District is ran by a Tango (Hoatzin) woman named Coco and was originally located in France before The Great Shatter splintered the continents into pieces.

The first District is where people go if they want to pass the time distracting themselves with entertainment such as movies, museums, and more. There are also other forms of entertainment that people seek out in District 1, but only if you're familiar with someone who enjoys the night life.

Every night, Coco takes the stage to entertain millions as a stage magician of sorts, inspired by the tricks and performances that she saw her father performing before he passed away due to age. Dedicating herself to her duties as an Avatar and a performer isn't always easy, but she puts herself into her work in order to keep the spirits of the citizens high in spite of the cataclysm beyond the barrier.

District 2: Butterfly

The second District is ran by a Monarch (Butterfly) woman named Cerise and her husband Rojoleo, originally located in Antarctica before The Great Shatter splintered the continents into pieces.

The second District is a rehabilitation hub of sorts for newly awakened Cadavras who were brought in from the outside, hoping to gain control of the Cryptid that unwittingly grants them life once again.

Cerise works tirelessly to help anyone who comes to her for help, as well as to watch over her husband, who was once a member of the Zodiac who delved the world into ruin, until his memories were restored due to an ability that Cerise once owned being negated. Cerise constantly wants to do what's best for people, to save them from heartbreak and turmoil, but her lack of foresight ends up causing the most harm of all, at least until her husband returned and was able to give her insight into how to best approach touchy situations.

District 3: Falcon

The third District is ran by a Rodin (Bat) man named Adisa, originally located in Egypt before The Great Shatter splintered the continents into pieces.

The third District is home to the only surviving nature preserve of all the Districts, where creatures of all shapes and sizes reside, since most of their habitats were destroyed by the corrupting powers of the black smoke.

Adisa's true passion is watching over the animals that he keeps in captivity, while dealing with his job as an Avatar the same way most people deal jobs in retail; with reluctance and high annoyance, especially when dealing with people.

District 4: Cricket

District 4 is ran by a Kit-kun (Calico) man named Abidemi and was originally located in Brazil before The Great Shatter splintered the continent into pieces.

The fourth District is known as the District of song, where young up and coming musicians, singers, songwriters, etc. gather in order to hone their craft and become better Bards before venturing out into the wastes.

Abidemi is a free spirit that rolls with the punches and always looks towards the bright side of life after a childhood where he was told to be the best at everything that he attempted until the pressure to succeed caused him to snap and eventually be disowned by his parents. When asked, Abidemi cites his love for music and the discovery of his natural talents as the reason for why he continues to live, even in spite of the dire situation that he finds himself in daily.

District 5: Owl

District 5 is ran by a Jaeger (Razor Wire) woman named Trinity and was originally located in Wales before The Great Shatter splintered the continent into pieces.

The fifth District is the location of the first known record of life following the first cataclysm, as well as many ancient artifacts and paintings developed by the first generation of humans after humanity regained their sentience.

Trinity acts as a butler, serving her mistress diligently from behind the shadows as her mistress serves as the archive for life after the second cataclysm has started. Trinity chooses to serve her mistress as a life debt from when she was a child, while hiding away her true feelings in order to not distract her mistress from her duties.

District 6: Dragon

District 6 is ran by a Jaeger (Broadsword) man named Keanu and is located in Hawaii.

The sixth District is home to one of the few areas surrounded by oceans, making it a popular District for Marines that enjoy submerging themselves and enjoying the weather. For those not interested in the beaches, many will travel to the many islands within the District for research purposes, since it was the District whose landmass was unaffected by most by The Great Shatter which splintered the other continents into pieces.

Keanu is a man that would rather surf than work as the Avatar of his District, a fact that annoys and infuriates all the members of his employ who are tasked to look after his affairs for him. As he says to anyone who complains "I wouldn't be able to surf if I didn't have dependable people to trust with the important stuff that needs to be done."

District 7: Scorpion

The seventh District is ran by a Jaeger (Saber) man named Bartolo and was originally located in Mexico before The Great Shatter splintered the continents into pieces.

The seventh District is ran more like a prison colony than a residential District like most of the others. When someone is unable to pay their taxes three months in a row, they will be forced to reside here until all of their debts are repaid.

Bartolo is the exact opposite of his brother Keanu, choosing to shoulder all the weight and responsibilities onto himself, trusting nobody else to perform the important jobs. It is because of this that he'll frequently employ clones using his Forms, so he always has a means of doing the job and so he can keep an eye on everything that occurs within his District.

District 8: Beetle

The eighth District is ran by a Canci (Dingo) man named Quentin and was originally located in the Barbados before The Great Shatter splintered the continents into pieces.

The eighth Districts claim to fame is the prism tower, a towering structure built as one of the few major structures of the world that survived the cataclysm. For 174 years, the prism tower served to host some of the greatest fights that humanity has ever seen, with Fighters competing with one another in order to one day reach the top and take on the Avatar to become the new champion of the tower.

Quentin is the man who sits atop the lonely prism tower, looking at the new up and coming talent pouring in and relishing in the opportunity to both pummel the opposition and entertain his crowd of adoring fans.

District 9: Tiger

The ninth District is ran by a Jaeger (Katana) man named Kirin and was originally located in S. Korea before The Great Shatter splintered the continents into pieces.

Before humanity began their counter-offensive against the Feral threat, the ninth District initiated a program called "The Alloyed Forces" by collected every Jaeger with an especially powerful weapon form and conscripted them into his army to defend the borders of the District from harm.

When Kirin first developed the Alloyed Forces, he forcibly deported anyone from his District who was either a non-Jaeger or a Jaeger incapable of transforming into a powerful weapon. These actions easily made him the most hated of the Avatars, since his actions led to the deaths of millions, but he looks back on his actions without regret, knowing that his borders were the most protected of the other Districts before the Hunter Corps came into existence.

District 10: Bear

The tenth District is ran by a Jaeger woman (Pistol) named Charlotte and was originally located in Canada before The Great Shatter splintered the continents into pieces.

The tenth District is credited with the creation and distribution of Terminals and Terminite, which Hunters use in order to fight back against the Ferals. With each passing day, the Avatar of the Bear works towards improving upon the designs of the Terminals, hoping to one day revive the technology lost during the second cataclysm in order to improve the daily lives of the the citizens within the District.

Charlotte is a proud crafter, working diligently day and night to revive ancient technology using the Terminal system for everyday use. Her ultimate goal is to invent a device that'd allow for people to communicate wirelessly between the Districts, but the black smoke causes too much interference for her devices to reach the appropriate range.

District 11: Elephant

The eleventh District is ran by a Hannabi (Rose) woman named Maroochy and was originally located in Australia before The Great Shatter splintered the continents into pieces.

The eleventh District is home to some of the harshest environments that anyone could encounter, which also makes it the best place for those hoping to study medicine. With new cases coming in daily, it's said that if you can become a competent Physician here, you'll become an excellent Physician anywhere.

Maroochy assists her students in the medical field by donating parts of her body to medical research...literally. With the inherent ability to regenerate, coupled with her Forms' augmenting her regeneration further, she takes great pleasure in carving herself up for the sake of assisting in her student's research, regardless of how uncomfortable she makes her students as she does so in the middle of her classroom.

District 12: Turtle

The twelfth District is ran by a Cadavra (Living Armor) woman named Tai and is located in Costa Rica.

Many people consider District 12 to be the most "normal" of the Districts, causing it to have the largest residential areas of the twelve Districts by a wide margin. Families will choose to move to District 12 to be under the safety of the Turtle Avatar, who watches over the safety of her citizens day and night.

Tai sits along the edge of the barrier, tirelessly standing at the bow of a small fishing vessel, in case the barrier gives and she's forced to defend her people from anything that tries to threaten her home or her people.

GM Section

Chapter 1: How to run a game

While the person designing the maps, roleplaying the NPC's, and setting up the missions/encounters is called the "Game Master" (or GM for short), the reality is that the key to running a successful game requires that both the GM and the players engage in a game of give and take.

The GM provides a description to the situation that the players are in, while the players provide feedback for what their characters will be doing in response to the situation they find themselves in.

In truth, the GM's job is to act as the player's eyes and ears, providing just enough detail for the players to get an overall picture of what's going on at any given moment. If the GM fails to mention something in the environment, it might as well not even exist to the players overall.

Now it doesn't have to be a grandiose description filled to the brim with purple prose and exposition, all you need to do is provide enough information for players to react to.

For example, the group arrives via the I-Tran system and comes across a building partially buried in sand.

You arrive to find yourselves standing in the middle of a ruined village. The houses are partially buried in the gray sand that surrounds you, with some homes only visible via the outline of their roofs peeking from beneath the dunes that have long since engulfed them.

Then at this point, the party can begin asking questions, like...

- Are there any buildings that aren't buried by sand?
- Is there anything to tell whether this was natural or the result of a Feral?
- Is there movement in the area?
- Can I scale one of the buildings to get a better vantage point on the surrounding area?

Then from there, you'd have two choices on how to proceed.

You can either just give them the information directly, or you can require that they successfully perform an action in order to get the answer. For the latter, here's how you can handle rolls.

Handling rolls

Rolls are reserved for situations where the outcome for success and failure will have a major impact on the narrative being told at the table.

Before asking the player(s) to roll, you should take a moment and ask yourself the following questions.

- Does the player(s) have time to carefully perform the roll?
- Does the player(s) have the skill to perform the action at all?

If the answer to the first question is "yes," you're better off just letting them perform their action as a Simple Action at worse; unless the player(s) are in danger or are on a limited time slot to perform an action; one could argue that they'd be able to just take their time until they succeed.

If the answer to the second question is "no," then just explain to the player(s) why their character wouldn't be able to attempt the action at all. By telling players to roll, you're giving players the idea that the action they're performing is possible to successfully perform and/or that the action they're attempting to perform is within the grasp of their abilities.

Don't necessarily be afraid to tell a player "no;" sometimes a player needs to understand the limitations of their character so that they can plan around it in the future. By always telling the player "yes," you're giving them a false sense of confidence and setting a precedent that'll make it harder for the player to accept situations that are outside of their scope, which can cause them to bite off more than they can chew.

For example: A player wishes to roll Athletics (AGI) in order to cross a canyon that's 10 miles wide. You allow them to roll, they succeed, meaning that they cleared the canyon in one single leap.

Then later on, they are pursuing an enemy, and the player tries to argue that because he was able to cross the canyon in one single leap, that should allow them to catch the pursued, even though their speed is vastly lower than the speed of the person that they're chasing.

Now you have to consider how he could jump faster than they he can run. You'd have to consider whether it was all in one brief span of time or over the course of several moments. You'd have to consider how fast one would have to move in order to clear the canyon and how that'd translate to a foot race if the player were to leap towards the pursued. Etc. Etc.

Then by the end, you end up with more questions than answers, and nobody knows how movement works anymore, leading to a breakdown in what the players consider possible to do and what's far beyond their scope.

To reiterate, there's nothing wrong with telling the players no, but if you must, you should have an explanation for why you're telling them no, so they understand the reasons why and can plan around it should it happen again later on, after they take some time to improve their character's abilities.

Handling Forms and their Caveats

Hunter Corp is a game built around players being able to come up with unique abilities that will help them as they go on missions to deal with Ferals. Of course, with the ability to create custom abilities comes the danger of players coming up with overpowered abilities that will cause the balance of the encounters to be turned on its head.

The reason why every Form comes with a caveat is to help mitigate this occurrence and so that each ability has a built in safeguard for you to exploit should a particular ability get to a point where the rest of the group is unable to find enjoyment due to certain abilities ending encounters within a Round.

As a general rule of thumb, the caveat that you decide to give to a Form, especially one being crafted by a player, is that the severity of the caveat should be proportionate to the effect that the player has come up with and how exploitable the ability will become at a later point in time.

However, if the player gives you an ability that you straight up cannot see being balanced in any way, shape, or form, feel free to just tell them no, while also voicing your concerns to them so they know why the Form idea didn't get accepted.

Active or Passive?

If it's an effect that you don't want to be active past the phase it was used in, make it an Active ability by default.

Instant-Kill Moves

Instant-Kill Moves should be relegated to Active Forms by default, since the ability will be limited to the number of charges that the player has, which isn't necessarily a permanent solution, but will at least slow them down until they gain new charges later on.

As far as the caveat goes, the ability should either grant an enemy a [-2] DC Modifier to interrupt the attack so that death only comes after a failed roll at a lower DC or it should be a move that targets anyone on the field, making it a nuke that can easily win or lose the fight for reckless players if they're not careful about positioning of their allies on the field.

For times where you're feeling particularly sadistic though, throw an enemy against them that can survive the attack, or worse, reflect it so that it automatically hits the person who attacked them as well. You could utilize signposting by having the enemy arrogantly reflect it into an empty ☐ so players know that they have to be careful or you could just throw it back at them and hope that they have a means of dealing with it before the attack blows up in their face.

Time Powers

Ban on sight, it's not worth it. Seriously, don't do it.

Immunity to X

Abilities that grant immunity should only work against a specific type of attack, for obvious reasons. If a character is immune to all forms of damage, it'd effectively allow them to walk up to any encounter and win, either through attrition or through overwhelming offense backed by perfect defense.

While they may be immune to a specific type of damage, one caveat that you can give them is that they're naturally vulnerable to another type of damage as well, such as being immune to Flame attacks but being vulnerable to Flood attacks as well.

However, you should be careful about allowing players to become immune to multiple forms of damage as well, so another caveat could be that they cannot be immune to a damage type that they're vulnerable to, just so no matter how many Forms they dedicate towards immunity, they'll always be susceptible to one type of damage.

Extra Actions

Abilities that grant a character extra actions (Simple, Complex, or Full) are forbidden. A character can only ever have 2 Simple Actions, 1 Complex Action, and 1 Full Action.

The only exception to this is abilities that replenish actions, which should be an Active ability by default.

Mind-Control/Mind-Reading

By default, a PC should not be able to control another character to do something they don't want to do, whether it's a PC or an NPC.

It's best to default to "no" if a character comes up with an ability that could be used like this during play.

Players having the ability to tell what another character is thinking will break your game over a barrel. If a player tells you an ability that can allow them to read someone's mind, the answer should always be no!

Resurrection

Resurrection is not possible within the world of Hunter Corps. Once a soul has left their body, or the body is completely destroyed, the soul will travel to the supernal realm, where it will become one with Father.

Now with that being said, effects that keep a player from dying can work, but once a character is considered dead for two Rounds, there is no way to bring them back.

Constructing a Campaign

While you are free to construct whatever narrative you want for your campaign, the following section will serve as a baseline to show how Hunter Corps is supposed to function by default, in the hopes that it assists you as you construct your own campaign somewhere down the line.

Downtime

Downtime is the time during the campaign where players characters are free to wander through the Districts and cool off after missions are over. Downtime can also be used by PC's to prep for the next mission.

During downtime, PC's could perform the following actions...

- Training (2 Hours/roll): Meeting up with an instructor to earn extra EXP for Stats and Forms.
- Working (4 Hours/Shift): Earning money by performing shifts at a Job.
- Lounging (see pg. 23): Indulging in a luxury item that you bought from the store.
- Scavenging (1 Hour/roll): Collecting materials to either sell or use to craft items on your own.
- Recruiting (1 Hour): Talking with named NPC's in order to make them an allied NPC to your group.
- Crafting (see pg. 17): Converting material into an item that can be sold or used on missions.
- Purchasing (1 Hour): Spending money to luxuries, consumables, tools, weapons, or armor.
- Sparring (30 Min/Fight): Going to the Prism Tower (District 8) to fight random opponents for extra J's.
- Recovery (8 hours): Going to a hospital to recover all HP lost during the mission.

By default, player characters are given 16 hours of downtime to do with as they please, but there's no preset amount of time that the PC's have in regards to how many days of Downtime they'll have between missions.

As a rule of thumb, PC's shouldn't be set up for their next mission unless they've earned enough EXP to increase a Stat or purchase their next Form.

Missions

Every Mission that the player characters go on will go through a pretty simple formula.

The first thing that'll happen is that they'll receive a notification on their Terminals, instructing them to meet up an I-Tran and input a specific set of coordinates, using a function that's only available to Hunters.

This feature does not cost any money and will allow all player characters to reach the same destination, even if they're all in different Districts. Once everyone has finished their last minute preparations and approached the I-Trans of their specific Districts, a black hole will appear at their feet. They must step into the black hole in order to their destination.

Once they step into the hole, the hole will envelop them and they will find themselves on the battlefield, where one or more Ferals will be lying in wait as they explore the battlefield.

The party must then defeat the Feral(s) in the area or activate the recall function on their Terminal in order to return to the safety of the Districts, where the Avatar of the District will award them [300*Rank]J for completing the mission. In addition, each player will receive [3*Rank] EXP as well.

However, if they activate their recall function and flee the area, or they allow the Feral to escape, they will only receive half the rewards that they normally would if they had completed the mission (rounded down).

The Final Mission

The ultimate goal that the player characters are striving for during their tenure as Hunters is the discovery and destruction of the smokestack, which is the source of the black smoke and the reason for the second cataclysm occurring overall.

The smokestack is built into a four story tower, protected by two armies of Ferals who are under the control of two Ferals loyal to Father, surrounded on all sides by eight battlefields that each protect the tower from all eight directions.

Attempts to siege the tower by air will end with the group being attacked by airborne Ferals, who will attack them endlessly and force them to land while attempts to siege the tower by going underground will end with whatever tunnels the group is using to travel through being flooded by black water, forcing the group to either resurface or be dissolved by coming into contact with the black water overall.

You should create 13 Zodiacs, each with a force of at least a dozen adult Ferals to back them up. Eight Zodiacs will be divided among the eight battlefields surrounding the tower, two will protect the entrance to the tower, and four zodiacs will protect the four floors leading to the roof.

On the roof, the group will encounter Father, within the body of a young Jaeger male with white hair and blue eyes, whose weapon form is a shield. Treat Father as a Zodiac Feral with a [+4] in every Stat and the ability to emulate any Active Form that's performed against him.

Once Father is defeated, the smokestack disappears and a hole will open up above, where the player characters will see the being the first humans to see the sky in over 22 years.

Chapter 2: Designing NPC's

The process to create an NPC is roughly the same as making a PC, except that while a player will only have to worry about making and playing one PC throughout the campaign (if they're lucky), the GM will need to create dozens, maybe even hundreds, of NPC's to populate the world and to act as allies to the PC's for missions that require more than the standard party size to complete. There are two types of NPC's that you can create; named NPC's and unnamed NPC's.

Named NPC's are NPC's that you plan to be featured multiple times throughout the campaign, either as allies or enemies to the PC's. Unnamed NPC's on the other hand are characters that will only be featured a handful of times throughout the campaign.

Creating Unnamed NPC's

...Using a virtual dice roller, roll 1d15 to determine their race.

1. Cadavra (Undead Race)
2. Canci (Dog Race)
3. Chimera (Hybrid Race)
4. Hannabi (Plant Race)
5. Jaeger (Weapon Race)
6. Kit-kun (Feline Race)
7. Marine (Undersea Race)
8. Mogul (Reptile Race)
9. Monarch (Insect Race)
10. Rodin (Rodent Race)
11. Rook (Marsupial Race)
12. Simi (Simian Race)
13. Tango (Avian Race)
14. Tusken (Large Race)
15. Ursamaw (Bear Race)

...roll 1d12 to determine their sex.

- Rolled [1-6]: Male
- Rolled [7-12]: Female

...and then roll 1d12 to determine their age.

- Rolled [1]: Child (≤ 12 years)
- Rolled [2-3]: Teenager (13-15 years)
- Rolled [4-6]: Adult (16-30 years)
- Rolled [7-9]: Middle-Aged (31-45 years)
- Rolled [10-11]: Old (46-65 years)
- Rolled [12]: Ancient (> 65 years)

1d12 to determine their home District

1. District 1: Snake Territory (Formerly Paris)
2. District 2: Butterfly Territory (Formerly Antarctica)
3. District 3: Falcon Territory (Formerly Egypt)
4. District 4: Cricket Territory (Formerly Brazil)
5. District 5: Owl Territory (Formerly Wales)
6. District 6: Dragon Territory (Formerly Hawaii)
7. District 7: Scorpion Territory (Formerly Mexico)
8. District 8: Beetle Territory (Formerly Barbados)
9. District 9: Tiger Territory (Formerly S. Korea)
10. District 10: Bear Territory (Formerly Yukon)
11. District 11: Elephant Territory (Formerly Australia)
12. District 12: Turtle Territory (Formerly Costa Rica)

...1d13 to determine their career

1. Aesthetician
2. Athlete
3. Capitalist
4. Cleaner
5. Collector
6. Contractor
7. Educator
8. Enforcer
9. Entertainer
10. Physician
11. Producer
12. Soldier
13. Transporter

Creating Named NPC's

For named NPC's, roll for their basic information, and then take a moment to answer the following questions.

Now that you have the overall package decided, all that's left is to decide the nitty gritty, that being the character's

- What are their Stats? (STR, AGI, END, DEX, INT, PER, CHA, MAN)
- What are their Details? (Name, Age, Sex, District, Height, Weight)
- What is their Description? (Ideal, Desire, Drive, Interests, Fear, Shame)
- What is their Host Power?
- What is their Theme/Forms?

As a rule of thumb, if the NPC is being added into the game for the purposes of giving the players an ally who covers a niche that none of them cover on their own, the character should be balanced around the rest of the PC's.

What that means is, if the NPC is supposed to grow alongside the player characters, they probably shouldn't have more Forms than the rest of the group.

Chapter 3: Designing a Feral

Ferals are monsters born when a Cryptid passes through the barrier separating the physical and supernal realms.

Before, a Cryptid would possess the body of a human, before slowly consuming the human's soul and converting their life energy into a core, which would then allow the Cryptid to manipulate the flesh of the body without any delays.

The Feral would then cause mayhem and destruction, killing and devouring everything in its path until it was put down by guild members who were tasked with protecting the world.

However, with the creation of the smokestack, Ferals have become the dominant population of the world, while the last of humanity are relegated to the Districts.

Step 1: Determine the Feral's Maturity

Ferals have four stages of evolution, not including the time they spend as an egg before hatching into a Wurm.

Larval Feral [Rank 1]

The Larval stage is the time immediately after a Feral hatches.

Larval Ferals are the weakest stage of a Feral's evolution, but they are by no means weak. Larval Ferals can shape shift, fitting their bodies anywhere large enough to fit their core, which is roughly the size of a large marble (roughly 1").

- Stats: Minimum [-1], Maximum [+1]
- RP per Power: [3]
- Damage:
 - Rolled a [1], 1 Hit
 - Rolled a [2-11], 2 Hits
 - Rolled a [12], 3 Hits
- Core Location: Between their Eyes

Pupa Feral [Rank 2]

The Pupa stage is the time immediately before it becomes an adult. Pupa Ferals have a greater grasp on harnessing miasma than Larval Ferals, but they're still far from attaining the proficiency of a Feral nearing the end of its development.

Pupae also develop a typing at this stage, but usually at the cost of temporarily losing their ability to shape-shift at will.

- Stats: Minimum [-2], Maximum [+2]
- RP per Power: [6]
- Damage
 - Rolled a [1], 2 Hits
 - Rolled a [2-11], 3 Hits
 - Rolled a [12], 4 Hits
- Core Location: Center of Torso

Adult Feral [Rank 3]

The Adult stage is where a Feral has reached the end of its development.

It develops two cores and gains expert proficiency over manipulating miasma. It can now alter the environment around them, as well as morph their forms from a solid, liquid, or gaseous form at will, as long as at least one core is intact.

- Stats: Minimum [-3], Maximum [+3]
- RP per Power: [9]
- Damage:
 - Rolled a [1], 3 Hits
 - Rolled a [2-11], 4 Hits
 - Rolled a [12], 5 Hits
- Core Location: Between the Eyes, Center of Torso

Zodiac Feral [Rank 4]

A Zodiac is a Feral that has been recognized by Father and inducted into his favor. A Zodiac isn't something a Feral naturally becomes, it's a stage that's only granted to Ferals that have proven themselves worthy to Father directly.

Zodiacs gain the ability to command other Ferals of a lesser rank, as well as manipulating their cores so that a Hunter has a more difficult time finding/damaging it during combat.

A Zodiac is able to alter the dimensions and properties of its core at will, allowing it to shrink or expand its core, split its core into multiple different parts, make it amorphous to fit inside small gaps, or even attack with it directly while giving it a thick shell to protect it from harm. The only way to detect a Zodiac's cores is to utilize a Scout's Host Power to find it.

In Feral society, attaining the rank of Zodiac is the greatest honor that a Feral could hope to attain, thrusting them to a level even higher than reaching adulthood.

Zodiacs typically require multiple teams of Hunters working in tandem, with some focusing on the Zodiac while others focus on the Ferals that they've turned into Minions.

However, if a group does come across a Zodiac, it typically means that the area that they're in is important to Father's plans, meaning that many will have to weight their options and decide on whether or not it's better to stay or if it's better to leave and return with some backup.

- Stats: Minimum [-4], Maximum [+4]
- RP per Power: [12]
- Damage:
 - Rolled a [1], 4 Hits
 - Rolled a [2-11], 5 Hits
 - Rolled a [12], 6 Hits
- Core Location: Two random locations on the body

Step 2: Determine the Feral's Stats

Ferals have the same Stats and abilities as that of a human, but the output that a Feral is able to accomplish is far higher than that of a human, even those who've attained a [+4] in a Stat.

All stats, including MAN, start as [0]. In order to increase a Feral's stat, you must decrease a number of other stats by the same amount, similarly to how PC's determine their stats.

Strength

Since Ferals are merely spherical cores piloting around an amorphous meat suit, it doesn't require much for a Feral to push its physical body to its absolute limits.

Note: 1 Unit = 10 lb.

- -4: Carry Cap (10 Units)
- -3: Carry Cap (30 Units)
- -2: Carry Cap (50 Units)
- -1: Carry Cap (70 Units)
- **0: Carry Cap (100 Units)**
- +1: Carry Cap (300 Units)
- +2: Carry Cap (500 Units)
- +3: Carry Cap (700 Units)
- +4: Carry Cap (1000 Units)

Agility

With great strength comes great speed, and Ferals are not an exception. Without having to worry about fatigue or muscular damage limiting their agility, Ferals are able to maintain exceptional speeds, both in bursts and across long distances.

- -4: Movement (12□)
- -3: Movement (13□)
- -2: Movement (14□)
- -1: Movement (15□)
- **0: Movement (16□)**
- +1: Movement (17□)
- +2: Movement (18□)
- +3: Movement (19□)
- +4: Movement (20□)

Endurance

Since the flesh that surrounds the core is merely a means for it to interact with the physical world, damage to the body do not phase it as much as it would against human opponents.

A PC may hit a Feral's core as a called shot, but they must perform the attack as a Called Shot with a [+4] DC Modifier. If an attack manages to hit the Feral's core, the Feral will take an additional [+4] damage from the attack.

Ferals do not suffer from damage effects, but once their HP reaches [-4] their physical form disintegrates and their supernal form is dragged into purgatory, where they'll become one with Father until they're given permission to return to the physical realm once again.

- -4: Total HP (6)
- -3: Total HP (7)
- -2: Total HP (7)
- -1: Total HP (7)
- **0: Total HP (8)**
- +1: Total HP (9)
- +2: Total HP (9)
- +3: Total HP (9)
- +4: Total HP (10)

Dexterity

Because of a Feral's natural shape shifting abilities, a Feral can fit into any opening that's large enough for their core to fit in (roughly 1"). Because of this, Feral's have a naturally high stealth rating, meaning that a group of Hunters must pool their efforts together to find a Feral before they're ambushed.

- -4: Stealth Rating (8)
- -3: Stealth Rating (10)
- -2: Stealth Rating (12)
- -1: Stealth Rating (14)
- **0: Stealth Rating (16)**
- +1: Stealth Rating (18)
- +2: Stealth Rating (20)
- +3: Stealth Rating (22)
- +4: Stealth Rating (24)



Intelligence

Because of the Feral's natural affinity towards tainted miasma, they have the ability to convert raw miasma into any object they want. As the Feral's intelligence grows, so too do their abilities, being able to produce any item of equal or lesser to their creation's rank.

- -4: Creation Rank (0)
- -3: Creation Rank (1)
- -2: Creation Rank (1)
- -1: Creation Rank (1)
- **0: Creation Rank (2)**
- +1: Creation Rank (3)
- +2: Creation Rank (3)
- +3: Creation Rank (3)
- +4: Creation Rank (4)

Perception

Within the core, a Feral is able to process information at a far more efficient rate than that of a human. A Feral is able to detect sounds across vast distances, manipulate their eyes to see further than most birds of prey, and even be able to detect supernal signatures as they occur within an area.

With these enhanced senses in mind, it is also similarly easy for a Feral to attack an interloper at range.

- -4: Detection Range (12□)
- -3: Detection Range (13□)
- -2: Detection Range (14□)
- -1: Detection Range (15□)
- **0: Detection Range (16□)**
- +1: Detection Range (17□)
- +2: Detection Range (18□)
- +3: Detection Range (19□)
- +4: Detection Range (20□)

Charisma

When a Feral is borne, they are capable of speaking the language of the ♠□▣□♦✠♠, a language of emotions and images, rather than sound. However, Ferals with above average Charisma are capable of speaking humanity as well.

- -4: Language (None)
- -3: Language (Broken ♠□▣□♦✠♠)
- -2: Language (Broken ♠□▣□♦✠♠)
- -1: Language (Broken ♠□▣□♦✠♠)
- **0: Language (Fluent ♠□▣□♦✠♠)**
- +1: Language (Broken Humanity)
- +2: Language (Broken Humanity)
- +3: Language (Broken Humanity)
- +4: Language (Fluent Humanity)

Manipulation

Manipulation is the ability to control the miasma within the environment at will. For Ferals, the ability to manipulate miasma is as natural as a creature's ability to breathe.

Borne from the chaotic energies of the supernal realm, Ferals are made with an intimate bond with miasma, using it to heal injuries and maintain their physical forms.

- -4: Restoration (2 HP/Phase)
- -3: Restoration (3 HP/Phase)
- -2: Restoration (3 HP/Phase)
- -1: Restoration (3 HP/Phase)
- **0: Restoration (4 HP/Phase)**
- +1: Restoration (5 HP/Phase)
- +2: Restoration (5 HP/Phase)
- +3: Restoration (5 HP/Phase)
- +4: Restoration (6 HP/Phase)

However, if a Feral is struck in its core, it temporarily loses the ability to restore Hits until the start of the next Turn.

If a Feral has two cores, the amount of Hits they restore per Phase is doubled. Also, if only one core is struck, they'll continue to restore HP until the other core is damaged too.

Typing

Once a Feral attains the Pupa stage, they will receive a "typing," a proclivity towards two of the eight elements that exist within the world.

- Physical
- Supernal
- Flame
- Stone
- Windy
- Plant
- Flood
- Shock

The first typing will be either physical or supernal, while the second will be Flame, Stone, Windy, Plant, Flood, or Shock.

A Feral cannot have two typings of the same element, nor can they have the typing of two elements from the same group, so a Feral cannot have typing Physical/Supernal, nor can they have a typing like Flame/Stone or Flood/Windy.

The effects of this typing are similar to that of a Ward, except that a Feral cannot lose their natural typing. Once it enters the Pupa stage of its development, it will have its typing until the day it's physical form is destroyed.

Step 3: Create the Feral's Powers

What's the Theme?

As with Forms, the first thing that you'll decide is the Feral's theme, which will help determine the nature of its abilities.

The only limitation is that a Feral's theme cannot interfere with its typing; so a Feral with the typing Physical/Water cannot have a Theme that would be Supernal or Shock.

What are its Powers?

The next step is to actually come up with the Powers, though thankfully it's not as arduous as creating Forms for an NPC.

Each Power is tied to a Stat, so all you'd need to do is come up with an ability that combines the ability of the stat with the Theme that you've chosen for the Feral in question.

- STR: Lift/Melee/Grab
- AGI: Speed/Athletics/Dodge
- END: Brace/Block/Status
- DEX: Hide/Stealth/Legerdemain
- INT: Focus/Insight/Crafting
- PER: Scan/Ranged/Detection
- CHA: Think/Interaction/Intuition
- MAN: Center/Production/Formation

However, you only need to create an ability for a Stat if the Stat has a value of [+1] or higher, meaning that while a Feral may have eight Stats, the actual number of abilities you'd need to watch out for will only be as high or as low as you make it.

Will the Powers be Active or Passive?

As with Forms, a Feral's Power(s) can be Active (requiring the Feral to spend 1 charge to activate it) or Passive (meaning that it's always active, so long as they have at least 1 charge).

As a rule of thumb, Active Forms will typically have something to do with Complex Actions while Passive Forms will have something to do with Simple Actions, but if you want to make abilities that don't follow this trend, go ahead.

Charges

Similarly to Forms, a Feral's Powers will receive charges that they can spend to activate Powers. A Feral can spend up to 8 charges per Phase.

Ferals will receive a number of charges equal to the stat's value, provided the stat's value is [+1] or higher.

Charges refresh at the start of each Phase, and you may also spend two charges to reroll a die, or spend three charges to refresh their complex action before the start of the next turn.

What is the Feral's RED Values?

The final step will involve determining the RED values of each Power that you made.

The process is similar to the process that players will use to determine their Form's RED values, only the amount of RP that Feral receives will be determined by its maturity, rather than the amount of Powers that it possesses.

Step 4: What do they look like?

Once you've decided upon the RED values of each Power, all that's left is to decide on their appearance.

Because of the nature of Ferals and how easily they can change their forms the stronger they become, it can be quite difficult to truly paint a picture of what the monster before the players could actually look like.

Of course, the beauty of Ferals is that their appearance can be as simple or as complex as you want them to be. They can be as scary or as silly as you want them to be. They can even be as abstract or as concrete as you want them to be as well.

You could also make a Feral who is effectively a giant spider made of black water who spends the bulk of the match zipping around the map shooting corrosive webs at people, that's completely fine.

Or you could do something that's completely off the wall and create a Feral who is effectively a bear with pineapple powers, spiky orange fur that can be hardened and shot at its opponents like a nail gun, and a tuft of green hair on its bear head to emit a sweet smell to pull people closer to it, even have it summon explosive pineapples that it creates before throwing them at people, you can do that too.

Overall, the appearance that you choose for a Feral should also be indicative to the type of abilities that the creature has as well, but aside from that, you're free to go as crazy as you want when it comes to the designs that you produce for them.

Step 5: The Feral's Name

Whether or not a Feral has a name or not is entirely up to you.

It can either be a name that you use to refer to it for the sake of gameplay or it can refer to the name of the Cryptid that originally took, written in Wingdings (☺&ℳ ♦□).

A Feral's name should be indicative to the type of creature that it is, but don't necessarily be too crestfallen if the players never learn what the Feral's name was before they defeated it.

Combat vs. Ferals

When designing an encounter where the party is going up against a Feral, each Feral should have a weakness for the players to exploit once it's discovered.

However, while these are weaknesses that the players can exploit during combat, it doesn't necessarily mean that you have to make it as easy as walking up to a creature and then stabbing them in the core.

A Feral is, after all, a living creature who wants to survive just as badly as the people it's planning on murdering, so as you set up a Feral with more and more maturity, it'd help to take a step to truly figure out what sort of strategies a Feral would use in order to counter the obvious strategies that an enemy would use against them to get the upper hand in combat.

Combat vs. Larval Ferals

A Larval Feral's primary weakness is the fact that it lacks many of the tools that make later stages of Feral evolution so difficult to deal with.

They have a minor grasp on harnessing miasma, they have no typing, and no means of manipulating their core to survive particularly dangerous combat scenarios with Hunters either.

The only way for a Larval Feral to possibly win against a group of Hunters is to employ stealth and subterfuge; shooting far outside of an enemy's attack range, setting up traps to slow down/kill pursuers, using their shape shifting abilities to attack from an enemy's blindspot, and otherwise do everything in their power to avoid a straight confrontation, especially against multiple people at once.

Combat vs. Pupa Ferals

Pupa Ferals are trickier than Larval Ferals since they gain access to their elemental typing, but they're still far from being as strong as Adult Ferals, simply because they lose the ability to shape shift to do so.

Pupa Ferals are far more durable than a Larval Feral, so Pupa Ferals are far more confrontational than they were as Larvals.

Many will run up to a group of Feral Hunters and take advantage of their typing to soak Hits, especially if they happen to have a resistance to physical damage. Others may set up forms that are larger than the average person, taking advantage of their bulk and longer reach to attack enemies from a far distance away.

Many Pupa fail to reach adulthood, but that's mainly due to the fact that many become cocky and overestimate their own abilities, while underestimating the Hunters ability to play around their elemental typing.

Combat vs. Adult Ferals

During this stage of their development, Adults have gained experience with dealing with enemies from all ranges.

Their Larval Forms taught them the importance of fighting an enemy at range or by ambush, while their Pupa Form taught them how to approach an enemy and manage risk vs. reward to get in close without being overwhelmed by superior tactics.

Couple that with their ability to shift the battlefield to their exact specifications and what you ultimately get is an all around fighter, capable of switching between an opportunistic ambush fighter to an aggressive within the blink of an eye, but whichever tactic they favor will depend on their stats.

- STR: Will either deal damage to anyone within melee or will frequently grab enemies/terrain/cover/etc. in the environment to utilize as improvised weapons.
- AGI: Will either close the gap as quickly as possible or utilize their speed in order to dodge enemy attacks before moving into the best position to attack.
- END: Will either focus on blocking enemy attacks before punishing them for the attempt or mitigating status effects so they can fight longer.
- DEX: Will either employ ambush tactics from stealth or will focus on setting up traps on the field while the enemy is unaware of their presence.
- INT: Will either utilize various items during combat to keep themselves and allies up or will focus on scanning the enemy to look for weaknesses.
- PER: Will either focus on shutting down stealth based enemies or hitting an enemy with ranged attacks from afar.
- CHA: Will either taunt the enemy into making a mistake or watch an enemy to find flaws in their personalities to exploit and use to their advantage.
- MAN: Will either focus on hitting enemies with elemental attacks or set up Wards to keep themselves and their enemies protected from enemy attacks.

Combat vs. Zodiac

Zodiac Ferals are the hardest Ferals to fight for two reasons.

1. They will typically be flanked by Ferals under their control, so fighting one is like fighting another team.
2. It is not a guarantee that the Zodiac's core will be in the same place as its physical body.

A fight against a Zodiac is a fight where the leader is a monster capable making other monsters fall in line, while also putting as many bodies between itself and the enemy as humanly possible. If the Zodiac falls or flees combat however, Ferals under their control will flee as well.

Chapter 4: Designing a Battlefield

The Map/Figures

Combat within Hunter Corps is meant to be played on a standard 22x25 grid, though the actual size of the map you use can be as small or as large as you want it to be.

In cases where you don't have a grid to place figures upon, you can use a tape measure and convert every \square into one inch (or 3cm if you prefer) on the table that you're using.

Figures can be used if you have them on hand, but you can also use water bottle caps and a marker to give every cap a unique symbol, just so it's easy for players to tell which token represents themselves, allies, and enemies.

The beauty of tabletop gaming is that it can be as expensive or as cheap as you want it to be, so don't necessarily feel discouraged if you don't have all the necessary materials on hand. As long as the map is a flat surface and you're able to tell the relative distance of things on the map, you'll be fine.

The Battlefield

The battlefield refers to the area where the battle is taking place.

When designing a battlefield, the best thing to remember at all times is that unless the party is setting up an ambush to catch a particular enemy off guard, the enemy will always have the home field advantage.

Ferals, with their innate proclivity towards miasma, are able to reshape their environment to their specifications and as such, the field should also be representative of the type of Feral that the group will be facing, long before they actually cross paths.

For example, if a Feral that you've created gains a speed boost while swimming in black water, create a field with plenty of streams and eddies for the Feral to use to quickly move around the battlefield. If you design a Feral that gains power from heat, put them in an area with high temperatures, like a desert.

Wet erase markers work best if you have a map, but things like soda cans, boxes, and unused dice can be used as well for large structures and landmarks on the field.

Also, leave a 5x5 area of the map cleared of any hazards, obstacles, or terrain. This area will be the area that the PC/allied NPC team will spawn into once the mission starts.

The reason for this is so that the player group not only has a safe spot to set up a perimeter, but to also assist you in constructing the rest of the map relative to their starting positions. It'll also help the players to decide where, within that 5x5 area of the map, they'll be starting out as well.

Difficult/Hazardous Terrain

In regards to situations where someone in battle uses lasting attacks, you should also use markers to denote the \square 's on the field that would be affected by an Difficult/Hazardous Terrain, so players know which \square 's are safe and which ones aren't.

As a rule of thumb, you should use colored wet-erase markers to distinguish different areas from one another.

- Blue: Areas that are safe for PC's/allied NPC's to stand in, but areas that's dangerous to enemies.
- Green: Neutral areas that affect everyone on the field equally and may not be safe to stand in.
- Red: Areas that are safe for enemies to stand in, but areas that's dangerous to PC's or allied NPC's.

However, in cases where one or more members of the group are colorblind, it may be a good idea to outline an area using symbols instead.

Environmental Effects

The wastes are monochromatic hellscape with nothing but Ferals dotting the landscape. While most areas are a gray and lifeless dustbowl, there are some areas that contain Hazardous Terrain that's tied to corrupted form of the eight elements.

- Gravity Well (Physical): Hazardous terrain that causes anyone standing in it to be forced prone if they fail a STR roll to resist the effect.
- Inverted (Supernal): Hazardous terrain that prevents anyone from spending charges while they're standing inside of it. Color is drained from the area as well.
- Black Flame (Flame): Hazardous Terrain that causes [Burn] but cannot be extinguished until it burns the target to ashes. The Duration of Black Flame is $[\infty]$.
- Black Earth (Stone): Hazardous Terrain that breaks the moment you step atop it, causing the target to fall 5-20 \square or until they reach the bottom.
- Black Smoke (Windy): Difficult Terrain obscures your vision and grants any Ferals standing inside it a [+5] to their Stealth rating.
- Black Wood (Plant): Hazardous Terrain that deals 1 Hit to anyone standing in its \square , which then produces fruit that allows any Feral who eats it to restore 1 HP.
- Black Water (Flood): Hazardous Terrain that causes anyone who touches it to dissolve, dealing [5 Hits/Phase] that it's in contact with you.
- Black Lightning (Shock): Ferals use Black Lightning to quickly travel across the Wastes. If you're standing in a \square that's struck by Black Lightning, you take [6 Hits] and you'll be launched as a new Feral enters the battlefield.

It was twenty two years ago when the terrorist organization *Zodiac*, led by their enigmatic leader *Father*, initiated the second cataclysm.

The world was covered in a black miasma, corrupting the environment and turning the world into a decayed husk where the only creatures left to freely walk the earth are the Ferals, undying shape-shifters who hunger for flesh and destruction.

You are a Hunter, armed with a Terminal, a device that protects you from the corrupting powers of the black smoke, while also granting you the power to fight back against the Ferals that populate the wastes.

Your job is simple: destroy any Ferals that you encounter and uncover the location of the smokestack to destroy the sinister smog and restore world to what it once was.

Will you be able to overcome the odds and succeed in ending the cataclysm, or will you simply become the latest casualty in the war against the *Zodiac*?

