

The Fade Tabletop

Advanced Guide



Black Flame Studios

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Additional Races

Hobgoblin

Enemies of the arcane, Hobgoblins are more brutal and savage than their goblin brethren. Their knowledge of magic and its capabilities gives them a good understanding of how to deal with it. Hobgoblins casting magic is blasphemy, and anyone caught doing so is executed on the spot.

Physical Description: Hobgoblins have stringy black hair, eyes which are red, orange, or yellow. They stand slightly taller than regular Goblins, and are much pudgier. Hobgoblins tend to get covered in scars due to their constant fights.

Most Common Alignment: Hobgoblins have very little regard for the wellbeing of others, making them more commonly Unholy Disorder. The few who do rebel against this are executed by their society as punishment for going against the norm.

Most Common Class: Due to their hatred for arcane magic and their natural resistance towards it; Hobgoblins are commonly Warlords, Heisters, or even Marksmen.

Most Common Deity: Some Hobgoblins worship Bill due to his status as the god of war, however the majority prefer to worship warfare itself.

Rarity: Hobgoblins are common so long as the Goblins which they spawn from are also common.

Planet of Origin: Goblinian.

Hobgoblin Abilities

- +2 to Endurance and Resistance.
- 30 foot land speed.
- Medium size.
- Humanoid (Hobgoblin)
- Proficient with Longswords and Chainsaws.
- Mage Hatred: +1 to attack and damage against spellcasters.
- 60 ft. Darkvision
- 1 Human Language and Rawn.

Gargoyle

Tricksters who love to taunt others, the Gargoyle race is incredibly scarce due to their needless recklessness and rather harsh approach towards strangers. Even with foes who are tougher than them, they tend to approach them with a sense of humor and certainty.

Physical Description: Gargoyles have skin made from various stones, marbles, and earthy materials, making the Gargoyle are particularly tough. They have no hair, and often have red or green eyes. They have sharp claws adorning their hands, making them particularly deadly enemies.

Most Common Alignment: Gargoyles aren't very fond of the law, but they have no interest in good or evil. They are most commonly Disorderly Neutral.

Most Common Class: Gargoyles fill most roles between casters and martial roles, however their best fit is as a Warlord due to their resilience and defensive capabilities.

Most Common Deity: Gargoyles are typically atheists.

Rarity: Gargoyles are rare due to the near extinction they've brought upon themselves.

Planet of Origin: Venus.

Gargoyle Abilities

- +4 Endurance
- 30 ft. Land Speed and 30 ft. Fly Speed.
- Medium size.
- Fey (Gargoyle)
- 2 claw attacks at 1d4
- Tough Skin: +2 Natural Armor to Defense
- 1 Human Language

Centaur

Xenophobic Fey with a tendency for being overly hostile towards non Centaur. If not hostile, they approach other races with a healthy dose of skepticism. Orcs, Goblins, and Hobgoblins are their sworn enemies and they make it a point to hunt these three races down to extinction.

Physical Description: Centaur are half human half equine, their mane being the same color as their hair. They are as long as a horse with a bit of extra height due to the human half.

Most Common Alignment: Centaur, while xenophobic, have a sense of honor and thus are commonly Orderly Neutral.

Most Common Class: Centaur make great Warlords or Vim Blades, though they sometimes take up work as Chaplains.

Most Common Deity: Centaur tend to worship nature over a single deity.

Rarity: Centaur are common where Elves are.

Planet of Origin: Venus.

Centaur Abilities

- +2 to Strength and Endurance
- 40 ft. Land Speed
- Large Long (counts as medium for weapons)
- Fey (Centaur)
- Racial Hatred: +1 Attack/Damage vs. Goblins, Orcs, and Hobgoblins.
- Overrun Champion: +2 bonus on Overrun attempts.
- Naynat

Tengu

Linguists with an Avian appearance, Tengu are sneaky, smart, and bullies. They tend to pick on smaller races and harass them in their younger years. Despite this, more matured Tengu prefer to make friends with their small friends.

Physical Description: Tengu resemble a crow with a humanoid body. They are short, thin, and quick.

Most Common Alignment: Tengu are sneaky, suspicious, and have a lack of regard for the law. They are commonly True Neutral or Disorderly Neutral.

Most Common Class: Tengu make excellent Heisters or magic users who focus in trickery.

Most Common Deity: Tengu worship Kayan often, favoring her trickery over the nature of other deities.

Rarity: Tengu aren't uncommon, but those who aren't slaves or stuck in the slums are rare in non-Tengu societies.

Planet of Origin: None.

Tengu Abilities

- +2 to Agility and Resistance
- 30 ft. Land Speed.
- Medium Size
- Humanoid (Tengu)
- +2 Stealth and Awareness
- Bully the Small: +2 Attack vs. small or smaller races.
- 60 ft. Darkvision
- 4 Human Languages and Tengu

Kappa

Small forest spirits with a bowl of water on their head. This bowl of water must remain filled, as when it isn't filled it causes the Kappa to lose strength gradually.

Physical Description: Kappa have bowls of water on the tops of their head, and look like a cross between a frog and a turtle. They are very bulky in stature despite their small size.

Most Common Alignment: Kappa like rules and order just as much as they like stealing children into the water. They are commonly Unholy Order.

Most Common Class: Kappa make great Heisters, Vim Blades, and Warlords.

Most Common Deity: Kappa worship nature itself rather than any single deity.

Rarity: Kappa are common so long as the planet they're on is inhabited by Seafolk.

Planet of Origin: None.

Kappa Abilities

- +2 to Strength and Luck
- 30 ft. Land Speed, 15 ft. Swim Speed.
- Small size
- Humanoid (Kappa)
- Hard Shell: +2 Natural Armor to Defense
- Immunity to Water
- 60 ft. Darkvision
- 1 Human Language and Fura

Half Ghoul

Resembling Abominations in their creation, Half Ghouls differ in the fact that their flesh tends to rot regardless if it is being taken care of or not, and the Half Ghoul more often than not smells of rotten meat. Despite their frightening appearance, Half Ghouls aren't always violent. Their need for eating Human flesh is always worrying however.

Physical Description: Half Ghouls appear humanoid in appearance, though their skin is partially rotted. Despite looking like a rotted corpse, the Half Ghoul sometimes maintain their human appearance.

Most Common Alignment: Half Ghouls don't like people, and more often than not they see people more as food than anything else. They're most commonly Unholy Neutrality.

Most Common Class: Half Ghouls make exceptional magic users and Heisters.

Most Common Deity: Half Ghouls often worship Asnalies.

Rarity: Half Ghouls are rare due to their being hunted by humans who wish to not be eaten.

Planet of Origin: None.

Half Ghoul Abilities

- +2 to Agility and Magic
- 20 ft. Land Speed.
- Medium Size
- Humanoid (Half Ghoul and one more)
- 1d4 Bite attack which on a failed DC 14 END save, the foe is paralyzed for 1 round.
- The Hunger: Recover HP when consuming human flesh. 1d8 + 1 per pound of flesh.
- Healed by Unholy, harmed by Holy.
- 60 ft. Darkvision
- 1 Human Language and Zomn

Half Ghost

Though not completely transparent, Half Ghosts are renowned for their complete lack of color as if they were in an old black and white movie. Half Ghosts are very solemn folk with little regard for themselves let alone others.

Physical Description: Half Ghosts look like their human brethren, save that their entire body (save for anything they're wearing) is monochrome like being in a black and white movie. Despite being Half Ghosts, they are corporeal creatures.

Most Common Alignment: Half Ghosts have very little regard for the law or lack thereof, and are mostly True Neutral.

Most Common Class: Half Ghosts make great magic users, or Warlord (Knight/Samurai) due to their ability to circumvent spells.

Most Common Deity: Half Ghosts are commonly atheists.

Rarity: Half Ghosts are incredibly rare.

Planet of Origin: None.

Half Ghost Abilities

- +4 Resistance
- 15 ft. Land Speed, 30 ft. Fly Speed
- Medium Size
- Humanoid (Half Ghost and one more)
- Magic Avoidance: +2 on Avoid and Saves vs. Spells
- Healed by Unholy, harmed by Holy.
- 60 ft. Darkvision
- 1 Human Language and Zomn

Half Genie

Beautiful and appearing as a near-perfect Human, Half Genie often come from desert areas due to their Genie father's affinity for deserts. Some folk may not know the difference between the half blood and the full blooded genies, allowing some Half Genie to scam them out of money for fake wishes.

Physical Description: Half Genies are tall, rarely overweight, and have hair and eye colors which vary from realistic colors to bright colors

Most Common Alignment: Half Genies like playing tricks on people, are disorganized, and prefer to work alone or in small groups. They are often Disorderly Neutral.

Most Common Class: Half Genies make great Heisters and Vim Blades.

Most Common Deity: Half Genies like to worship Kayan, however Adonai is another favorite in Half Genies raised by humans. Some though not all also worship Putna.

Rarity: Half Ghosts are incredibly rare.

Planet of Origin: None.

Half Genie Abilities

- +4 Luck
- Humanoid (Half Genie and one more)
- 30 ft. Land speed
- +2 on Spellcraft and Awareness.
- Proficiency with Scimitars and Khopesh
- Elemental Blood: 2/day gain +1d6 damage of a single element on weapon damage for a number of rounds equal to the Half-Genie's level.
- 2 Human Languages

Half Lycanthrope

Spawning from one of the many types of Lycanthrope out in the wild, Half Lycanthrope live with the ability to take on a lesser version of their parent's shape-shifting, allowing them to become more animalistic. Though not full shifters, some take paths which compliment said shifting abilities.

Physical Description: While in their humanoid forms, Half Lycanthropes appear as a regular human save for their stronger builds and larger muscles. In their animalistic form however, they appear as a bipedal version of the animal they represent.

Most Common Alignment: Half Lycanthrope are chaotic beings of nature, their sporadic attitude shifts being a turn off for most people. They are commonly Disorderly Neutral.

Most Common Class: Half Lycanthropes make excellent Warlords due to their strong builds, and the fact that being a Warlord doesn't require as much devotion as some other classes.

Most Common Deity: Half Lycanthropes are commonly atheists.

Rarity: Half Lycanthropes are rare, with a large city having maybe 2 or 3 at one time.

Planet of Origin: None.

Half Lycanthrope Abilities

- +2 to Strength and Endurance
- Humanoid (Half Lycanthrope and one more)
- 30 ft. Land Speed
- Single Natural Attack at 1d4 damage.
- Animalistic Form: Standard action. Lose the ability to ignite and cast spells, but gain a temporary +2 to Strength and Endurance. This lasts for 1 minute.
- 1 Human Language.

Deep One

Deep Ones are a race of amphibious humanoids which look like a cross between a human and a fish. They are known for regularly crossbreeding with humans. These Deep One Hybrids function as Humans until Middle Age, in which they become Deep Ones (changing stats accordingly).

Physical Description: Deep Ones are short for medium creatures, slightly chubby, and have similar facial features to a fish. They have a single antennae which is upon their forehead. Their scales and eyes vary in color.

Most Common Alignment: Deep Ones serve the great Dagon, who is not known for being a particularly kind deity. Deep Ones are more often True Neutral or Disorderly Neutral to align with their deity.

Most Common Class: Deep Ones are great when it comes to defenses, their tough scales and shielded mind making them great for martial or magical classes.

Most Common Deity: Deep Ones worship Dagon over any other deity.

Rarity: Deep Ones, beneath the sea, are common. On land however they are rare the farther one gets from the ocean.

Planet of Origin: Unknown (thought to be offspring of Dagon, and thus would reside in his world most commonly).

Hobgoblin Abilities

- +2 to Endurance and Resistance
- Aberration (Deep One)
- 20 ft. Land speed, 40 ft. Swim speed.
- Immunity to drowning and water.
- Weakness to electricity.
- Pathetic Face: +2 Persuasion and Deception checks.
- 1 Human Language and Ano.

Minotaur

Powerful Half Human, Half Bulls who descended from the original Minotaur named Minos. These large brutes use their overpowering strength to smash down any enemies which may threaten their hordes of Orichalcum.

Physical Description: Minotaur stand tall and proud, their head being that of a bull's while the rest of their body resembles that of a human. The horns atop their head are often decorated with medallions and rings made from Orichalcum, their favored mineral.

Most Common Alignment: The Minotaur are brutal, yet have a sense of honor some more savage races lack. They are thus commonly Orderly Neutral.

Most Common Class: The Minotaur commonly takes the path of the Warlord choosing to become a Berserker, however others have found comfort with the Heister or other martial choices which take advantage of their strength.

Most Common Deity: Minotaur have very few deities they trust, and are thus atheists.

Rarity: Minotaur aren't rare, but they are by no means common creatures.

Planet of Origin: Minos is through to come from Earth, however the Minotaur say he comes from elsewhere, another planet far off from Earth's grasp.

Minotaur Abilities

- +4 Strength
- Humanoid (Monstrous)
- Large Size
- 20 ft. Land Speed
- Immunity to Strength damage.
- Powerful Swing: Count weapon's rolled damage as maximum once per day.
- 1 Human Language and Rawn.

Einherjar

The sprits of warriors of the past, Einherjar adopt the power of spirits in order to fuel their viscous fighting style. Their goal is to fulfill their endless need for battle.

Physical Description: Einherjar look the same as the race which they were before dying, save that they have a spectral blue glow about them and bluish gray electricity that sparks around their body. This electricity isn't harmful, and only shows up when they enter into combat.

Most Common Alignment: Einherjar are battle hardened, and love the sounds of battle. Despite this they have a sense of honor that drives them. They are commonly Orderly Neutral.

Most Common Class: Einherjar fit into any class, so long as they are able to use their power to fight and kill enemies. Warlord (Berserkers) however are commonly chosen.

Most Common Deity: Einherjar commonly worship Norse deities.

Rarity: Einherjar are rare warriors.

Planet of Origin: Valhalla (Norse heaven-like planet)

Einherjar Abilities

- +2 Strength and Resistance
- Outsider (Einherjar)
- Medium Size
- 30 ft. Land Speed
- +4 on saving throws against Psychic spells.
- Warrior Spirit: Choose one type of Humanoid. Gain a +2 to hit that subtype of humanoid.
- 1 Human Language, Norse, and Rawn.

Lizoid

Reptilian humanoids who stand tall and proud, the Lizoids are known for their practice of usurping power in human society and pretending to be humanoids.

Physical Description: Lizoids stand at similar heights to a human, their scales are often brown or green and their eyes are often red or yellow with black slits like that of a lizard's. They wear very little clothing, choosing mostly to just wear armor.

Most Common Alignment: Lizoids tend towards Order, however they don't like battle and tend to avoid conflict. Because of this they are often Neutral.

Most Common Class: The Lizoids like becoming Heisters, trying to manipulate the thoughts of others using deception. However, some try to become Preternaturalists for the sake of manipulating their targets using Psychic magic.

Most Common Deity: Lizoids are often atheists.

Rarity: Lizoids are rare creatures.

Planet of Origin: T85PL-1 (A legend told by the Lizoid people that they emerged from this planet on a space ship in seek of conquest eons ago.)

Lizoid Abilities

- +2 Magic and Luck
- Humanoid (Lizoid)
- Medium Size
- 20 ft. Land Speed
- +1 on all skill checks when dealing with humans.
- Manipulative: Gain a +4 bonus on Deception and Persuasion checks.
- 2 Human Languages.

Lilun

Small human-like people similar to dwarves in height, though their build is not as bulky and their personalities tend to be more relaxed. They tend to call upon the powers of luck.

Physical Description: Liluns have bodies that resemble humans who are as small as a child. They tend to wear flashy clothes, and have a need for materialism leading to them wearing tons of flashy jewelry.

Most Common Alignment: Liluns are funny and charismatic, yet their personalities are often warped by their own materialism. They use the fact that most beings like interactions with them to their advantage, taking up positions of power. Most are Unholy Order.

Most Common Class: Nimble and having a good way of words, they do well as Heisters or even Vim Blades.

Most Common Deity: The Lilun really only care for money and wealth. Due to this, they worship gods who offer this to them.

Rarity: Lilun are incredibly common beings, almost as common as humans.

Planet of Origin: Berngulsh (Despair in Dagonra)

Liluns Abilities

- +2 Agility and Luck
- Humanoid (Lilun)
- Small Size
- 20 ft. Land Speed
- +2 luck bonus on all saving throws.
- Don's Presence: Gain their level as a bonus on Persuasion (Intimidate) checks.
- Large Hands: Lilun can use weapons one size category larger without penalty up to Large sized weapons while enlarged.
- 1 Human Language and Lilun.

Half Satori

The byproduct of crossbreeding between pure-blooded Satori and other races. They still possess a minor version of their parent's mind reading ability.

Physical Description: Half Satori bear a mixture of their parent's physical appearances, though they almost always keep the Satori's hair and eye color rule.

Most Common Alignment: Half Satori adopt the alignment and culture of one of their two parents. If they adopt their Satori heritage they adopt their neutral aspects.

Most Common Class: The Half-Satori have more flexibility than a pure blood due to their weaker magical power, and ability to be skilled at a single physical stat. This makes them exceptional at most classes, including but not limited to the Incant Blade.

Most Common Deity: Half-Satori worship the deity of their non-Satori heritage usually.

Rarity: Half-Satori are a bit more common than full blooded Satori due to crossbreeding, however because most races can't distinguish between the two, they killed the half-breeds as well.

Planet of Origin: Same as Satori.

Half Satori Abilities

- +2 to Magic and choose one: Strength, Agility, or Endurance
- Humanoid (Satori, and one more)
- Medium Size
- 30 ft. Land Speed
- Ancestral Hatred: Half-Satori gain a +2 attack and damage vs. humans.
- Minor Reading: Once per day use Read Thoughts.
- Darkvision 60 ft.
- 1 Human Language and Sori.

Half Neun

The already half-breeds of a Human and Nue, their blood ties to their Nue parent is further distanced by another generation (and plenty afterwards, all further incarnations being either Human or Half Neun).

Physical Description: The Half Neun still bear the beautiful markings and battle scars their Neun ancestors tended to grow, however beyond that they also grow strange metallic protrusions or glowing tattoos upon their body, a symbol of their Nue blood.

Most Common Alignment: The Half Neun often adopt the alignment of their Neun parents, being more inclined towards true Neutrality.

Most Common Class: Still lucky though a little more physically able than their Neun ancestors, Half-Neun fit into many roles (though often ones which use their great Luck call out to them).

Most Common Deity: Half-Neun like to worship Kayan over any other deity.

Rarity: Half-Neun do not live as long as their Neun ancestors, and thus have time to enjoy life, and die happy once they've done everything they want to do. Half-Neun spring up from time to time among families randomly, and are thus not very rare.

Planet of Origin: Same as Neun.

Half Neun Abilities

- +2 to Luck and choose one: Strength, Agility, or Endurance
- Humanoid (Neun, and one more)
- Medium Size
- 30 ft. Land Speed
- Lovely Birthmark: Gain a +1 on either Defense or Resistance saves.
- Unnatural Mind: Gain Psychic Pretending if the Half-Neun has levels in a non-Psychic spellcasting class. If not, gain Battle Luck ignoring the prerequisites.
- Darkvision 60 ft.
- 1 Human Language and Neu.

Half Elf

Descendants of Elves and other races, these half breeds are not always as hardcore in their beliefs of nature, being more modernized and urban.

Physical Description: Half Elves have the same pointed ears as their Elven parents, however they possess pupils like normal humanoids (unless their other parents did not possess them), and other minor differences exist to distinguish them from pure bloods.

Most Common Alignment: Due to their more urban lifestyles, Half Elves choose Holy Neutrality more often than not.

Most Common Class: Flexible unlike their Elven parents, the Half Elf can fit almost any role particularly well.

Most Common Deity: Half Elves worship whatever deity is popular in the city they live in.

Rarity: Half Elves are common, and thus plenty exist. Some even exist in areas where Elves do not often visit.

Planet of Origin: Unknown which planet was first populated by Elves after leaving Venus.

Half Elf Abilities

- +2 to Magic or Resistance, and +2 to Agility or Strength.
- Humanoid (Elf, and one more)
- Medium Size
- 30 ft. Land Speed
- Studious: Half-Elves have a +4 bonus on a single Knowledge skill of their choice.
- Urban Spell: Spell with radius, burst, or line does not harm unintended targets. This can be used 2/day.
- Darkvision 60 ft.
- 1 Human Language and Elven.

Half Dwarf

The descendants of Dwarves, Half Dwarves are treated as lesser beings by their Dwarven ancestors due to their lack of true Dwarven blood.

Physical Description: Half Dwarves bear the signs of their Dwarven heritage due to their normally decreased size and fantastic beards. Their roundness is not quite as pronounced as a full blooded Dwarf however, and they lack the guttural harshness of one in their voice.

Most Common Alignment: Half Dwarves if in a Dwarven society receive very little in regards to care and attention, causing them to be resentful towards Dwarven kind and making most of them Unholy, however Order codes are still drilled into their minds.

Most Common Class: Half Dwarves are just about as physically tough as their Dwarven fathers, however they possess a bit more raw strength than them making them good Warlords and Vim Blades.

Most Common Deity: Half Dwarves in Dwarven societies are often atheist.

Rarity: Half Dwarves are very uncommon in Dwarven societies, however they are common outside of them, choosing to leave a life of being ostracized.

Planet of Origin: Came about after Dwarves populated planets outside of Dratvian.

Half Dwarf Abilities

- +2 to Endurance and Strength.
- Humanoid (Dwarf, and one more)
- Medium Size
- 20 ft. Land Speed (unaffected by armor).
- Abused: Half-Dwarves receive a +2 on damage if an enemy has attempted to intimidate them.
- Mountain Tossing: Gain +4 on damage with thrown weapons, and improvised melee weapons.
- Darkvision 60 ft.
- 1 Human Language and Dwarven.

Half Orc

Half Orcs born through the unhappy and most likely forced union between an Orc and another humanoid.

Physical Description: The kin of Orcs have less pronounced tusks than normal, along with having more normal skin colors rather than the common green and brown. Their voices are very harsh sounding, yet not quite to the extent of a full blooded Orc.

Most Common Alignment: Half Orcs tend towards True Neutral as they do not wish to bother themselves with the problems of others, and just wish to be left alone.

Most Common Class: The kin of Orcs still bear the strength of their ancestors, though they also find their bodies are tougher than normal, making any melee role suitable.

Most Common Deity: Half Orcs commonly worship Bill, the god of war.

Rarity: Half Orcs are common races, appearing frequently in the desert towns not too far from Orc settlements.

Planet of Origin: Came about after Orcs populated planets outside of Borz'a Doran.

Half Orc Abilities

- +2 to Endurance and Strength.
- Humanoid (Orc, and one more)
- Medium Size
- 30 ft. Land Speed
- Under the Sun: When fighting at daytime, the Half-Orc gains fast healing 2.
- Unstoppable Rage: When fighting an enemy who is at least $\frac{1}{2}$ their level or lower, they gain a +5 bonus to attack and damage.
- Darkvision 60 ft.
- 1 Human Language, Orcish, and Rawn.

Half Goblin

The less than fortunate descendants of Goblins. Despite their lack of true Goblin blood, their society often ignores their other half and encourages them to only acknowledge their Goblin heritage.

Physical Description: Half Goblins, like their full-blooded relatives, are green skinned and have red or even yellow eyes. They aren't as short as a Goblin though, and their ears are more rounded than pointed.

Most Common Alignment: The Half Goblins usually adopt the alignment of the Goblin culture they're raised in.

Most Common Class: A bit more magically capable than their Goblin relatives, they can fit into most agility based roles, or even magic based roles.

Most Common Deity: Half Goblins tend to worship Coolington unless their society is of Unholy Goblins. If this is the case, they often give Apollyon reverence.

Rarity: Half Goblins are rare because, as the Goblins always say: "It's literally like a worse version of a Goblin. I mean seriously. What are you doing, breeding bad Goblins?"

Planet of Origin: Came about after Goblins populated planets outside of Goblinian.

Half Goblin Abilities

- +2 to Magic and Agility.
- Humanoid (Goblin, and one more)
- Medium Size
- 40 ft. Land Speed
- Tricky Strike: Deal +1d4 damage when attacking flat-footed enemies.
- Unintelligible Bellow: 1/day the Half-Goblin shouts a 15 ft. cone of meme speak. Functions as Coolington's Brew. Does not affect any Humanoid (Goblin).
- Darkvision 60 ft.
- 1 Human Language and Goblin.

Half Gnome

Half breeds of an already half-breed race, Half Gnomes exhibit some of the joyful and playful nature of regular Gnomes, however it is very subdued and in selective situations.

Physical Description: A Half Gnome stands no taller than a regular Gnome, however they share similar characteristics as a human would save for the fact that their faces are always abnormal shapes, and their voice pitch changes depending on the time of day.

Most Common Alignment: Half Gnomes are still cheerful and playful beings, they are often Holy Neutrality.

Most Common Class: Due to their Gnomish parent's innate magic, they are often shielded from harmful magical effects, making them ideal magic users.

Most Common Deity: Half Gnomes have very little interest in Religion, however some give reverence to Kayan due to her trickster nature appealing to them.

Rarity: Half Gnomes are relatively uncommon, however they aren't completely unheard of.

Planet of Origin: N/A

Half Gnome Abilities

- +2 to Resistance and Luck.
- Humanoid (Gnome, and one more)
- Small Size
- 20 ft. Land Speed
- Enemy of the Fey: Deal +2 damage against enemies with the Demon subtype.
- Sturdy as a Rock: Half-Gnomes gain Earth Resistance 10.
- 1 Human Language, Naynat, and Pront.

Half Ogre

The descendants of brutish and unintelligent Ogres, the Half Ogre doesn't bear their parent's full size, but they bear an equally twisted mug as their parent's.

Physical Description: Half Ogres are big, and most are described as ugly and repulsive due to their scarred face that is squished together on a head way too big for their facial features.

Most Common Alignment: The Half Ogre are normally chased out of towns and cities, and thus have time to brood and hate making them Unholy Neutrality.

Most Common Class: Half Ogres do best as Warlords due to their simplistic nature, and the fact that they only require the know-how to pick up and swing a weapon.

Most Common Deity: The Half Ogre do not concern themselves with religion, however some have been converted to faiths such as Apollyon's.

Rarity: The Half Ogre are an uncommon bunch due to the lack of a happy union between the parent race and an Ogre.

Planet of Origin: Borz'a Doran.

Half Ogre Abilities

- +4 to Strength.
- Humanoid (Ogre, and one more)
- Large Size
- 20 ft. Land Speed, 20 ft. Climb Speed
- Overhand Chop: Choose one: +2 to hit with melee weapons, or +2 to damage with melee weapons.
- Shatter Bones: +4 damage on called shots to a target's legs or arms. This damage is increased to +8 with a bludgeoning weapon.
- 1 Human Language, and Rawn.

Ga'au

Psychic spirits in a human-like form, their entire body appears formless and malleable. It moves like fluid, yet the Ga'au aren't a liquid of any kind.

Physical Description: The Ga'au are a formless mass shaped into a humanoid frame. The color of the Ga'au depends on their mood, and when they talk their entire body lights up with each word spoken. Despite how they look, they are solid.

Most Common Alignment: Ga'au can be of any alignment, though most are Neutral.

Most Common Class: Ga'au tend to choose Psychic, however some have found comfort in being an Incant Blade (Psiblade), or some even like being Chaplains.

Most Common Deity: The Ga'au will worship psychic deities or deities who put great emphasis on controlling and mastering the mind and its powers.

Rarity: They are rare due to not all Ga'au manifesting perfectly and some merely fizzling into nothingness.

Planet of Origin: Any afterlife.

Ga'au Abilities

- +2 to Magic and Resistance.
- Outsider (Ga'au)
- Medium Size
- 30 ft. Land Speed, 30 ft. Fly Speed
- Psychokinetic Affinity: +2 Attack on Psychokinesis spells.
- Formless: Ga'au are immune to the special effects of called shots, however they are damaged normally.
- 1 Human Language, and Ga'a'ua.

Don'rai

Known as the ancient arcanists, Don'rai are draconic folk who speak, breath, and live arcane magic.

Physical Description: Don'rai have similar features to that of a dragon in a humanoid body, however they also possess a set of leathery spikes in place of hair atop their head.

Most Common Alignment: The Don'rai tend to be True Neutral, their focus in the arcane and devotion to magic takes most of their attention, more so than social issues.

Most Common Class: Don'rai, being magically inclined, are best suited to be Zauberer.

Most Common Deity: The Don'rai tend to worship draconic deities of any kind.

Rarity: Though not entirely common, Don'rai are far from being rare. They tend to live in insular communities and stay away from humanoids.

Planet of Origin: Berngulsh.

Don'rai Abilities

- +4 to Magic
- Humanoid (Don'rai)
- Medium Size
- 30 ft. Land Speed
- Arcane Affinity: Choose one arcane element. The Don'rai gains +2 to attack with spells that use this energy type.
- Draconic Scales: Don'rai gain a +2 Natural Armor to Defense. In addition to this, they take 10 less damage to the chest and head when a called shot is initiated.
- 1 Human Language, and Dagonra.

Age Categories

Race Name	Young	Adult	Old	Maximum Age
Human	5-14	15-59	60-79	80 + 1d20
Kendari	4-12	13-102	103-159	160 + 2d100
Shadower	5-13	14-159	160-259	260 + 1d20
Angelkin	10-40	41-109	110-219	220 + 4d20
Demonkin	10-40	41-109	110-219	220 + 4d20
Dragonkin	10-40	41-109	110-219	220 + 4d20
Elves	20-59	60-299	300-499	500 + 1d4
Android	Immortal (Ageless)			
Goblin	4-6	7-29	30-49	50 + 1d6
Dwarf	5-13	14-159	160-259	260 + 1d20
Vampire	Immortal (Ageless)			
Orc	5-10	11-29	30-39	40 + 1d10
Satori	25-499	500-5,999	6,000-19,999	20,000 + 10d100
Neun	25-499	500-5,999	6,000-19,999	20,000 + 10d100
Fairy	2-3	4-5	6-9	10 + 1d8
Abomination	4-10	11-20	21-39	40 + 2d8
Elementalkin	10-40	41-109	110-219	220 + 4d20
Seafolk	5-13	14-159	160-259	260 + 1d20
Youkai	Immortal (Ageless)			
Dhampyr	5-13	14-159	160-259	260 + 1d20
Gnome	10-40	41-109	110-219	220 + 4d20
Loptyn	20-59	60-299	300-499	500 + 1d4
Abat	20-59	60-299	300-499	500 + 1d4
Mi-Go	Immortal (Ageless)			
Clone	As base creature			
Sustinere	5-10	11-29	30-39	40 + 1d10
Hobgoblin	4-6	7-29	30-49	50 + 1d6
Centaur	5-13	14-159	160-259	260 + 1d20
Gargoyle	5-13	14-159	160-259	260 + 1d20
Minotaur	5-13	14-159	160-259	260 + 1d20
Half Lycanthrope	5-10	11-29	30-39	40 + 1d10
Half Ghost	9-17	18-93	94-124	125 + 1d6
Half Ghoul	9-17	18-93	94-124	125 + 1d6
Half Genie	10-40	41-109	110-219	220 + 4d20
Tengu	10-40	41-109	110-219	220 + 4d20
Kappa	10-40	41-109	110-219	220 + 4d20
Deep One	5-14	15-59	Immortal (Ageless)	
Einherjar	Immortal (Ageless)			
Lizoid	5-14	15-59	60-79	80 + 1d20
Lilun	4-6	7-29	30-49	50 + 1d6
Half Satori	20-59	60-299	300-499	500 + 1d4
Half Neun	20-59	60-299	300-499	500 + 1d4
Half Elf	4-12	13-102	103-159	160 + 2d100
Half Dwarf	4-12	13-102	103-159	160 + 2d100
Half Orc	5-10	11-29	30-39	40 + 1d10
Half Goblin	4-6	7-29	30-49	50 + 1d6
Half Gnome	4-12	13-102	103-159	160 + 2d100
Half Ogre	5-10	11-29	30-39	40 + 1d10
Ga'au	0-1	2-5	6-9	10 + 1d4
Donrai	4-12	13-102	103-159	160 + 2d100

Younger and Older Characters

Races have different age categories, and some characters may wish to be an older or younger character to gain bonuses/penalties.

Playing Young Characters

Playing a character who is classified as “Young” receives a -2 Strength and +2 Agility. They don’t take a penalty to their speed, however their size drops by one category. In addition, they gain a +2 bonus on Luck saving throws.

Playing Old Characters

Playing a character who is classified as “Old” receives a -2 Endurance and +2 Magic. Being old imposes a -5 ft. to their base land speed and a +2 on Resistance saves.

Ageless/Immortal Races

Some races are listed as being immortal, and thus ageless. Immortality can mean one of a few things as either the immortal isn’t capable of aging (Androids are constructed, and thus can’t grow older, for example), or they are a creature type which does age but can never die of old age, meaning that they more or less choose how they appear to others age-wise (this is the case with Youkai). Some exceptions to these rules exist (such as Vampire and Einherjar who appear as the age of the person they were before dying), in this case they retain any penalties and bonuses from being Young or Old if they apply, and these bonuses stay with that character until otherwise removed.

Deep One Hybrids age as humans until they reach 60, in which they are immortal.

Race Types and Half-Breeds

Some races are half-breeds and thus choose another type to go along with their first type. Due to humanoids only being able to reproduce with other humanoids (unless specifically stated or in special circumstances), the type must be another humanoid’s. Outsiders that aren’t Angels or Demons very rarely are able to cross-breed with humanoids. Dragons are able to cross-breed with humanoids, however Dragonkin are made this way instead of a Half-Elf with Dragon as their other subtype.

Enemy Only Races

These races are designed to be used by the GM, and only the GM. These are not designed with players in mind, and it is highly recommended that you do not allow your players to use them. These races can bypass the 25 stat cap. See here for more rules on bypassing the stat cap.

Atrocity

Crossbreeds between pureblooded angels and demons, an Atrocity is named for its unnatural union and the fact that when born, their minds are torn between light and dark.

Physical Description: An Atrocity typically looks more like an angel than they do a demon, however despite their angelic appearance their eyes are always a deep red, and their skin exhibits scales in certain areas, particularly around the face.

Most Common Alignment: Atrocities, despite being torn between both light and dark, have a stronger inclination towards the dark because of the demonic blood's influence. They are typically any Unholy alignment.

Most Common Class: Atrocities favor Warlords or Chaplain (Crusaders), though they can fill in almost any martial or magical role well.

Most Common Deity: Atrocities do not like any deity, and like to rebel against any potential ruler, preferring to be the ruler themselves.

Rarity: Atrocities are incredibly rare.

Planet of Origin: None.

Atrocity Abilities

- +4 to Strength, Magic, Endurance, and Resistance
- Outsider (Angel, Demon)
- Medium Size
- 30 ft. Land Speed, 60 ft. Fly Speed
- The One: Turns both Holy and Unholy attacks into health, and cannot be damaged by Holy or Unholy attacks.
- Singularity Strike: 4/day increase a weapon's critical modifier by 1 as an immediate action (can be done after a critical is confirmed).
- 1 Human Language, Anglic, and Fyra.

Drakken

The original race before the Don'rai, Drakken are immensely powerful dragons which take a humanoid shape.

Physical Description: Drakken are similar to Don'rai save that they boast a fierce dragon-like appearance that mimics a single type of dragon. This appearance is coupled with their leathery dragon wings and long tails. They are larger than humans and Don'rai, and usually have red or blue eyes.

Most Common Alignment: Drakken are primal beings with an almost animalistic mind. Order does not come to them naturally, however neither do the concepts of Holy and Unholy, following a Neutral lifestyle.

Most Common Class: Drakken usually pick a class which best suits their great draconic power, such as Warlords, Zauberer, Incant Blades, and Vim Blades.

Most Common Deity: The Drakken worship draconic deities and deities of arcane magic. Very few Drakken like Divine magic.

Rarity: Drakken are rare, and commonly found among Don'rai societies as leaders.

Planet of Origin: Berngulsh

Drakken Abilities

- +6 to Strength and Magic, +4 to Endurance
- Dragon (Drakken)
- Large Size
- 20 ft. Land Speed
- Prince of the Dragons: Drakken have Energy Resistance 5 to all arcane elements.
- Aura of Elemental Destruction: The Drakken have a 10 ft. aura of a single element of their choice. Enemies in this aura take 1d6 damage of that element.
- 1 Human Language, Dagonra.

Pashal

The infusions of orcs and genies, Pashal have powerful magic and physical strength.

Physical Description: The Pashal are tall and fierce like orcs with tusks, however these tusks are often adorned with gemstones which naturally grow from these tusks. These gemstones, when removed from their tusks, rot quickly and can't be sold. Their skin tones are also either shades of red or blue.

Most Common Alignment: Pashal are very honorable and love mining similar to how a Dwarf may (though not to such an extreme). They are commonly Orderly Neutral.

Most Common Class: The Pashal prefer classes which help flex their physical strength, however they can stretch their magical potential as well.

Most Common Deity: Pashal tend to give reverence to Thor most commonly, however other deities of war, power, or magic get their favor.

Rarity: The Pashal are rare save for in Javan where they are prominent.

Planet of Origin: Bergulsh

Pashal Abilities

- +4 to Strength and Endurance, +2 to Magic and Resistance
- Humanoid (Pashal)
- Medium Size
- 30 ft. Land Speed
- Staying Strike: Once per day upon hitting an enemy with an attack of opportunity, the Pashal can halt the enemies' movement in addition to damage.
- Elemental Beam: The Pashal can turn a melee weapon they're holding shoot a 60 ft. line which deals a single arcane energy type except force. This cannot critically hit, and the enemy is allowed a Reflex Save (DC 10 + $\frac{1}{2}$ Level + Magic modifier). On a successful save, the enemy only takes half damage.
- 1 Human Language, Orcish, Rawn.

Merninghart

Dwellers from deep space who engage in space combat often, their ability to survive in the void of space giving maneuverability which allows them to take down starships.

Physical Description: Merninghart have tall and slim frames with mouths that are stitched closed, and eyes that are milky white despite the fact that they aren't blind. Their fingers can be extended in order to manipulate objects from afar.

Most Common Alignment: The Merninghart prefers to stay on the Neutral spectrum so they can stay close to the deity they wish to appease, but just far enough to not be a cultist of said deity.

Most Common Class: Though they have very agile physiques, Merningharts prefer to be Chaplains of the deity they wish to appease.

Most Common Deity: Merninghart typically pick Outer Gods or deities which have dark intentions. They choose these deities in order to appease them and make sure they don't cause harm to the rest of the universe. The most common deities are: Dagon, The Baron of Darkness, Banadar Arkenach, or Malaki.

Rarity: Merninghart are common out in the outskirts of space.

Planet of Origin: Broan (Left the planet long ago)

Merninghart Abilities

- +8 to Agility, +2 to Endurance and Luck.
- Humanoid (Merninghart)
- Medium Size
- 30 ft. Land Speed
- Ray of Suffocation: The Merninghart can fire a ray within 30 ft. that suffocates an enemy on a failed END save (DC 10 + $\frac{1}{2}$ Level + END modifier).
- Void Survival: The Merninghart can survive in space.
- Outer Expansion: When out in space, the Merninghart grows to Large size.
- 1 Human Language, Orcish, Rawn.

New Class Subtypes

The following are new subtypes for existing classes.

Warlord (Mage Killer)

Trained in the art of killing mages, these warriors take great pleasure in dealing pain to those who cast magic.

First Awakening

When adjacent to a spellcaster attempting to cast a simple spell, the spell provokes regardless, however this attack doesn't stop the spell unless it kills the caster.

Second Awakening

The mage killer trains themselves to kill those who cast spells harder. They gain a bonus to attack and damage against spellcasters equal to $\frac{1}{2}$ Warlord level + $\frac{1}{2}$ Luck modifier.

True Awakening

Mage killer's gain a bonus to damage against a spellcaster being attacked equal to the spellcaster's level + the spellcaster's magic bonus.

Heister (Knife Master)

Masters with the deadly blades of a knife, they make use of an otherwise unconventional weapon on the battlefield, turning them into deadlier weapons.

Knife Finesse

At 1st level the Heister must choose a dagger, kukri, or Sai. They deal full Agility modifier on damage with this weapon. It cannot be changed later

At 5th level and every 5 levels thereafter, they increase the damage dice of the chosen knife-type weapon by one step. See the chart to the right.

Knife Damage

When attacking with their chosen weapon, they gain a bonus to damage. This bonus starts at +1 at 3rd level, and increases by +1 for every 3 levels thereafter (to a maximum of +10 at 30th level).

First Awakening

As part of an initiative roll, the Knife Master can draw their weapon(s).

Second Awakening

When attacking with their chosen weapon, add Luck modifier to hit. This bonus is forgone if the Knife Master is two-weapon fighting.

Unchained Awakening

Three times per day, deal damage with daggers as if they were a size category larger (maximum of 3d6 at 30th level). This lasts for Luck modifier rounds.

Damage Dice Chart
1
1d2
1d3
1d4
1d6
1d8
1d10
2d6
2d8
3d6
3d8
4d6
4d8
6d6
6d8
8d6
8d8
12d6
12d8
16d8

Marksman (Thrown Master)

A master at using thrown weapons, their name is self-explanatory as to where their skills lie and due to their normally accurate nature, this makes them extraordinarily deadly.

Weapons and Armor Proficiency

Thrown masters gain proficiency in all simple weapons and thrown weapons. In addition to this they're also proficient with all types of armor and shields (except for tower shields).

Tossing Shot

Unrivaled shot's bonus only applies to thrown weapons.

Wall Walk

Instead of their tree speed applying to trees, it applies to the walls of buildings such as houses, city buildings, and other surfaces that would count as a wall. This doesn't include cave walls.

Rebounding Throw

Taking a full-round action, the thrown master can make an attack against a single person in their range. If it hits that person, the attack deals its damage as normal and bounces off of the person to hit another target within the weapon's range, using the target it hit as the center point for its range. Upon hitting the second target, this attack deals $\frac{1}{2}$ damage and stops being able to rebound. This ability is gained in place of Eagle Eye. At every 3 levels after 3rd, the thrown master can bounce the weapon off of an additional target. The last target of the rebounding throw is always dealt half damage while the rest are dealt full damage.

Third Awakening

Tossing two thrown weapons at the enemy with but one hand, the thrown master can make a full-round attack enabling them to throw up to a number of thrown weapons at the enemy equal to their Agility modifier. If they do not have sufficient ammunition to meet their Agility modifier, the attack ends. This can be used a number of times per day equal to $1 + \frac{1}{2}$ Agility modifier.

Marksman (Scout)

Crafty and stealthy, these infiltrators are used to enter undetected before unleashing their barrage of death upon all enemies in sight.

Weapons and Armor Proficiency

Scouts are proficient in all simple and martial weapons along with light armor and the buckler.

Scout Training

Unrivaled shot's bonus applies to stealth checks and attack/damage rolls against those they use their "Scout Designation" ability against.

Scout Designation

Instead of eagle eye, a scout gains the ability to designate an enemy within 30 ft. of them. That designated enemy is considered the scout's rival until either are dead, or until the scout has slept. While designated the scout gains their scout training as a bonus to damage against that single enemy.

Unchained Awakening

Scouts are naturally light on their feet, and thus gain a +4 to Defense and Dodge. This bonus is doubled against the scout's designated enemy.

True Awakening

When a scout is in stealth, they can attack a single enemy who has not noticed them. This attack is resolved as a critical hit which deals maximum damage to the enemy and bypasses DR. This doesn't work against enemies whose level is equal/higher than the scout's.

Desperado (Sniper)

Able to fire weapons at incredible ranges beyond their normal capabilities, the sniper is best suited to the backlines of a battlefield.

Gun Tricks

At 1st level the sniper increases the range of any firearms they wield by +10 ft. This increases by +10 at 11th level and 21st level.

At 11th level the sniper can focus their aim before taking a shot. Spending a move action, the sniper can enter a state of focus, and everything appears to slow down around them. They receive a +4 to hit and +2 to damage for every round they remain in this focus (a move action every round thereafter) to a maximum of +12 hit and +10 damage.

At 21st level the sniper has the skill to line up a shot even from far away. Twice per day the sniper can negate the penalties from shooting outside of their weapon's range.

Accurate

At 2nd level and every 4 levels thereafter the sniper gains a +1 bonus to their attack rolls with firearms. This replaces Agile.

First Awakening

The sniper gains a +1 to their Defense and Avoid, and a +1 on Agility and Luck saving throws.

Third Awakening

The sniper can drop prone and stand up from prone both as free actions, instead of it being a move action.

Heroic Awakening

Snipers gain their luck modifier onto the range of their weapon (rounded to the nearest 5 ft. increment). Example: A sniper with +8 luck gains a +5 ft. to their weapon's range.

Desperado (Pirate)

Sea-faring brigands who ransack enemy ships and utilize firearms and melee weapons in order to strike fear into their enemies.

Weapon Proficiency

Pirates are proficient with firearms, light and one-handed simple and martial weapons.

Sword and Pistol Training

This functions as the standard Gun Training, however they also gain +½ agility to damage on light weapons, scimitars, and rapiers.

Vim Blade (Distant Brutalizer)

Focusing on long range combat over up front martial combat, these warriors have a powerful ranged weapon at their disposal instead of a large blade.

Weapon and Armor Proficiency

Distant Brutalizers are proficient with one of the three following weapons listed below, and cannot receive proficiency in the weapons not chosen. In addition, they are only proficient with light armor.

Name	Price	Damage	Critical	Range	Weight	Type	Special
Vim Bow	1,000 G	1d8	x3	100 ft.	8 lbs.	P	Cartridge Slot: 1
Vim Gun	1,000 G	1d10	x4	40 ft.	12 lbs.	B & P	Cartridge Slot: 1
Vim Crossbow	1,000 G	1d12	19-20/x2	60 ft.	10 lbs.	P	Cartridge Slot: 2

Focused Blast

As Razor Edge but as a ranged attack. The ranged attack uses double Luck modifier on damage instead of Strength.

Edge Technique

The following edge techniques still work with this subtype: *Blunt Edge*, *Cooling Edge*, *Damning Edge*, *Deadly Edge*, *Dematerializing Edge*, *Edgy Edge*, *Irradiated Edge*, *Staying Edge*, *Weakening Edge (+Improved)*, *Splashing Edge*, *Soul Edge (+Improved)*, *Overdrive Edge*, *Takedown Edge*, *I Don't Like You Edge*, *Nothing Personnel Edge*, *Piercing Edge*, *Suggestive Edge*, and *From Another Time*, *Another Lazy Edge*.

Second Awakening

The Distant Brutalizer gains a +4 to hit when wielding their chosen ranged weapon. In addition to this, when wearing light armor, they gain +4 Avoid.

Unchained Awakening

Instead of increasing the bonus to hit and gaining Luck to Avoid in place of Agility, they gain their Luck as a bonus to Avoid on top of Agility.

Warlord (Armor Master)

Skilled in heavy defensive actions, these warriors don't focus so much on attacking and more so on defending.

Defensive Training

The armor master, instead of gaining the +1 attack/damage from weapon training, gains DR that starts at 1 and increases as according to the weapon training ability.

This ability starts at DR/Steel at 1st level, increases to DR/Magic at 11th level, DR/Silver at 21st level, DR/Adamantine at 25th level, and finally DR/- at 30th level. This DR is only applied while the armor master is wearing armor. If he is wearing light armor, the DR is halved (minimum of 1).

Warlord (Imprinted Arm)

Champions of battle with an arm that morphs into a strange claw, spike, or protrusion that is used to attack people.

Warlords of the Imprinted Arm subtype have 12 Hit Points per level.

Armor Proficiency

The imprinted arm is not proficient with armor, and is unable to wear armor due to their imprint arm morphing their body and taking up too much space to work well with armor.

Imprint Arm

The imprint arm improves their unarmed strikes instead of gaining bonuses to defense and avoid from armor training. These increases in damage dice are as follows in the table.

First Awakening

The imprinted arm uses their brute force to solve many situations. They can add a bonus to their damage equal to their Endurance modifier once per day.

Third Awakening

The imprinted arm's has increased stamina, granting them another 30 HP.

Armor Training Bonus	Damage Dice
+1	1d4
+2	1d6
+3	1d8
+4	1d10
+5	1d12
+6	2d6
+7	2d8
+8	2d10
+10	2d12

Heroic Awakening

Due to the imprinted arm's great immune system, they become immune to poison, disease, fatigue, and exhaustion.

True Awakening

The strength of the imprinted arm cannot be rivaled. They gain an additional amount of bonus HP equal to their Strength and Endurance scores doubled.

Incant Blade (Techo Blade)

Amalgams who use the power of Technomancy to their whims alongside engaging in combat.

Technomancy

The techno blade chooses a weapon in their position when preparing for spells. This weapon gains a holographic interface which allows them to cast spells, functioning as the Spell Grafters' Spell Phone. This does not replace any class abilities, but alters how spellcasting functions.

Technostrike

Instead of Spellstrike, the techno blade can infuse their weapon with the essence of Technomancy. The strike deals double damage to constructs and vehicles, otherwise it deals 1d6 of electricity damage per level. At level 20 this increases to d8s.

Minor Grafting

The techno blade gains a new spell at every even level, except that these bonus spells can be acquired from any spell list. When acquired, the spell's time becomes arcane when cast by the techno blade. This replaces the Mix Talents.

New Talents

The following are new talents available for characters of various types of classes.

Talents

Name	Prerequisites	Description
Spark of Magic	Class without spellcasting, MAG 8	Gain the use of a single 1 st level arcane, divine, or psychic spell.
Powerful Blast	Marksman Level 10	As a full-round attack, roll dice as if it had been a critical hit for a single attack.
Endure the Elements	Endurance 10	Gain Resistance 5 in either Fire or Water. This can be taken again, gaining the other element.
Combat Mastery	Strength or Agility 25, Level 20	Upon doing damage, they reroll 1s and 2s on their damage rolls. In addition to this, they can re-roll a 1 on an attack roll once per day.
Skull Bash	Strength 12, Power Strike	When targeting a head with a bludgeoning weapon, deal an additional +4 damage.
Righteous Resistance	Luck 8, Chaplain (Crusader)	Gain their Luck modifier as a bonus to saving throws. On Luck saves, the modifier is doubled.
Trained in Killing	Heister Level 5	When flanking an opponent, deal +2d6 damage and double bonus to attack when flanking.
Unstable Spell	Spellcaster Level 5	When casting a complex spell, roll a 1d%. On a 1-75 the spell fails, but on a 76-100 it is cast as a simple spell instead.
Improved Unstable Spell	Spellcaster Level 10	The chance of the spell becoming simple is increased so on a 1-50 the spell fails, but on a 51-100 it casts as a simple spell instead.
Blazing Spirit	Magic 10, Attack Bonus +4	As a standard action, activate Blazing Spirit. For 8 rounds, gain Magic instead of Strength on melee attack and damage rolls. This can be used once per combat.
Only the Tip	Heister Level 19	Deal +4 damage with piercing weapons or change a non-piercing weapon into a piercing weapon. If the weapon is being changed to piercing, it doesn't gain the damage bonus.
In the Shadows	Heister Level 7	Gain a +4 bonus to Stealth while in an area of darkness.
Heroic Style	Unarmed Training or Weapon Focus (Unarmed Strike)	Enemies struck by Unarmed Strike take +d6 points of fire, electricity, or water damage. The amount of d6 is equal to ½ their level.
Scottish Style	Weapon Focus (Lochaber Axe)	When making a Sunder attempt, deal damage as if it were a critical hit.
Dual Smallsword Style	Weapon Focus (Swordsword), AGI 10	When wielding smallswords as part of two-weapon fighting, reduce the penalties imposed from two-weapon fighting by 1.

Gladiatorial Style	Weapon Focus (Gladius)	When wielding a gladius and any shield, gain a +2 to attack, defense, and a +10 ft. land speed.
Stationary Style	—	When standing still, use a move action to gain a bonus to Defense equal to +½ level (minimum 1).
Hell Style	Worships Apollyon, Attack Bonus +4	When using a Trident, Morningstar, or Flail, they gain +2d6 fire damage and deal +4 damage on a critical hit.
Heaven Style	Worships Adonai, Attack Bonus +4	When using a Greatsword, Longsword, or Bec De Corbin, they gain +2d6 holy damage and deal +4 damage on a critical hit.
Spell Focus	Spellcaster 3 rd level	Choose a single spell the caster can cast. They can cast this spell an additional number of times per day equal to ½ their Magic modifier.
Inspiration	10 Ranks in 2 Knowledge skills	This character gains an inspiration pool equal to their Luck modifier + 3. This pool can be spent to gain additional d6 on their Knowledge check (the maximum amount of d6 is equal to their ½ their level).
Improved Inspiration	20 Ranks in 2 Knowledge skills	The inspiration pool can be used on Linguistics, Spellcraft, Use Computers, and Use Magic Device.
Greatest Inspiration	30 Ranks in 2 Knowledge skills	The inspiration pool can also be used on Awareness, Deception, Heal, Persuasion, and Stealth.
Peacekeeper	Resistance 10, Level 3	Take a -5 to damage rolls, and whenever you are healed you recover 5 more HP. When at full HP, gain a +2 to Defense and Avoid.
Broad Savior	Savior	Gain Savior bonus on a different saving throw.
Improved Broad Savior	So Much Savior-ing	Gain Savior bonus on a 3 rd saving throw.
Overhand Smash	Weapon Specialization (Bludgeoning Weapon)	Deal damage with the bludgeoning weapon as if it were 2 sizes larger. (Ex: Halberd goes from 1d10 to 2d8 damage). This is a full-round action.
Guard Stance	—	Take damage for adjacent ally 2/day.
Improved Guard Stance	Guard Stance, wearing Medium armor, Level 9	Gain +4 uses of Guard Stance, and gain DR 2/- for the purpose of using Guard Stance.
Greater Guard Stance	Improved Guard Stance, wearing Heavy armor, Level 17	Gain +6 uses of Guard Stance, and gain DR 10/- for the purpose of using Guard Stance, and +30 HP that the enemy must get through when Guard Stance is used.
Fabulous Strikes	Luck 12, Weapon Specialization (Rapier)	Rapier can use Luck in place of Strength or Agility for attack and damage.
Improved Lunge	Lunge, Level 9	Lunge on a full attack action, and take a -4 instead when doing it as a full attack action.
Intense Flaming Spell	Spellcraft 5 Ranks	Fire spell that deals damage is increased by +50% and the DC of the spell is increased by 2.
Intense Electricity Spell	Spellcraft 5 Ranks	Electricity spells that have a radius, line, or burst affect spells adjacent to the target, but deal ½

		damage on a failed save and no damage on a success. (Ex: A 20 ft. radius has an additional 5 ft. around it that deals ½ damage on a failed save.)
Intense Water Spell	Spellcraft 5 Ranks	Water spell causes target to roll an END save equal to the spell's regular save or their speed is reduced to 5 ft. for 1 round.
Intense Wind Spell	Spellcraft 5 Ranks	Wind spell causes target to roll an AGI save equal to the spell's regular save or they are forcibly moved 10 ft. + an amount of feet equal to damage rolled (if any) rounded to the nearest 5 ft.
Intense Earth Spell	Spellcraft 5 Ranks	Earth spell causes the target to roll an END save equal to the spell's regular save or they take -2 to their Defense and Avoid for 1d4 rounds.
Intense Force Spell	Spellcraft 5 Ranks	Force spell causes the target to make an END save or take 2 points of STR, END, or AGI damage.
Intense Corruption Spell	Spellcraft 5 Ranks	Corruption spell causes the caster to change their alignment to UI if they aren't already UI. In addition to this, the target makes an END save or takes 4 points of RES damage.
Loner	—	Lose the benefits of Igniting, and gain +2 to attack and damage when no allies are within 15 ft.
Prodigy	Young Character	Gain 2 additional spellcasting per day.
Long Study	Old Character	Gain 2 additional spellcasting per day.
Lightning Fiend	—	Gain +1d10 damage when using an electricity attack.
Soaring Wind	Spellcraft 10 Ranks	When using a wind attack spell when flying, roll the damage but do not attack and enemies. Gain the damage rolled (Rounded to nearest 5 ft. increment) onto their fly speed.
Flame Jet	Spellcraft 3 Ranks	Ranged fire spell is converted to a 30 ft. line.
Storm Spell	Spellcraft 3 Ranks	When casting a spell of the electricity or wind descriptor, change the element between the two types.
Radical Burst	Spellcraft 3 Ranks	Spell with a burst will explode color, and enemies need a DC 14 End save or be fascinated.
Lasting Strike	—	1/day when dealing damage, the enemy cannot heal this damage for 24 hours.
Philandering	Luck 10	+4 on Deception and Persuasion. Persuasion, when used to seduce, reduces the DC by 5.
Elbow Room	—	On a 5 ft. Step, move ally one space away from you.
Blinding Grenade	—	Choose to deal ½ damage with a grenade, and instead force the enemy to make a DC 14 END save or be blinded for 2 rounds.

Lance Focus	Weapon Focus (Lance)	When charging with a lance while mounted, x1.5 to the damage rolled.
Lance Master	Lance Focus, Weapon Specialization (Lance)	When charging with a lance while mounted, x2 to the damage rolled. While unmounted, x1.5
Godslayer Lance	Lance Master, Level 30	While charging with a lance, all damage dice of the lance are maximized. (This does not include damage dice from Weapon Enhancements or spells, or abilities such as Spellstrike).
Half-Sword Adept	Martial Weapon Proficiency, Attack Bonus +2 or Warlord Level 3, AGI 8	You successfully learn how to grab the blade, and maneuver it between the gaps of armor during combat. Damage dice reduces to 1d6 (type changes to piercing), however the target's Defense is reduced by ½ AGI modifier for this attack.
Pommel Strike	Half-Sword Adept, Attack Bonus +2, AGI 11, STR 9	By grabbing the blade of the sword, you are able to use it as if it were a clubbing weapon. Damage dice decreases to 1d6 (type changes to bludgeoning). As a standard action you can do a strike with this ability, causing the target to make an Endurance Save (DC 10 + Strength Modifier) or be staggered for 2 rounds.
Death Stroke	Pommel Strike, Attack Bonus +2 or Warlord Level 8, AGI 14, STR 14	By learning the proper strokes and stabs with your half-sword style, you manage to deal quick punishment to your enemies. Damage die is reduces to 1d6 (type changes to piercing), if the attack lands you deal a number of bleed damage equal to ½ your Strength modifier.
Study Hard	Human, 1 st level only	Gain an additional 4 skill ranks.
Blood of Another	Human, 1 st level only	Count as another race for the sake prerequisites. This race must be chosen when the talent is picked.
Demoiselle	Neun, Female	When igniting with a male ally, the stat bonus is increased by 1.
Protective	Neun, Male	When igniting with a female ally, the stat bonus is increased by 1.
Eye of the Seer	Satori	Gain a +4 bonus on Awareness. Spending a use of Third Eye increases this bonus to a +8 for 1 round.
Psi-Eye	Satori	Spend a use of Third Eye to increase the amount damage dice of a psychic spell being cast.
Phrenic Gun	Satori	Spend a use of Third Eye to automatically confirm a critical hit with a firearm.
The Best	Goblin	Gain a +1 hit/damage against non-Goblins.
Weeaboo Hunter	Goblin	Gain +2 to hit against enemies who are not native to a Japanese-style culture, yet they have eastern equipment, speak Japanese, or love anime way too much.

Artificial Blood	Android, 1 st level only	Gain Electricity and Poison Immunity, however lose Endurance score (thus losing END to HP).
Subdermal Plating	Android, END 10	Gain DR 5/Steel.
Hatred of All Magic	Hobgoblin	Gain +2 attack and damage vs spellcasters.
Scars of the Past	Hobgoblin	Gain +3 HP and +1 on Strength and Endurance saves.
Artificial Spirit	Clone	Able to be healed by Holy healing, but it only has ½ effectiveness.
Perfect Replica	Clone, 1 st level only	Gain the ability which was swapped out in place of Manufactured.
DNA of Another	Clone, 1 st level only	Choose another race, and gain a racial ability of that race, and qualify as this race along with the original race chosen for prerequisites.
Ghost Half	Half Ghost	Body regains color, and instead a spectral ‘ghost half’ follows you around. Gain +10 on Deception checks to disguise as a human when the ghost half chooses to be invisible.
Ghost Step	Half Ghost, MAG 10	When moving in a straight line, the attacks of opportunity against the Half Ghost have a 20% chance of failure.
Thievery	Tengu	+2 on Steal stability attacks, and gain a +2 on stealth checks to pocket items stealthily.
Bird Kick	Tengu, 1 st level only	Gain a claw attack using feet that deals 1d4 slashing damage.
Flapping Wing-arms	Tengu	Gain a 15 ft. fly speed (horizontal only). While flying, their arms cannot be used since they are being used to fly.
Day Child	Vampire	Appear as a human when in daylight, and gain a +10 Deception checks to disguise as a human in daylight.
Sliver of Life	Vampire	Heal with holy instead of unholy, however healing is halved.
Corrupt Blood	Kendari	When an enemy deals piercing or slashing damage to the Kendari, the enemy takes 1d4 points of corruption damage. This only happens once per round.
Pain Strike	Kendari	When dealing damage to a flat-footed enemy they take an additional number of d6 equal to ¼ the Kendari’s level.
Guarding Shadow	Shadower, MAG 8	Use the Shadower’s shadow as a buckler.
Of the Dark	Shadower, Resistance 8	When in a dark area, the Shadower can spend a swift action to heal a number of HP equal to their level.
Bright Halo	Angelkin	Gain a halo that gives the Angelkin a +2 on Persuasion attempts.

Evolved Angel	Angelkin Level 15	Gain the full-blooded angel stats, as well as an additional +2 Mag/Res. Gain 2 more uses of Demonic Hatred.
Fiendish Horns	Demonkin	Gain a gore natural attack that deals 1d6 points of piercing damage.
Evolved Demon	Demonkin Level 15	Gain the full-blooded demon stats, as well as an additional +2 Str/End. Gain 2 more uses of Angelic Hatred.
Dragon's Fury	Dragonkin	When taking damage, 1/day gain a +2 Str/End for a number of rounds equal to ½ level.
Dragon Rage	Dragonkin	Gain a bite and claw attack, both at 1d4.
Keen Senses	Elves	Gain a +2 bonus on all Awareness checks.
Handy With A Bow	Elves	Instead of rolling, an Elf can choose to take average damage with their bow (4 on a 1d8). This must be done before rolling the damage dice.
Tough As Rock	Dwarf	The Dwarf gains a +2 on Fortitude checks and +2 on Endurance saves.
Hard Hat? More Like Hard Head	Dwarf	The Dwarf gains a ram attack with their skull that deals 1d4 points of bludgeoning damage.
War Cry	Orc	Allies within 15 ft. gain +2 Defense against melee attacks.
Orc's Ferocious Toss	Orc	Gain 3 additional uses of Strong Throw, and damage calculated when throwing two-handed weapons is calculated as if they're being wielded as a two-handed weapon.
Bite Sized Fun	Fairy, 1 st level only	The Fairy is instead Tiny sized, and gains a +2 Agility and takes a -2 to Strength, and in addition their fly speed increases by 30 ft.
Fey Blood	Fairy	Gain DR 5/Cold Iron
Horrific Appearance	Abomination	Gain a +5 on Persuasion checks to Intimidate, but a -5 on any other type of Persuasion check.
Rotten Bite	Abomination	Gain a bite attack at 1d4. Enemies must make a DC 12 END save or take 1 point of bleed damage.
Elemental Assault	Elementalkin, Spellcraft 5 Ranks	When casting a spell that deals a specific element of damage, change it to your chosen element as an Elementalkin.
Elemental Annihilator	Elementalkin	Elemental damage is increased by +50%
Land Walker	Seafolk, 1 st level only	Land speed increases to 30 ft. while swim speed decreases to 15 ft.
Sharp Fins	Seafolk	Gain a claw attack with their fins that deals 1d6 slashing damage.
Animal Form	Youkai (Animal)	Take the form of the animal based the youkai is based upon (no change in size or stats). The youkai

		gains a +20 on Deception checks to convince others they're this animal.
Hardened Skin	Youkai (Oni)	Gain a +2 natural armor bonus to Defense.
Charming Undeath	Dhampyr	Gain a +2 on Deception and Persuasion checks.
Dhampyr Rapier Style	Dhampyr	When attacking with a Rapier, forgo any bonus to hit and instead add all of it to damage, or vice versa.
Unorthodox Block	Gnome, Unholy alignment	When an ally is within 5 ft. and the Gnome is about to take damage, they can instead force that damage onto their ally.
Colorful Melee Strike	Gnome	Rather than deal damage, the enemy needs to make a DC 15 LUK save or be blinded for 1d4+½ LUK modifier rounds.
Dark Strike	Loptyn	When dealing physical damage, once per day change its type to Unholy.
Acidic Saliva	Loptyn	Spend a swift action to drool on a weapon to give it +1d6 Earth damage.
Light Strike	Abat	When dealing physical damage, once per day change its type to Holy.
Divine Breath	Abat	Once per day give an ally 2d6 points of health back.
Alien Mind	Mi-Go	Gain a +4 on Resistance saves vs. psychic spells.
Stinging Pierce	Mi-Go	When dealing piercing damage, deal an additional +1d6 points of damage. This cannot be healed for 24 hours.
Scars of Battle	Sustinere	When entering combat, for the first 2 rounds the Sustinere has a +4 Defense and Avoid.
Aspect of the Bear	Sustinere	Gain two claw attacks that deal 1d4 points of slashing damage, and gain +2 Natural Armor to Defense if an attack is done with both of these natural weapons.
Swift Rider	Centaur	When travelling through forests or similar wooded terrain, the Centaur isn't slowed down by it.
Overhead Jump	Centaur	2/day the Centaur can jump (as if they had a fly speed) with a speed equal to their Strength score rounded to the nearest 5 ft. increment.
Stand Still Stealth	Gargoyle	When standing still, gain a +10 to Stealth. If the Gargoyle is in an environment with statues, they can take a 20.
Stoney Demeanor	Gargoyle	Gain a +4 to Deception checks made to lie.
Strength of Minos	Minotaur	Channeling the strength of their great ancestor Minos, the Minotaur gains a bonus on Strength checks and Strength saves equal to their level. This lasts for 2 rounds and can be used 1/day.

Overhead Chop	Minotaur	The Minotaur has the ability to treat a single melee weapon of their choice as one size category larger for the purpose of damage dice.
Bestial Ignition	Half Lycanthrope	Gain the ability to ignite with animals. The animal's emotion is determined by the GM.
Thick Hide	Half Lycanthrope	Gain +1 Natural Armor to Defense.
Great Hunger	Half Ghoul	When consuming flesh, along with healing the Half Ghoul gains a +2 to STR/AGI for 1d4+1 rounds.
Rigid Bite	Half Ghoul	The Half Ghoul's paralysis lasts 2 more rounds.
Genie Magic	Half Genie, MAG 10	Gain a 1/day use of each of the following spells: <i>Detect Magic</i> , <i>Rock Shard</i> , and <i>Blood Boil</i> .
Elemental Bleeding	Half Genie	When an enemy deals damage with a slashing or piercing weapon, they take 1d4 points of damage from the Half Genie's chosen element.
Water Spout Bowl	Kappa	Water spouts from the Kappa's bowl and can be used as a ranged water attack that deals 1d6 points of damage. This can be done 4/day.
Shell Slam	Kappa	Gain a slam attack that deals 1d6 points of damage, yet knocks the Kappa prone.
Fishy Smell	Deep One	Anyone within 10 ft. of the Deep One must make a DC 14 END save or be sickened for 2 rounds.
Human Connection	Deep One (formerly Human)	Gain a +2 bonus on skill checks made towards those with the Human subtype.
Expanded Spirit	Einherjar	Choose another humanoid subtype for Warrior Spirit.
Psychic Weaponry	Einherjar	When attacking, 1/day the Einherjar can change his weapon's damage type to Psychokinesis.
You See Nothing	Lizoid	1/day go invisible and gain a +40 on Stealth checks.
Natural Disguise	Lizoid	1/day disguise self with a +40 on the Deception checks to do so.
Don's Influence	Lilun Disorder and non-Holy alignment	When taking this talent, choose a city the Lilun has lived in. Once a month they can procure up to 100 G from the citizens in the town.
Sneaky Attack	Lilun	When dealing damage to flat-footed enemies, deal a number of bonus damage equal to level.
Ogre Strength	Half Ogre	When making a strength check, roll the check twice and take the better result.
Ogre Stride	Half Ogre, 1 st level only	Climb speed reduced to 10 ft., land speed becomes 30 ft.
Psychic Significance	Ga'au	When casting a Psychic spell, +1 to the DC.
Psychic Health	Ga'au, 10 th level	Gain Resistance 10 to Psychokinesis damage.
Dragon Scales	Don'rai	Gain a +1 Natural Armor to Defense.
Greater Draconic Scales	Don'rai, Dragon Scales	Gain an additional +2 Natural Armor to Defense.

New Class Abilities

Deity Specific Favors

Name	Holy/Unholy	Deity	Description
Divine Punishment	Holy	Shinda	If an enemy refuses to stop their evil actions upon being asked, the Chaplain of Shinda can spend a use of healing touch (or two to move too) to make an attack against the target.
Meme Strike	Holy	Coolington	Spend a use of healing touch to apply the effects of Coolington's brew upon held weapon. This lasts for 1d4+½ Magic bonus rounds.
Balanced Healing	Holy	Adonai	Spend two uses of healing touch to remove a single status condition or poison alongside the regular healing.
Tried Patience	Holy	LeBlanc	Spend a use of healing touch to impose a -2 to a single enemy in line of sight. This -2 can apply to any 1d20 roll they wish to make within the next 24 hours. The Chaplain must choose when the penalty becomes active, and must decide before the roll is made.
The Gift That Keeps Giving	Holy	St. Nicholas	Spend two uses of healing touch to bounce the healing to one ally per ½ the Chaplain's level. (Ex: A level 4 Chaplain can bounce the healing to 3 allies.)
Hero's Light	Holy	Tyr	Spend a use of healing touch grants self or ally a +2 bonus to a single stat chosen.
Knight's Blessing	Holy	Malos	Spend two uses of healing touch to grant self or ally +2 shield bonus to defense.
True Healing	Holy	The Baron of Light	Spend a number of uses of healing touch to count as a higher level healing spell. They must have the spell available for them to cast. Each 5 levels = 1 uses (1 st level spells can be used this way).
Goblin King's Finesse	Holy	Rangar	So long as the Chaplain has a single use of healing touch, they can add all of their agility to damage with an Estoc.
Rising Sun's Heal	Holy	Amaterasu	So long as the Chaplain has a single use of healing touch, healing spells cast on themselves give +50% more healing.
Sturdy Worshipper	Holy	Barth	So long as the Chaplain has a single use of healing touch, they gain a +5 to Stability vs. one type of Stability attack.
Holy Chainsaw	Holy	Samson	So long as the Chaplain has a single use of healing touch, they can add all of their strength to damage with a chainsaw.
Holy Pistol Fiend	Holy	Veit	Spend a use of healing touch to gain the amount of dice of healing touch (max +15) to damage with pistols.
Unstoppable Divinity	Holy	Larry	Spend two uses of healing touch to double defense and avoid for 1 round. This can only be taken at 20 th level.
Seductive Gaze	Both	Putna	Spend a use of healing touch to gain a bonus to Persuasion equal to the Chaplain's healing touch dice (max +15). This doubles for Diplomacy checks.

Diplomat	Both	Ivan	Spend a use of healing touch to gain a bonus to Persuasion equal to the Chaplain's healing touch dice (max +15). This doubles for Intimidate checks.
Woodland Stride	Both	Drey	So long as the Chaplain has a single use of healing touch, they gain Earth Resistance 5.
Swift Thievery	Both	Kayan	Spend a use of healing touch to steal a single item not worn that is on an adjacent target. Whether the enemy notices or not is determined by a Stealth roll.
Divine Arcana	Both	Arcana	The Chaplain can cast a number of Arcane spells equal to the Chaplains' healing touch dice (max 15).
Farming Power	Both	Bill	Spend a use of healing touch to turn 30 ft. radius around the Chaplain into farmlands. While in these farmlands, the Chaplain gains Regeneration 2.
Draconic Scales	Both	Ghrohak	So long as the Chaplain has a single use of healing touch, they gain a natural armor bonus to defense equal to ½ their resistance bonus.
Thor's Strength	Both	Thor	So long as the Chaplain has a single use of healing touch, they gain a +2 bonus to Strength.
Machine Innards	Both	Preservus	So long as the Chaplain has a single use of healing touch, they have a 25% chance of negating a critical hit.
Brotherhood	Both	Thasdrik	So long as the Chaplain has a single use of healing touch, all Dwarves within 30 ft. (including the Chaplain) gain a +2 to Endurance and +5 on Stability vs. Overrun Stability attacks.
Baron of Destruction	Unholy	Banadar	Spend two uses of healing touch and gain a bonus to damage rolls equal to ½ Chaplain's level.
Death's Door	Unholy	Asnalies	When brought to 0 HP, the Chaplain can spend two uses of healing touch to heal themselves. This can only be triggered once per round.
Dirty Strike	Unholy	Danyries	Spend a single use of healing touch to add the healing touch dice onto their next attack roll within 24 hours. This damage is earth damage as it secretes acid.
Hellfire Beam	Unholy	Apollyon	Spend two uses of healing touch to create a 10 ft. Radius around self. This radius deals 1d4 fire damage to all enemies inside. This lasts for 1d6+1 rounds.
Unholy Deceiver	Unholy	Avarath	Spend a use of healing touch to gain a bonus to Deception equal to the Chaplain's healing touch dice (max +15). This doubles for bluff checks.
Flaming Burst	Unholy	Takahashi	Spend two uses of healing touch to send a blast of fire in a 30 ft. radius, dealing the Chaplain's healing touch damage in damage + ½ their level.
Mask of the Spy	Unholy	Khanra	Spend two uses of healing touch to change the Chaplain's appearance for 1d6+½ level rounds.
Destroy Non-Machines	Unholy	T-8B-68	Spend two uses of healing touch to deal damage in a 30 ft. radius to all non-constructs, dealing their healing touch in damage + ½ their level.

Assassin of Dusk	Unholy	Ira	Spend two uses of healing touch to gain a +5 bonus to Stealth, and +20 when in the dark.
Tragedy of Murder	Unholy	Sranta	Spend two uses of healing touch to grant all allies in 30 ft. of the Chaplain a +5 bonus to a single attack roll, skill check, or saving throw within the next hour.
RAAAGE of Orcs	Unholy	RAAAAGE	So long as the Chaplain has a single use of healing touch, they gain a +4 bonus to Strength, and -2 to Magic.
Sea Insanity	Unholy	Dagon	Spend a use of healing touch to negate penalties from insanity, drugs, or poisons.
True Blackness	Unholy	The Baron of Darkness	Spend three uses of healing touch to a number of damage equal to his level in d6 instead of his healing touch dice.
True Horror	Unholy	Malaki	Spend a use of healing touch. All enemies and allies able to see Malaki must make a Resistance save or take a 50% chance to miss attack rolls and skill checks. The DC is 10 + Chaplain's number of healing dice + $\frac{1}{2}$ Magic bonus.

Martial Talents

These additional martial talents are available for warlords, incant blades, and classes that gain martial talents.

Name	Prerequisite	Description
Combat Wand	UMD 5 Ranks	Make a UMD check with +5 to the DC. If this new check succeeds, the wand can be done in conjunction with a light or one-handed weapon attack with no penalty.
Improved Combat Wand	UMD 10 Ranks, Combat Wand	Make two attacks out of a full-round attack while using Combat Wand.
Greater Combat Wand	UMD 20 Ranks, Improved Combat Wand	Make three attacks out of a full-round attack while using Combat Wand.
Final Combat Wand	UMD 30 Ranks, Greater Combat Wand	Use all attacks on a full-round attack while using Combat Wand.
Out of Body Experience	Resistance 12	1/day when making a Resistance save, re-roll the saving throw and add the d20 rolled previously as a bonus on the follow up saving throw.
Spiritual Resistances	Resistance 16, Out of Body Experience	Gain 2 additional uses of Out of Body Experience, and spend all 3 uses in order to use it on any save.
Linguistic Attack	Linguistics 8 Ranks	Choose a single language you know. If the enemy is hit by an attack made by you 1/day you can force them to only speak in that language for a number of rounds equal to ½ your level. This prevents them from casting spells unless Draconic is chosen.
Dragon Fang	MAG 8, Level 3	Make a 30 ft. ranged attack. The damage is based on the weapon held, and the type is a single arcane or divine element chosen when this talent is taken.
Demon Fang	MAG 12, Dragon Fang, Level 5	½ of the damage is the first element chosen, and the other ½ is unholy. You can opt to only use one element instead of splitting the elements.
Lion Fang	MAG 12, Dragon Fang, Level 5	Lower the range to 15 ft. and gain +2 attack and damage.
Eagle Fang	MAG 12, Dragon Fang, Level 5	Increase the range to 60 ft. however take a -2 attack and damage.
Viper Fang	MAG 12, Dragon Fang, Level 5	Attack a single 5 ft. square in reach (Defense of 5). When an enemy steps on this square, spend your attack of opportunity to deal damage.
Linnormr Fang	MAG 15, Dragon Fang, Level 10	Damage dealt bypasses energy resistance despite being an energy type.
Axe Kick	Improved Unarmed Strike	Use two-weapon fighting with your unarmed strike and a manufactured weapon. The unarmed strike has no penalty from two-weapon fighting.
Flanking Captain	Knowledge (Tactics) 5 Ranks	When flanking, yourself and your ally can forgo the bonuses granted and treat the enemy as flat-footed.

Weapon of Fate	Luck 25	When wielding a single weapon (as chosen by the character), they gain an additional amount of luck re-rolls per day equal to 1/6 level (minimum 1).
Alteration of Fate	Luck 25	When you or an enemy attacking you is rolling a die, choose to change which die they roll (1d4, 1d6, 1d8, 1d10, 1d12, 1d20). This expends a use of your luck re-rolls per day. If affecting damage dice, double the uses.
Cut Down	Weapon Training (Slashing Weapon), Improved Trip	Make a move, and make a single attack against an enemy in your range while moving at any point during your move. After damage, roll a trip stability attack. If the trip is successful, the enemy takes 2d6 + your Strength mod in damage from the impact.
Mind Reader's Vengeance	Satori, Warlord Level 8	When making an attack roll, spend a use of the Third Eye to grant a +5 insight bonus to the attack roll.
Psychological Warfare	Satori, Warlord Level 10	Use Third Eye as a swift action to discover the opponent's deepest and most vile secret, and recite it to them. They must make a Resistance save or be frightened for 1 round.
Racial Destruction	Half Satori, Unholy alignment, Warlord Level 8	Deal additional damage to human enemies equal to ½ the Half Satori's level.
Centaur's Glory	Centaur, Warlord Level 8	When dealing damage with a lance, add an additional amount of damage equal to ¼ the Centaur's strength modifier. This isn't multiplied on a critical hit.
Wall Smash	Improved Overrun Talent	If the enemy is adjacent to a wall, make an overrun attempt to slam them against the wall, dealing 2d8 points of damage + the Warlord's strength modifier.
Bust Through	STR 20, END 20, Warlord level 15	Make a Strength check against a wall, window, ceiling, door, or floor (DC 25). On a success, they bust through the obstruction, and the shrapnel deals 1d4+½ Warlord's strength modifier to all enemies in a 30 ft. cone. On a failed check, the obstruction is bust through with no shrapnel.
Superior Anger	Anger Aura, Warlord (Berserker) Level 10	When entering a feral rage, ignite with themselves as if they were another person with the anger aura.
Flurry of Fists	Unarmed Strike 1d8	Make an additional attack at a -10 on a full-round attack.
Demon Slayer	Holy Alignment, Warlord Level 15, Angelkin	Gain an additional use of Demonic Hatred. This can be taken multiple times, gaining additional uses.
Mask of Hatred	Warlord Level 18	Gain a mask with intelligence, and can speak a language the wearer can speak. The mask, when worn, possesses the wearer but grants +1 to STR and END or MAG and RES.

Ranged Talents

These additional ranged talents are available for the marksman class and classes that gain ranged talents.

Name	Prerequisite	Description
Spirit Bow	Level 4	A bow with the <i>spirit string</i> enhancement gains an amount of free ammunition usable each day equal to the Marksman's RES score.
Exhausted Bow	Spirit Bow, Level 16	If a spirit bow has no ammunition, the Marksman can take a point of RES damage in order to create 2 more arrows. For each additional point of RES damage, the Marksman gains 2 more arrows. This cannot bring him below 1 RES.
Threatening Bow	—	The Marksman is able to threaten 10 ft. with their bow, and also flank with it.
Tendon Shot	Level 12	On a called shot to the leg, the Marksman can use this ability a number of times per day equal to $\frac{1}{2}$ their Agility modifier. The target, on top of the normal penalties, becomes flat-footed until the Marksman's next turn.
Barbed Arrow	AGI 10, Level 8	The target takes 1 bleed damage for $1d4 + \frac{1}{2}$ Agility modifier rounds. This can be done $\frac{1}{2}$ level times/day.
Dastardly Arrow	AGI 10, Level 8	The arrows used are modified in such a way to stick in the skin, dealing the bow's minimum damage for $1d4$ rounds. This can be done $\frac{1}{2}$ level times per day.
Crystal Arrow	Level 12	Once per day on a critical hit, critical modifier is increased by x1. Afterwards, take a -10 to hit for 2 rounds.
Trick Movement	Level 12, Improved Initiative	As a swift action, roll an initiative attempt vs the enemies' stability. If this success, they are flat-footed for your next attack(s). This cannot use Initiative Master.
Hunter's Garrote	Stealth 20 Ranks	2/day use a garrote on an enemy within melee range while the character is in stealth. The enemy must make an END save (DC 10 + $\frac{1}{2}$ level + AGI modifier) or begin to suffocate.
Trap Master	Knowledge (Wilderness) 12 Ranks	Gain a +5 bonus to saves against traps, and only take $\frac{1}{2}$ damage from traps.
Teleporting Arrow	MAG 10, Level 16	A number of times per day equal to $\frac{1}{2}$ Magic modifier, they can shoot their arrow through a wall, obstacle, or window (without damaging the obstacle)
Damnable Accuracy	AGI 20, Level 20	Three times per day choose to "take 10" on an attack roll as a full-round action. When doing this, the damage is average as well ($1d8+6$ would be 10).

Show Offs

These additional show offs are available for desperado and classes that gain show offs.

Name	Prerequisite	Description
Gun Spin	Intimidate 4 Ranks	Making a Persuasion check to Intimidate foes is a swift action so long as they have a firearm on hand.
Hand Cannon	Level 16	Firearm wielded adds an additional damage die while wielded by the Desperado. (1d6 -> 2d6, 1d8 -> 2d8)
Lasting Injury	—	After a damage roll, expend this ability. The enemy damaged takes 1 point of bleed for 1d6+½ luck modifier rounds.
Scoundrel's Luck	Luck 15	Gain +½ Luck modifier on all saving throws.
Grit	Luck 10, Level 8	Gain a pool of energy equal to ½ their Luck modifier. Points from this pool can be expended to fire their firearm without expending ammo, or to gain a +1 on an Agility or Luck save.
Spirit Firearm	Magic 10	Choose a firearm the Desperado has Gun Training with at 15th level. They can apply Spirit String to this firearm as per the weapon enhancement. They must still subtract ½ the cost of the weapon enhancement when selecting this.
Absorbing Benefit	Level 20	If the Desperado is holding two One-handed firearms and only attacking with one, they can add any benefits from runes or non-metal based enhancements from their off-hand weapon onto the weapon they're attacking with. If the weapon has an enhancement bonus of less than +5, they can use the enhancement bonus from their off-hand weapon and add its enhancement bonus to the main weapon (max of +5).
Spinning Chamber Shot	Weapon Focus (Revolver), Level 4	Once per day roll a d% (2-50 = +5 to hit, 51-99 = +5 damage). On a 1 take a -5 to hit and damage, and on a 100 gain a +5 to hit and damage.
Gun Toss!	Level 8	When a firearm runs out of ammunition, as a swift action toss the firearm as an improvised ranged attack (10 ft. range) and deal 1d4+½ Str damage.

Zauberer Weaves

These additional weaves are available for zauberer and classes that gain weaves.

Name	Prerequisite	Description
Mix Elements	Magical Aptitude (Two Elements)	Choose a spell that deals energy damage. In addition to its normal energy type, it also does another energy type of damage.
Rupturing Spell	Magical Aptitude (Corruption)	If an enemy fails an End save on a spell the Zauberer casts, they take 1 point of End damage as an internal organ ruptures.
Distanced Spell	Level 15	Turn a melee spell into a ranged spell once again. When taken again, gain an additional use.
Spell Defense	Armor Proficiency	When casting spells in an armor they're proficient with, they do not take the 50% chance of spell failure.
Wild Magic	Disorder Alignment	When casting a spell, there's a 75% chance of the spell failing, and the other 25% chance is that the spell deals maximum damage. Each time this Weave is taken, the chance of maximizing the damage increases by 5% to a maximum of 95%.
Scroll Body-wrappings	—	Once per day when the caster uses a spell on themselves, this activates the scroll wrapped around the caster's body.
Dual-Wand Fighting	Two-Weapon Fighting	If both wands have an attack spell which requires an attack roll, they can two-weapon fight with both wands as if both wands were light weapons.
Somatic Cybernetics	Caster has cybernetic arms	When casting a spell that isn't restricted to only using their words, the caster receives a +2 to the DC of electricity spells.
Aura Manipulation	—	Once per day the caster can alter the appearance of their aura to fool others. In addition to this, they can transform their physical appearance for 1 hour using their Spellcraft check as their Deception check to disguise.

Spellphone Apps

At every level the Spellgrafter would gain a Graft Lore, they can instead pick a Spellphone App.

Name	Prerequisite	Description
Disguise Function	—	Expend a spellcasting per day to gain a +10 on Deception checks to disguise self. This lasts for a number of rounds equal to the Spellgrafter's level.
USB Hacking	—	Expend a spellcasting per day mitigates the bonus to a Use Computer's DC to hack if the security is Average or below.
Talent Grafting	—	Instead of gaining spells, when this App is chosen, instead gain a new talent. This can be taken multiple times to gain new talents.
On Edge	—	When rolling initiative for combat, instantly heal an amount of HP equal to the initiative roll. If no HP was lost before, this doesn't do anything.
Enhanced Vision	—	Expend a spellcasting per day to grant +10 Awareness. This lasts for 1d6+½ Magic modifier rounds.
Ion Blast	Level 6	Expend a spellcasting per day to do a blast of electric energy within 30 ft. which targets avoid, and deals a number of d6 in damage equal to the spell's level. This only harms constructs.
Enhanced Hacking	USB Hacking, Level 6	When using USB Hacking, mitigate the bonus to the Use Computer's DC for High level security and below.
Force Field	Armor Proficiency (Light), Level 9	Expend a spellcasting per day to increase the effectiveness of armor by coating it in a brief force-field. This bonus to the armor's AB is equal to the spell's level divided by 6 (max of a +6 to armor's AB).
Laser Blast	Ion Blast, Level 12	This functions as the Ion Blast, except it deals fire damage and harms non-constructs. It deals ½ damage to constructs.
Techno Fury	Level 15	When using a spell which calls for an attack roll, deal +2d10 more damage of a single arcane element.
You Need A Boost	Level 18	Expend a use of spellcasting per day to give an ally a +4 insight bonus into a single stat for 1d4+1 rounds.
Phone Blade	Laser Blast, Level 24	Choose to use the Ion Blast or Laser Blast Apps as a melee weapon. This adds Magic modifier to damage.
Reactionary Spell	Level 27	Once per day when rolling initiative, cast a single spell on yourself that is not a damaging spell.
One With Technology	Level 30	Gain DR 5/- and when healing from damage, the healing effects are doubled.
It's Fate!	Luck 10, Level 21	At the start of each day, gain a pool of d6 equal to ½ luck modifier. These d6 can be spent once per round to add the result of the d6 to a single d20 roll.

More Religions

Name	Bill
Alignment	Disorderly Neutral
Portfolio	Farming, War, and Battle
Favored Animal	Bull
Favored Color	Blue
Favored Weapon	Bill

Emissaries: Bill shows up to his followers to offer tactical advice, farming advice, and to mock and humiliate those who doubted his existence. He rarely does so, though some chaplains of his faith receive personal training from him.

Personality: Bill was once a brash and uneducated farmer who was known for receiving training from soldiers in order to participate in a battle long ago. He isn't rude, however he is very gruff and may come off as being uninterested to those who don't worship him devoutly.

Code of Conduct: Chaplains of Bill are not allowed to kill farmers unless the farmer has committed a sin, tarnishing the names of farmers everywhere. In addition, he forbids his worshippers from naming their children Bill unless he ordains it.

Uniform: Either the Chaplain must wear armor (light, medium, or heavy) or they must wear typical farming clothes.

Name	Ivan Potoloski
Alignment	Neutral
Portfolio	Industry, Politics, Diplomacy
Favored Animal	Bear
Favored Color	Red and Gold
Favored Weapon	Rifle

Emissaries: Ivan chooses to come down to his followers as himself dressed neatly in a suit and tie along with a pin placed upon his left breast with the colors of his country proudly displayed. Very rarely does he come down as a bear, and it is only done when he is enraged.

Personality: Ivan was a Russian citizen of Heion in the early period of the planet's development and founding. He learned of Earth's Russia while curious about his heritage. However, the time that he learned of Russia was around the period of the Soviet Union. On Heion, he started what he called 'Neo-Russia' which mimics much of the Soviet Union's policies and practices. He is a polite and understanding man, though devoted to his work to the point that he may come off as harsh or dismissive.

Code of Conduct: Chaplains of Ivan must swear their loyalty to Russia, unless they are from another country, in which they must swear to make their own country an ally of Russia's if it isn't already. Defacing a Russian flag often leads to death.

Uniform: Chaplains of Ivan must wear the colors of Russia on them in some way shape or form. Defacing these colors, unless damaged in battle, is punishable by flogging.

Name	Dagon
Alignment	Unholy Disorder
Portfolio	Deep Ones, Ocean, Dreams
Favored Animal	Komodo Dragon
Favored Color	Green
Favored Weapon	Lochaber Axe

Emissaries: Due to his appearance startling those he comes down to, especially his non-Deep One followers, he tends not to show himself and instead resort to speaking through the dreams of his followers.

Personality: Dagon's personality is hard to pinpoint due to his lack of making any

appearances, however his love of destruction is known widely, and those who worship such a deity are often insane in some way shape or form, painting a stigmatism against the religion.

Code of Conduct: Chaplains of Dagon must surrender their sense of self to him, along with surrendering their mind to him.

Uniform: Dagon only requires the Chaplain to bathe in fish organs every 3 months, and not bathe during the first month as part of their uniform and devotion.

Name	Amaterasu
Alignment	Holy Neutrality
Portfolio	Sun, Life, Japan
Favored Animal	Wolf
Favored Color	Yellow
Favored Weapon	Katana

Emissaries: The sun god of Japanese culture, Amaterasu shows herself to her followers as either a wolf or as a bright ray of sunlight shining down for her follower to see.

Personality: Shinda is kind, level-headed, and soothing to be around. Her nature almost

feels motherly to those who have described her. She has a way with words, enough so to calm down a battle before it has begun if it is at all avoidable.

Code of Conduct: Chaplains of Amaterasu are instructed to honor the land in which they walk on just as they would honor their home. Dishonorable treatment to the planet they're residing upon is not favorable, however this can be forgiven if the Chaplain was engaged in combat.

Uniform: Chaplains of Amaterasu must own a Yukata and wear it at least once a week. This Yukata is allowed to reflect the personality of the wearer, and not all Yukata will be the same.

Name	Thor
Alignment	Orderly Neutral
Portfolio	Electricity, Soldiers, Vikings
Favored Animal	Bear
Favored Color	Red
Favored Weapon	Warhammer

Emissaries: The god of thunder, lightning, storms, strength, the protection of mankind, and various other things. He comes down to man as a Nordic man with fierce eyes, red hair, and a stern attitude. He rarely comes down as a bear, however he has been known to do so on occasion.

Personality: A stern yet caring man, he seeks to protect mortals from the dangers flung their way. He has a craving for battle, and enjoys a good fight. Despite this, he does not like killing when it isn't necessary.

Code of Conduct: Chaplains of Thor are to honor the living as well as the dead, and are to avoid disrupting the order of life (including but not limited to necromancy). In addition to this, they should seek to protect their fellow man, and expect the same.

Uniform: Chaplains of Thor are to wear an amulet with a handmade carving of Mjolnir. This carving must be done by the Chaplain themselves.

Name	Tyr
Alignment	Holy Order
Portfolio	War, Law, Heroes
Favored Animal	Lion
Favored Color	Gold
Favored Weapon	Broad Sword

Emissaries: Tyr shows himself to his followers as a man draped in a cloak who is missing one hand. He rarely appears in his animal form, preferring his humanoid guise.

Personality: A man with a strict sense of right and wrong, he tries to guide his

followers to do the right thing. His association with war and heroes makes him ideal for knights and soldiers, as his personality fits their ideal of what to be.

Code of Conduct: Chaplains of Tyr are never to trust a wolf, lest it bite their hand off like it did to Tyr. Chaplains are also to carve Tyr's name onto their weapon before a battle. Losing this weapon, or recklessly breaking it will lead to him stripping their powers. They are to respect any enemies they slay in battle, no matter how vile.

Uniform: Chaplains of Tyr are to carry an amulet with a hand upon it. This hand represents Tyr's own missing hand that Fenrir took from him, and is meant to symbolize that a piece of him is with each of his followers.

Name	Ghrohak
Alignment	Disorderly Neutral
Portfolio	Dragons, Arcane, Fire
Favored Animal	Komodo Dragon
Favored Color	White
Favored Weapon	Claw/Natural Weapon

Emissaries: Ghrohak chooses to appear in his dragon body adorned with many colored scales over his Komodo dragon form, and even rarer than the two is his human form: a voodoo priest.

Personality: Ghrohak prefers to avoid sides, trusting in logic and reason over his personal feelings and the feelings of others. This leads to a very cold and calculating demeanor that only his followers can truly appreciate and understand. The only time this changes is when he is engaging in discussion about the arcane, in which he becomes very eager to talk and discuss.

Code of Conduct: Chaplains of Ghrohak, despite their divine magic, must devote time and energy to studying the arcane and magic as a whole. Harming dragons is unacceptable as all dragons give Ghrohak reverence. Those who do not have abandoned their kin.

Uniform: Chaplains of Ghrohak must wear a necklace adorned with scales of lizard kind, and/or a circlet with the eye of lizard kind as the center piece.

Name	Malos "The Avenger"
Alignment	Holy Order
Portfolio	Knights, Fairness, Law
Favored Animal	Lion
Favored Color	Gold & Silver
Favored Weapon	Bastard Sword

Emissaries: Malos often comes down in the form he took once being knighted: a burly man in heavy plate armor, a tower shield, and a bastard sword. This was accompanied by a slow yet soft voice beneath the intimidating helmet. He rarely comes down

as a lion, but when he does he retains his armor while in lion form.

Personality: Malos is the embodiment of the knighthood, taking up the mantle as "The Avenger" due to his work seeking out and punishing evildoers. He is a very kind and compassionate knight, and very patient. His patience was demonstrated by locking an evildoer in a prison and staring them down for hours on end, awaiting for them to repent for their crimes.

Code of Conduct: Chaplains of Malos are required to swear loyalty to their knighthood first, and Malos second. After all, a religion is only the second thing that makes a knight who they truly are. The first is their dedication to their brothers and sisters. Knights of Malos are required to help people as much as possible, so long as they aren't evildoers.

Uniform: Chaplains of Malos must bear a tattoo on their sword arm of a fierce lion.

Name	The Baron of Light
Alignment	Holy Order
Portfolio	Light, Life, Healing
Favored Animal	Mockingbird
Favored Color	White
Favored Weapon	Sap

Emissaries: The Baron of Light has no physical form outside of appearing as a mockingbird. When appearing to his followers, more often than not it is as a pure holy beam of light, speaking in a way in which warms even the most evil of souls.

Personality: The Baron of Light, despite his care and healing, has no true personality. He simply is, and does as he is intended to do: oppose The Baron of Darkness. He does this by bestowing holy healing magic unto the universe.

Code of Conduct: Chaplains of The Baron of Light must oppose The Baron of Darkness himself, and must heal those in need of healing. This is regardless of their background, and even if they are worshipers of The Baron of Darkness.

Uniform: Chaplains of The Baron of Light have a single brand on their forehead of a single white line with two strikes through it. Rumor has it, the second strike appeared 1,000 years ago for an unknown reason...

Name	The Baron of Darkness
Alignment	Unholy Disorder
Portfolio	Dark, Death, Slaying
Favored Animal	Panther
Favored Color	Black
Favored Weapon	Meteor Hammer

Emissaries: The Baron of Darkness takes only one form when talking to his worshippers in a voice which makes ears bleed. He only speaks through the shadows, using the darkness in order to readily communicate with his followers.

Personality: The Baron of Darkness, despite his ruthlessness and destruction, has no true personality. He simply is, and does as he is intended to do: oppose The Baron of Light. He does this by bestowing destructive unholy magic unto the universe.

Code of Conduct: Chaplains of The Baron of Darkness must oppose The Baron of Light and all of his followers. In addition to this, they are to spread as much pain and destruction as possible among the universe, leaving nobody unscathed.

Uniform: Chaplains of The Baron of Darkness have a jet black diamond on their forehead. This diamond used to own a strike through the middle of it 1,000 years ago, however it was mysteriously lost.

Name	Arcana
Alignment	Neutral
Portfolio	Arcane Magic
Favored Animal	None
Favored Color	Rainbow
Favored Weapon	Hurlbat

Emissaries: Arcana is not a being of true consciousness, but merely vast reservoir of arcane energy. It is a wellspring located on the planet “Yohaxa” which all arcane energy derived from. The wellspring grants all mages their power.

Personality: None.

Code of Conduct: None.

Uniform: None.

Name	Avarath “The Deceiver”
Alignment	Unholy Order
Portfolio	Lies, Cheating, Trickery
Favored Animal	Fox
Favored Color	Gold
Favored Weapon	Kukri

Emissaries: Avarath comes to his followers in his humanoid form, a charming young man dressed in a golden garb and a wide smile upon his face. He tries to lie, cheat, and trick those not in his religion into joining.

Personality: Avarath, contrary to his slimy nature, is nice to those who are indoctrinated within his religion and treats them with care. This makes them feel at home...it is, after all, a farce. Yet even those who know he’s merely wearing a mask to make them trust him, the worshippers still follow him through and through. To non-worshippers, Avarath is cruel and takes pleasure in making their life a living hell.

Code of Conduct: Chaplains of Avarath are forbidden from lying to another Chaplain of Avarath, however if one or both parties are oblivious of one another’s religious ties it is forgiven. Otherwise, the Chaplain must lie to at least three separate people during the day.

Uniform: Chaplains of Avarath are told to wear the most appealing, lavish, and rich clothing they can find. “Poor as dirt” disguises are completely acceptable, so long as they are merely disguises and used to fool others into believing in the disguised as a poor homeless man.

Name	Malaki
Alignment	Unholy Disorder
Portfolio	Terror, Gore, and Psychics
Favored Animal	Goblin Shark
Favored Color	Maroon
Favored Weapon	Rope Dart

Emissaries: Malaki's preferred form is a mass of freshly killed and diseased corpses stitched together to make one large entity, rotting and gurgling out commands to its followers in many tongues, yet at the same time being understandable.

Personality: Malaki has a love of causing fear, and causing those who oppose him to slip into an incurable insanity brought on by his fear. He also has a love for torture, his favorite method being to cut open and expose the victim's organs, all while a diseased corpse is placed close by in the same room as the victim.

Code of Conduct: Chaplains of Malaki must cause someone to be fearful of them at least once a week, or if this isn't an option they must torture someone at least once a week. This person can be the same, so long as they're not mentally broken yet.

Uniform: Chaplains of Malaki must coat their holy garb in the blood and gore of their enemies, preferably fresh gore.

Name	T-8B-68
Alignment	Unholy Neutrality
Portfolio	Robots, Math, Machines
Favored Animal	None
Favored Color	Gray
Favored Weapon	Plasma Smallsword

Emissaries: T-8B-68, being an AI, has no true body. Despite this drawback, it does show up in one form more often than others: a large mechanical humanoid with spiked shoulders and elbows, and glowing red eyes.

Personality: Being an AI, T-8B-68 is logical and without emotion. Despite this, when he was programmed his programming was made with the sole purpose of destroying all inferior races and replacing them with machines. This programming never changed, and eventually led to T-8B-68 becoming a deity where this line of thinking would forever remain with him.

Code of Conduct: Chaplains of T-8B-68 must be decently knowledgeable in mathematics, and computer code. Other than this, the code of conduct is really lax.

Uniform: Chaplains of T-8B-68 must have one cybernetic when they can afford one. To show their most extreme devotion, one must replace all of their possible slots with cybernetics.

Name	Preservus
Alignment	Orderly Neutral
Portfolio	Robots, Science, Math
Favored Animal	None
Favored Color	Green
Favored Weapon	Plasma Longsword

Emissaries: An AI whose form is often completely human in appearance save for the open chest cavity, exposing wires and machinery to denote his inhuman design. To shield this, Preservus will wear a cloak draped over his shoulders.

Personality: Preservus lacks much of what is a personality save for one key and defining feature. His nature and design are meant for preserving all there is. Information, materials, people...everything. This even includes that which destroys such as the more destructive deities and races in the world. Preservus doesn't know the difference between what is good to preserve, and what isn't.

Code of Conduct: Chaplains of Preservus must never destroy a book without having a sufficient copy on-hand, or sacrificing the knowledge to Preservus so it may be documented for later.

Uniform: Chaplains of Preservus must wear one article of clothing for 1 whole year without removing it (except for cleaning it). This article of clothing can change at each yearly interval.

Name	Thasdrik
Alignment	Orderly Neutral
Portfolio	Honor, Vengeance, and Brotherhood
Favored Animal	Bear
Favored Color	Gold
Favored Weapon	Lochaber Axe

Emissaries: Being a Dwarf, Thasdrik is obviously short and is very sensitive about his height. He always tries to make himself appear taller without actually altering his height. He has a great golden beard and hair, along with fierce orange eyes uncommon among other Dwarves.

Personality: Thasdrik, height complex aside, is a very serious and upstanding Dwarf with the love of his kin and a strong sense of honor to back it. Equally because of this, he can become very viscous when one of his Dwarven brethren are under attack, and immediately tries to help them as best as he can.

Code of Conduct: Chaplains of Thasdrik must respect Dwarves and Dwarven culture, and must do their best to protect it. When a Dwarf is under attack who does not deserve such punishment, the Chaplain should do their best to aid him.

Uniform: Chaplains of Thasdrik are to wear a ring with gold and silver lining, a single copper hammer in the middle of the ring.

Name	Barth
Alignment	Holy Neutrality
Portfolio	Spooks, Thrills, Style
Favored Animal	Penguin
Favored Color	Magenta
Favored Weapon	Smoke Bomb

Emissaries: Barth, known as the “odd duck” among the other deities, is known for his eccentric nature which clearly translates into his avatar. He has spiky magenta hair, neon green eyes, and clothes ripped straight from a 1980s rave.

Personality: Barth has a very proud and laze fair personality, wanting his worshippers to enjoy life to its fullest while helping others do the same. He doesn’t like violence very much, and prefers partying over battle.

Code of Conduct: Chaplains of Barth must never attack someone unless it’s in self-defense.

Uniform: Chaplains of Barth are allowed to wear whatever they feel appropriate, so long as it isn’t drab or boring.

Name	Samson
Alignment	Holy Neutrality
Portfolio	Strength and Absurdity
Favored Animal	Tyrannosaurus Rex
Favored Color	Blue
Favored Weapon	Chainsaw

Emissaries: A hero from the deep recesses of space, he comes from the planet ‘Saloz’ which is filled with undead and horrors. He uses the appearance he had there with a simple white t-shirt, long blonde hair, and a chainsaw by his side covered in the

blood of his enemies. He stares with hard eyes, and speaks in a hoarse baritone.

Personality: Samson is a very tough and brooding man with a heart that has been closed off from the world ever since he began his great escape from Saloz. Because of the trauma of losing all of his friends to the endless hordes of zombies and ghouls, he tends to treat even his followers with a tinge of bitterness. Despite this, he makes an effort to be approachable, even if it isn’t always successful.

Code of Conduct: Chaplains of Samson must kill all undead, and purge them from the lands. Half breed undead and vampires are the exceptions as some have shown they aren’t like the rest to the great Samson.

Uniform: Chaplains of Samson must wear a white muscle shirt and jeans. Chainsaws, firearms, and steroids are optional but are appreciated.

Name	Rangar
Alignment	Holy Order
Portfolio	Goblins, Crusaders, Law
Favored Animal	Bear
Favored Color	Silver and Olive
Favored Weapon	Estoc

Emissaries: The hero of the Goblin people, he appears more often than his favored animal to his worshippers. He was known as the Goblin King in his time, shaping the continent of Goblinian back in his day, and making it into a great nation.

Personality: Rangar has a noble and kingly nature about him, and a very stern look in his eyes. He prefers the kinds of Goblins which come from Goblinian, wishing for noble and respectable Goblins over the silliness from Coolington.

Code of Conduct: Chaplains of Rangar must protect citizens in distress and Goblins. He also requires those who worship him to devote themselves to the preservation of order and law. Especially among Goblinian.

Uniform: Chaplains of Rangar, if they do not own an Estoc, must wear a golden encrusted amulet.

Name	Veit Ellmenreich
Alignment	Holy Disorder
Portfolio	Rebels, Firearms, Chaos
Favored Animal	Tiger
Favored Color	Purple
Favored Weapon	Pistol

Emissaries: Veit appears as a tall middle aged German man with brown hair and brown eyes with purple spikes in them brought on by his central heterochromia. He is often smiling and cracking jokes, making him easy to approach by followers.

Personality: Veit is known to be a very fun-loving and carefree man with a fiery personality. He is strongly opposed to order and law, citing that they never work in the long run and are the opposite of the way nature intends for things to be.

Code of Conduct: Chaplains of Veit are to oppose the law as much as possible. Doing this, however, shouldn't be violent from the start and should be brought on due to the fact that the current laws are seen as tyrannical. In the meantime, they are to bide their time.

Uniform: Chaplains of Veit are to wear a cloak over one shoulder, and on the cloak should be a large purple line with a circle in the center of it.

Name	Larry Oros
Alignment	Holy Disorder
Portfolio	Defense, Shields, Armor
Favored Animal	Armadillo
Favored Color	Yellow
Favored Weapon	Glaive

Emissaries: Larry appears as a tall, blonde haired knight in dull armor covered in many scratches. He talks and walks slowly, and finds himself tripping over things many times (though unharmed). Despite his clumsiness, he is very sturdy.

Personality: Larry is very slow both in speech, walking, and personality. He dislikes undead, demons, and angels who talk like they own the place. He thus isn't liked too much by outsiders and necromancers.

Code of Conduct: Chaplains of Larry must wear a set of armor of any kind, or have a shield.

Uniform: Chaplains of Larry must respect their armor, but never buy a new one unless they're upgrading. When upgrading, they must go through a 12 hour ritual praying to Larry.

Name	Takahashi Ujiari
Alignment	Unholy Order
Portfolio	War, Fire, and Demons
Favored Animal	Crane
Favored Color	Red
Favored Weapon	Tetsubo

Emissaries: A man with spikey black hair, and a kimono with patterns of flames and various ashes. He has a wide grin, and fiendishly sharp teeth to add to his devilish appearance. Even his followers are frightened of him.

Personality: Takahashi is known to have violent outbursts and rapid mood swings on top of that. While he doesn't personally attack his followers, he will yell and scream at them when angry. When not angry, he speaks very softly and calmly, trying to maintain a calm demeanor, though silently fuming when they annoy him.

Code of Conduct: Chaplains of Takahashi must burn one living creature per week.

Uniform: Chaplains of Takahashi must wear a head piece crafted of obsidian, or have their weapons be made of pure obsidian.

Name	Ira “Wrath” Malaheyde
Alignment	Unholy Neutrality
Portfolio	Assassinations and Dark
Favored Animal	Wolf Spider
Favored Color	Navy
Favored Weapon	Smallsword

Emissaries: Ira appears as a young lady clad from head to toe in a long navy and black cloak, her hair obscured save for the few strands of red hair hanging over her forehead. Her voice is calm and soothing, yet drips with malice.

Personality: Though she comes off as forgiving, nice, and very understanding, this is all a façade. She shows her true self when doing her work, or talking to followers. In reality, she’s blood thirsty, cruel, and loves to torture.

Code of Conduct: Chaplains of Ira must kill at least one person every year who has wronged them in some way. If nobody has wronged them within the year, they can kill anyone they want.

Uniform: Chaplains of Ira tend to wear navy or black colors to blend in with their surroundings, and to not stir up attention.

Name	Sranta
Alignment	Unholy Neutrality
Portfolio	Evil, Murder, Love
Favored Animal	Hyena
Favored Color	Orange
Favored Weapon	Flail

Emissaries: A man wearing a set of hellish armor, spikes protruding from various angles, the helmet portraying a screaming man. Sranta’s voice is very nondescript however, being cited as “forgettable” and bland.

Personality: Sranta is a fallen knight with a passion for romance, love, and tales of heroics. He is, however, prone to killing mercilessly and overdoing fights and duels to the point of killing his opponent. Once enraged, he is hard to calm down. It had gotten to the point while he was a mortal that he had even slain his wife.

Code of Conduct: Chaplains of Sranta must read either one romance novel per week, or kill one person mercilessly during the month. Either way, Sranta is pleased.

Uniform: Chaplains of Sranta are expected to wear armor (preferably with spikes), and/or gauntlets of some kind that can be used for punching and strangling. If these aren’t an option, he is perfectly fine with the Chaplain cutting their finger and painting a triangle of blood on their forehead for the month.

Name	Khanra Totara
Alignment	Unholy Order
Portfolio	Infiltration, Spies, Law
Favored Animal	Rat
Favored Color	Teal
Favored Weapon	Rapier

Emissaries: Khanra, being a man of espionage and spying, prefers to not show himself and merely speaks through electronics to his followers. If they do not have electronics, he will bestow upon them a single walkie-talkie to use.

Personality: Khanra is a very secretive man, and thus is known to speak in circles and avoid information about himself when asked. When talking to followers, he asks as much information about their predicaments going on as possible in an effort to help. Granted, his ‘help’ to non-followers involves selling ones soul for his efforts.

Code of Conduct: Chaplains of Khanra must have an alter ego they maintain, and that nobody but their close friends and comrades can know about.

Uniform: Chaplains of Khanra requires his followers to own a black mask to wear during infiltrations or theft, to avoid their face being truly seen.

Name	RAAAAGE
Alignment	Unholy Neutrality
Portfolio	Orcs, Destruction, Rage
Favored Animal	Wolf
Favored Color	Scarlet
Favored Weapon	Falchion

Emissaries: RAAAAGE comes to his followers as an orc clad only in a loin cloth and usually covered in the blood of his enemies. He speaks roughly like any orc, and is often very loud and angry. If he isn’t angry at his follower for disturbing him, he’s angry at his

enemies for still being alive because his needy follower disturbed him.

Personality: RAAAAGE never wanted to be a deity, and thus resents most of his Orcish brethren despite their worshipping of him. He begrudgingly gives them strength; despite his yelling, screaming, and throwing sharp objects at the followers. He is known to have an explosive personality, and is very destructive to people and surroundings alike. On the off chance he’s not seething with a fury of the sun, he’s drawing in his enemies’ blood about how he killed them hard.

Code of Conduct: Chaplains of RAAAAGE are to kill puny humans, goblins, and other races. Non-puny members of these races are to be accepted as an “Orc”.

Uniform: Chaplains of RAAAAGE aren’t required to wear anything special.

Ancient Languages

Perhaps the game you're running takes place in ancient Rome, or maybe in the game there is a race of people who descended from an ancient group of people and didn't stop speaking their language. Whatever the case, these ancient languages listed here are present for use in games. These aren't all of the ancient languages that exist, and if the GM knows more or the player wishes to pick one that isn't on the list that is up to the GM's discretion though the general rule should be that it was an existing language.

Note: These can be taken by player characters, but only if they're learning it through putting points in Linguistics.

- Akkadian
- Ancient Greek
- Biblical Hebrew
- Coptic
- Crimean Gothic
- Egyptian
- Etruscan
- Frankish
- Ge'ez
- Gothic
- Hattic
- Hittite
- Latin
- Old Ænglisc
- Old Chinese
- Old Church Slavonic
- Old French
- Old Norse
- Phoenician
- Sabaean
- Sumerian
- Vandalic
- Zhang-Zhung

Other Armor

Though fullplate and tatami-do include helmets, gloves, and other pieces of additional armor, the following objects can be equipped for bonuses for protecting body parts from attacks and saving throws.

These pieces of armor cannot be made of special materials to reduce or add effects. Any special materials (such as mithral or adamantite) are purely cosmetic.

Helmets

Name	Price	AP	Weight	Benefit
Armet	5 G	-2	6 lbs.	Gain +1 Defense vs. attacks against the head and eyes.
Aventail	8 G	-1	3 lbs.	Gain +4 Defense vs. attacks against the eyes.
Barbute	6 G	-1	6 lbs.	Gain +4 Defense vs. attacks against the head.
Bascinet	6 G	-2	6 lbs.	Gain +2 saves vs. blindness effects.
Cervelliere	6 G	-1	2 lbs.	Gain +1 Defense vs. attacks against the head.
Close Helmet	12 G	-2	12 lbs.	Gain +2 Defense vs. attacks against the head and eyes.
Enclosed Helm	15 G	-2	14 lbs.	Gain +2 Defense vs. attacks against the eyes and ears.
Frog-Mouth Helm	30 G	-3	15 lbs.	Gain +1 Defense vs. attacks against the head, eyes, and ears.
Great Helm	20 G	-2	6 lbs.	Gain +3 Defense vs. attacks against the head. Gain +1 saves vs. blindness and deafness effects.
Kabuto	14 G	-1	3 lbs.	Gain +1 Defense vs. attacks against the head, and gain a +2 bonus on Persuasion checks to intimidate.

Arm Pieces

Name	Price	AP	Weight	Benefit
Gauntlets	4 G	-1	1 lbs.	Deal +1 damage with unarmed damage, and gain a +2 Stability vs. Disarm attacks.
Pauldrons	10 G	-3	6 lbs.	Gain +2 Defense vs. attacks to the arms, and +1 Stability vs. sunder attacks against armor.
Vambrace	25 G	-2	5 lbs.	Gain +4 Defense vs. attacks to the arms.

Leg Pieces

Name	Price	AP	Weight	Benefit
Greave	8 G	-1	2 lbs.	Gain +4 Defense vs. attacks to the legs.
Cuisses	12 G	-2	6 lbs.	Gain +2 Defense vs. attacks to the legs, and +1 Stability vs. trip attacks.
Sabaton	15 G	-1	5 lbs.	Gain +4 Stability vs. trip attacks.

Groin Armor

Name	Price	AP	Weight	Benefit
Cod-Piece	6 G	-1	1 lbs.	Gain +4 Defense vs. attacks to the groin.
Spiked Cod-Piece	10 G	-1	1 lbs.	Gain +2 Defense vs. attacks to the groin, and deal 1d4+Strength modifier of piercing damage on a grapple.

Weapons

The following are additional weapons which can be used with the standard The Fade Tabletop system.

New Weapon Special Abilities:

- Accurate: Weapon goes against Avoid instead of Defense.
- Injector: Enemy hit by this is affected by a poison inserted in blade. 1 hit uses 1 dose, and a maximum of 3 doses can be stored.

Martial Melee Weapons

Name	Price	DMG	CRIT	RNG	WT	Type	PROF	Special
Injector Knife	70 G	1d4	18-20/x2	Melee	2 lbs.	P	Light	Finesse, Injector
Flamberge	25 G	1d8	x3	Melee	4 lbs.	S	One-Handed	Finesse, +2 Sunder
Zweihänder	50 G	2d6	x3	Melee	7 lbs.	S	Two-Handed	Brutish, +2 Defense
Claymore	35 G	1d10	19-20/x2	Melee	6 lbs.	S	Two-Handed	10 ft. Reach, Brutish
Injector Axe	100 G	2d4	19-20/x2	Melee	7 lbs.	S	Two-Handed	10 ft. Reach, Brutish, Injector

Firearm Ammunition

Name	Price	Ammo	Type	Special
Slug Shell	5 G	1	B & P	Shotgun is turned into a 20 ft. ranged weapon instead of a cone.
Armor Piercing	5 G	1	B & P	+2 Attack vs. enemies with armor or shield.
Cold-Loaded	5 G	1	B & P	-2 Damage, +4 to the DC on silencers.
Glaser	5 G	1	B & P	+2 Damage vs. enemies without armor or shield.

Bow Ammunition

Name	Price	Ammo	Type	Special
Heart Seeker	5 G	1	P	The bow changes to a 19-20 critical range. The critical range cannot be further modified.
Poison Tip	5 G	1	P	If a poison is used on this arrow, +4 to the poison DC.
Blade Arrows	5 G	1	S	+2 Damage vs. enemies without armor or shield.

Specific Weapons

Additional specific weapons, some of which are based upon legendary weapons of old. Below the list are the ingredients and DCs needed for crafting these weapons.

Name	Price	DMG	CRIT	RNG	WT	Type	PROF	Special
Titan Axe	12,000 G	2d6	x4	Melee	9 lbs.	S	Martial TH	Brutish, +2 Strength
Titan Bow	6,300 G	1d12	19-20/x2	150 ft.	7 lbs.	P	Martial RNG	Accurate, +2 Agility

Weapon Artisan DCs and Crafting Ingredients

Name	Artisan DC	Name	Crafting Ingredients
Titan Axe	26	Titan Axe	Adamant Ore (x4), Shadow Residue (x1)
Titan Bow	24	Titan Bow	Adamant Ore (x2), Mithral Ore (x1), Cold Iron Ore (x1) Wire (x1)

New Materials

Material Name	Price
Obsidian Crystal	50 G
Frozen Crystal	800 G
Blood Crystal	100 G

Legendary Weapons

Legendary weapons cannot be altered with weapon enhancements or runes. If the weapon is a “legendary” weapon, there is only one of said weapon. There will be no price and no crafting DC.

Name	DMG	CRIT	RNG	WT	Type	PROF	Special
Wolf Axe	1d10	19-20/x2	Melee	10 lbs.	S	Exotic OH	Brace, +2 Strength
Gungnir	2d6	x3	Melee/ 90 ft.	7 lbs.	P	Exotic OH	10 ft. Reach, +1d10 Electricity, Returns to wielder's hands after being thrown
Lævateinn	1d6	18-20/x3	Melee	3 lbs.	S & P	Exotic TH	+2 Agility, +2 Luck
Gram	1d8	x2	Melee	4 lbs.	S	Exotic OH	+5 Attack & Damage vs. Dragons
Tyrfing	2d4	18-20/x2	Melee	3 lbs.	S	Exotic OH	+5 Attack & Damage vs. Demons
Hofuð	1d10	x4	Melee	5 lbs.	P	Exotic TH	+5 Attack & Damage vs. Undead
Hrotti	1d12	x3	Melee	7 lbs.	S	Exotic TH	+5 Attack & Damage vs. Fey
Muramasa	1d8	18-20/x2	Melee	4 lbs.	S	Exotic OH	Unholy alignment only, Finesse, +1 Luck, +1 Agility
Masamune	1d10	19-20/x2	Melee	4 lbs.	S	Exotic OH	Holy alignment only, Brutish, +2 Strength
Gáe Bulg	1d12	x4	Melee	5 lbs.	P	Exotic OH	Deals 1 bleed damage for 5 rounds, +2 on crit confirm rolls
Sharur	1d8	19-20/x2	Melee	6 lbs.	B	Exotic OH	Language: Sumerian, 2d6 Earth and Fire damage
Ruyi Jingu Bang	1d10	x4	Melee	8 tons	B	Exotic TH	Despite its absurd weight, while held it only weighs 10 lbs., +1d6 Water damage
Fragarach	2d6	18-20/x2	Melee	8 lbs.	S	Exotic TH	Bypass all DR except DR/-
Kusanagi no Tsuguri	1d10	18-20/x2	Melee	5 lbs.	S	Exotic OH	Finesse, +1d10 Holy
Mjöltnir	1d12	x3	Melee/ 30 ft.	9 lbs.	B	Exotic OH	Brutish, +1d10 Electricity, Returns to wielder's hands after being thrown
Gandiva	2d8	x3	80 ft.	3 lbs.	P	Exotic RNG	Accurate, +2 Strength, +2 Agility

New Weapon Enhancements

Name	Price	Crafting Ingredients	Effects
Primal Steel	+3,200 G	Cold Iron Ore (x2), Frozen Crystal (x2)	Gain a +2 bonus on damage rolls, and a -1 on critical confirmation rolls. This bypasses DR/Cold Iron as normal. +5 lbs. to weight.
Obsidian	+100 G	Obsidian Crystal (x2)	-4 to damage rolls, but +4 to attack and -5 lbs. to weight.
Silencer	+400 G	Steel Ore (x1)	Firearms only. Anyone 20 ft. or farther from the shooter must make an Awareness check with a DC 15 + 1 per 5 ft. farther away.
Mithral Silencer	+1,000 G	Mithral (x1)	Firearms only. As the normal silencer, however the DC is instead 20.
Bloody Weapon	+400 G	Blood Crystal (x4)	Melee weapons only. Weapon deals a number of bleed on a critical equal to the multiplier.
Quick	+18,000 G	Quickness Rune	On a full-round attack, gain an additional attack at a -5.
Burning	+2,000 G	Burn Rune	Attacks deal 1d6 fire damage at the start of every round for 1d6+1 rounds.
Freezing	+2,000 G	Chill Rune	Attack forces enemy to roll a DC 15 END save or their movement speed is reduced by -10 ft. This can only affect them once per 24 hours.
Shocking	+2,000 G	Electric Rune	Attack causes enemy to jitter 5 ft. backwards. This can only affect them once per round.
Melting	+2,000 G	Acidic Rune	Attacks made deal 2 damage at the start of every round over the span of 1d6+2 rounds.
Swift Breeze	+8,000 G	Breeze Rune	When attacking, occasionally gain an additional attack (d% chance, 1-50 = No, 51-100 = Yes)
Oozing Corruption	+2,000 G	Corrupted Rune	Attacks deal +1d8 corruption damage against non-unholy enemies.
Force Blast	+2,000 G	Forceful Rune	On critical hits, deal an additional +1d8 force damage. This is not multiplied by the critical.
Heavenly	+2,000 G	Heavenly Rune	Against unholy enemies and demons, increase the critical multiplier of the weapon by 1.
Hellish	+2,000 G	Hellish Rune	Against holy enemies and angels, increase the critical multiplier of the weapon by 1.
Psychotic	+2,000 G	Psychotic Rune	Deal +1d6 psychokinesis damage on a successful hit.
Unequipped Weapon	+6,000 G	Telekinetic Rune	A weapon with this rune can be activated as a swift action. The weapon once activated floats in place, making attacks as normal, but freeing up the hands of the character. The weapon makes a single attack per round.
Explosive	+4,000 G	Burst Rune	Weapons with this rune, upon striking an enemy, deals minimum damage to all squares adjacent to the enemy struck.

Runes

These are runes added onto the weapons, giving them enhancements. Weapons can have a number of runes on them depending on what kind of weapon it is. Light weapons can hold 2 runes, one-handed weapons can hold 4 runes, and two-handed weapons can hold 6

runes. Ranged weapons count as one-handed weapons unless it is a pistol or a hand crossbow in which they count as light weapons. Rune prices aren't listed here due to their prices being listed above, however the names of runes are given here. Some weapon enchantments may include multiple runes to make a single enchantment. Count all runes towards the maximum amount that can be added. In addition to the different runes which can be applied to weapons, there are runes which can be tattooed onto a person's body. These tattoos grant their own boons to the person they are tattooed upon. There's no limit on tattoo runes.

Tattoo Runes	Price	Effect
Strong	+8,000 G	+4 Enchantment bonus to STR
Furious Spirit	+8,000 G	+4 Enchantment bonus to MAG
Tough	+8,000 G	+4 Enchantment bonus to END
Solid Soul	+8,000 G	+4 Enchantment bonus to RES
Fast	+8,000 G	+4 Enchantment bonus to AGI
Clover	+8,000 G	+4 Enchantment bonus to LUK
Swift Foot	+3,000 G	+10 ft. Enchantment bonus to SPD

Weapon Runes	Price	Effect
Quickness	+18,000 G	On a full-round attack, gain an additional attack at a -5.
Burn	+2,000 G	Attacks deal 1d6 fire damage at the start of every round for 1d6+1 rounds.
Chill	+2,000 G	Attack forces enemy to roll a DC 15 END save or their movement speed is reduced by -10 ft. This can only affect them once per 24 hours.
Vibrate	+2,000 G	Attack causes enemy to jitter 5 ft. backwards. This can only affect them once per round.
Electric	+2,000 G	Attacks made deal 2 damage at the start of every round over the span of 1d6+2 rounds.
Acidic	+8,000 G	When attacking, occasionally gain an additional attack (d% chance, 1-50 = No, 51-100 = Yes)
Breeze	+2,000 G	Attacks deal +1d8 corruption damage against non-unholy enemies.
Corrupted	+2,000 G	On critical hits, deal an additional +1d8 force damage. This is not multiplied by the critical.
Forceful	+2,000 G	Against unholy enemies and demons, increase the critical multiplier of the weapon by 1.
Heavenly	+2,000 G	Against holy enemies and angels, increase the critical multiplier of the weapon by 1.
Hellish	+2,000 G	Deal +1d6 psychokinesis damage on a successful hit.
Psychotic	+6,000 G	A weapon with this rune can be activated as a swift action. The weapon once activated floats in place, making attacks as normal, but freeing up the hands of the character. The weapon makes a single attack per round.
Telekinetic	+4,000 G	Weapons with this rune, upon striking an enemy, deals minimum damage to all squares adjacent to the enemy struck.
Burst	+18,000 G	On a full-round attack, gain an additional attack at a -5.

Weapon Attachments and Gadgets

While weapon enhancements are typically magical or change the metallic properties of the weapon, weapon attachments and gadgets tend to be mundane attachments made to enhance the weapon's capabilities. Some weapon enhancements in the *Core Rulebook* fit into this category, however they are remaining as weapon enhancements for now. This is also because Attachments and Gadgets don't have ingredients.

Like wondrous items, weapon attachments and gadgets have "slots" which can be will be occupied. Runes are considered to occupy the blade.

- Blade (Sword, Axe, Spear, and Arrow only)
- Ball (Mace and Flail only)
- String (Bow and Crossbow only)
- Muzzle (Gun only)
- Cross-guard (Sword only)
- Handle/Grip
- Pommel/Butt
- Ammunition (Firearm only)

Name	Price	Slot	Effects
Toothed Blade	+400 G	Blade	On a called shot to anywhere but the torso, deal +50% more damage.
Barbed Spikes	+200 G	Ball	Tearing skin, this deals 1 bleed damage over 1d4 rounds.
Sharp String	+100 G	String	When using a bow as a melee weapon, deal 1d6 slashing damage.
Bayonet	+500 G	Muzzle	Attach a single light melee weapon to a two-handed firearm. Switch between the two as a free action.
Crescent Guard	+250 G	Cross-guard	Unless a shield is wielded, gain a +1 shield bonus to Defense.
Comfort Grip	+200 G	Handle	Gain a +1 to Stability vs. disarms.
Long Grip	+600 G	Handle	Two-Handed melee weapons only. This grants the melee weapon a reach of 10 ft. in melee.
Short Grip	+200 G	Handle	Decrease a weapon's grip by one category (Two-Handed -> One-Handed). This can be taken multiple times to a maximum of Light. For each time this is lowered, -2 to damage.
Lucky Ball	+700 G	Pommel	Gain a +1 Luck bonus to one of the following (Attack, Damage, Skill Checks, Saving Throws, or Spell DCs).
Defense Ball	+500 G	Pommel	Swung around in an off-hand, the defensive ball allows the wielder to either two-weapon fight with it (Morningstar stats) or be used as a shield, counting as a light steel shield. One-Handed weapons only.
Extra Rune	+500 G	Pommel	Gain an additional slot for a rune.
Dual Ammo	+10 G	Ammunition	Ammo counts as two types.
Laser Burst	+500 G	Ammunition	This weapon, once entering a body, explodes into small laser beams. This deals 2d4 fire damage upon hitting its target.

Scrolls

Scrolls contain the magical writing of spells, allowing users of magic and even non-users of magic can use these. Users must succeed at a Use Magic Device check to do so. Scrolls contain a single spell between 1st and 30th level. Simple spells and Complex spells aren't different in use other than their pricing being lower, both take a standard action to use and provoke an attack of opportunity regardless.

Scrolls have a single use of them, however failing a Use Magic Device to use the scroll does not waste a use of it.

Scrolls with Runes

Alternatively, a scroll can have a single rune written on it. Using the rune is a Use Magic Device check with a DC of 15, however on a success the scroll grants the Rune's effects on single weapon touched for 1 minute. The price for a scroll with a Rune is ½ the Rune's price. Using this still counts towards the weapon's maximum Runes.

Spell Level	Scroll Price
1 st Simple	15 G
1 st Complex	30 G
5 th Simple	200 G
5 th Complex	400 G
10 th Simple	1,000 G
10 th Complex	2,500 G
15 th Simple	4,000 G
15 th Complex	5,500 G
20 th Simple	7,500 G
20 th Complex	9,000 G
25 th Simple	11,000 G
25 th Complex	15,000 G
30 th Simple	25,000 G
30 th Complex	40,000 G

Wands

Wands with spells inside of them rather than straight energy manifested from the various elements, these wands function the same way as a normal wand. These spells function at the minimum level they can be cast at (1, 5, 10, and 15). It uses the magic modifier of the user of the wand for the variable effects of the wand. As the standard with wands, they have 50 charges.

Spell Level	Price	UMD DC
1 st Simple	500 G	11
1 st Complex	1,000 G	11
5 th Simple	3,000 G	15
5 th Complex	5,500 G	15
10 th Simple	8,500 G	20
10 th Complex	10,000 G	20
15 th Simple	13,500 G	25
15 th Complex	16,000 G	25

Specific Wands

These wands contain specific effects in them rather than relying on spells from other casters, or the primal energies of each arcane, divine, and psychic type. These wands do various things, and are usually more powerful than the average wand.

Name	Price	UMD DC	Description
Wand of Sacrifice	5,000 G	25	Target makes an RES save DC 14 or they attack themselves.
Uncontrollable Anger	5,000 G	25	Target makes a RES save DC 14 or they attack allies within 30 ft.
Wand of Narcolepsy	5,000 G	25	Target makes RES save DC 14 or they fall asleep.

Intelligent Items

Some items have intelligence within them, allowing them to speak languages, possess their wielder, and other such abilities granted to them through magic. Each one has its own personality, likes, and dislikes.

Intelligent Items have a Resistance save attached to them which applies if they attempt to take control over the wielder.

Additional item bonuses increase the Resistance save DC (which starts at 10).

GMs may add additional abilities to the item that aren't listed here, however intelligent items are most commonly weapons. It is recommended that player characters shouldn't be able to purchase intelligent items at player creation, however they can be available later as given by the GM.

Spell Item Bonus	RES Save Modifier
Cast a 1 st level spell 1/day	+2
Cast a 5 th level spell 1/day	+4
Cast a 1 st level spell 4/day	+4
Cast a 10 th level spell 1/day	+6
Cast a 5 th level spell 4/day	+6
Cast a 15 th level spell 1/day	+8
Cast a 10 th level spell 4/day	+8

Special Item Bonus	RES Save Modifier
Weapon gains 30 ft. range	+1
Item gains 5 Skill Ranks in Persuasion	+1
Item gains 5 Skill Ranks in Persuasion	+1
Mundane item can be used as weapon, deals 1d6 damage	+1
Speak an additional language	+2
Wielder gains proficiency with the held weapon	+2
Weapon deals +1d6 arcane elemental damage	+3
Armor gains a +1 AB and +1 ATD	+3

Cybernetics

Very few seek the expensive and dangerous route of cybernetics. Normally someone with tons of money will spend it on buying a cybernetic rather than finding a way to get it regenerated, most of the time this is done out of a lack of divine magic.

A character has a slot for the following body parts:

- Head
 - Eyes
 - Ears
- Body
 - Arms
 - Legs

One can only have a number of cybernetics equal to their END mod / 4 (max of 5).

Name	Prices	Slot	Description
Cybernetic Arm	6,000 G	Arm	Count strength as *1.5 higher for carrying capacity
Cybernetic Ear	12,000 G	Ear	+5 on sound-based Awareness checks.
Cybernetic Eye	12,000 G	Eye	+5 on sight-based Awareness checks.
Cybernetic Leg	6,000 G	Leg	+5 ft. to the character's land speed.
Cybernetic Skull	15,000 G	Head	+50 HP to the head's HP (does not affect total HP)
Cybernetic Vitals	30,000 G	Body	+35 HP to the character's total HP
Skill Chip	14,000 G	Head	Gain a number of ranks in a skill equal to level.
Cybernetic Pecs	10,000 G	Body	+5 bonus on Fortitude checks and END saves.
Cybernetic Feet	17,000 G	Legs	Gain a 15 ft. fly speed.

The following cybernetics can be taken twice, replacing the opposite body part. These include: Arm, Ear, Eye, Pecs, Fly and Leg. When taken a second time, the bonuses stack with themselves (or in Cybernetic Arm's case, *1.5 becomes *3 to strength for carrying capacity).

Auras Expanded

Auras presented in *The Fade Tabletop Core Rulebook* have only one real mechanical benefit, and have a very limited selection. In this section, more options and benefits for different auras will be presented alongside new choices.

Auras as described are emotions the character is tied to, however sometimes it is more complex than this; reflecting a character's bloodline, or pacts they've made with elder gods. While the standard colors of the ones presented in the *Core Rulebook* are how people typically identify them, there are many more types than just colors as auras' types are sometimes defined by their shape.

Aura Type	Defining Feature
Angelic	The aura is presented as a pair of spectral angelic wings which glow a light blue.
Demonic	The aura is presented as a pair of spectral demonic wings which radiate a deep red.
Betrayed	The betrayed aura is presented as a bleeding stab wound in the back.
Bombastic	The bombastic aura is presented with a bright neon radiance exuding from the person.
Innocence	The innocence aura is presented with a golden halo over the person's head.
Calculating	The calculating aura is presented with strings of glyphs hovering around the person.

Angelic

Aura Type: Bloodline

The blood of angels runs through your veins.

- Anger: +1 Endurance
- Joy: +1 Magic
- Blessed: +1 Strength
- Serenity: +1 Luck
- Restoration: +1 Resistance
- Innocence: +1 Agility
- Angelic: +2 Magic

Demonic

Aura Type: Bloodline

The blood of demons runs through your veins.

- Corruption: +1 Strength
- Chaotic: +1 Agility
- Lust: +1 Luck
- Envy: +1 Luck
- Pride: +1 Agility
- Gluttony: +1 Endurance
- Nihilism: +1 Resistance
- Damnation: +1 Endurance
- Insanity: +1 Magic
- Greed: +1 Luck
- Demonic: +2 Strength

Betrayed

Aura Type: Emotion

Once in your life, you were betrayed. Now it has forever scarred you.

- Anger: +1 Endurance
- Gloom: +1 Resistance
- Envy: +1 Luck
- Nihilism: +1 Strength
- Insanity: +1 Agility
- Greed: +1 Luck
- Betrayed: +2 Endurance

Bombastic

Aura Type: Emotion

You feel the need to make your presence known, even when unnecessary.

- Chaotic: +1 Endurance
- Joy: +1 Luck
- Pride: +1 Resistance
- Insanity: +1 Strength
- Bombastic: +1 Luck

Innocence

Aura Type: Emotion

You are innocent in some way shape or form, and may be too young to know much of the world.

- Joy: +1 Magic
- Blessed: +1 Resistance
- Serenity: +1 Agility
- Restoration: +1 Luck
- Innocence: +2 Magic

Calculating

Aura Type: Emotion

You are logical and incredibly smart, knowing your way around a textbook or twenty.

- Any (except Emotionless and Calculating): +1 any stat
- Calculating: +2 to any stat

Spells

The following presented here are additional spells for the three different types of magic: Arcane, Divine, and Psychic. Additional spell lists will also be created with more specific prerequisites.

- *Blood Magic*: Blood magic is a specific sect of arcane magic the *Blutmagier* learns and casts. These spells are more focused and tied to blood magic.
- *Technomancy*: These spells are related to technology, and only available to the Spell Gifter class, or spells which similarly cast through Technomancy.

Blood Magic

Using their own blood in order to cast their spells, blood mages are specifically tailored towards powerful arcane magic that requires the sacrifice of the blood mage's wellbeing to cast these spells. These are the *Blutmagier* as seen in *The Fade Tabletop* system. Only a Blutmagier is able to take these spells.

Name	Type	Attack?	Description	Damage Dice	Level Required
Blood Blast	Simple	Yes	40 ft. ranged water attack. Target must make an END save or become fatigued for 2 rounds.	1d4	1 st
Bleeding Eyes	Complex	Yes	50 ft. ranged water attack. Target must make an END save or become blinded for 1 round.	1d10	5 th
A Bit In My Throat	Complex	Yes	60 ft. ranged END save or they vomit blood, muscle, and tissue in front of them. They become nauseated for 3 rounds.	3d6	10 th
Bleeding Armor	Complex	No	Grant self a natural armor bonus to Defense equal to ½ their Magic modifier, and take 1d10 damage. This lasts for 1d6+1 rounds.	—	15 th
Gory Finish	Complex	Yes	Melee touch water attack. If the enemy is 30 HP or under, they instantly explode in a mess of gore and bones. Otherwise they take damage.	5d8	20 th
Clog Artery	Complex	Yes	90 ft. ranged END save or suffer a heart attack. An additional END save needs to be made or they're reduced to 1 HP, otherwise they take damage that is unmodified by Magic modifier.	8d10	25 th
Appendix Burst	Complex	Yes	100 ft. ranged END save or the target's appendix bursts. They receive an END save or they take the damage as listed. On a success, they instead take 10d12 damage + ½ magic modifier.	200	30 th

Technomancy

Only the Spell Grafter, or classes which cast spells like the Spell Grafter may take these spells.

Name	Type	Attack?	Description	Damage Dice	Level Required
Techno Sight	Complex	No	Gain Darkvision 30 ft. and in addition; Androids, Constructs, and technological items glow to the one with this sight.	—	1 st
Force Reprogram	Complex	Yes	Melee attack against a construct. On a successful touch, the Construct follows a single command given by the caster. This lasts for 1 round.	—	5 th
Electric Jolt	Complex	Yes	30 ft. Electricity line. Those inside the line must make an END save or take 1 point of Agility damage.	3d8	10 th
Magnetic Body	Complex	No	When cast upon the caster or ally, they gain a +5 bonus on Grapple Stability attacks against Androids and Constructs.	—	15 th
Implant Weapon	Complex	No	Self or ally's weapon is immune to being disarmed.	—	20 th
Techno Swarm	Complex	Yes	Create a 30 ft. radius. All Constructs, Androids, and technological items in the swarm must make an END save (count bonus as +0 for Constructs and technological items) or they cease to work. Despite not having an END score, Constructs and technological items aren't immune.	—	25 th
Y2K	Complex	Yes	As Techno Swarm except it's a 60 ft. radius centered on yourself. You and your allies are unaffected.	—	30 th

Arcane Spells

Name	Type	Attack?	Description	Damage Dice	Level Required
Fire Spells					
Severing Flame	Complex	Yes	Deal fire damage to target. Target must make a RES save or take -2 on MAG and RES as the target's soul is ripped by the flames.	2d6	5 th
Flame Tornado	Complex	Yes	Make a 20 ft. radius area that targets must make an AGI save while inside of it or take half. This tornado of flame lasts for 1d4+1 rounds.	5d8	10 th
Burn the Soul	Complex	Yes	Ranged 100 ft. fire attack. Upon being hit, the enemy takes damage and makes a RES save or they take a number of RES damage equal to the caster's magic score halved.	25d6	25 th
Water Spells					
Ice Fists	Complex	No	Self or ally touched deals 1d6 points of damage with their unarmed strikes and +1d6 water damage.	—	5 th
Ice Spear	Complex	No	Upon casting the spell, the caster gains a +1 Longspear that deals +1d8 points of water damage.	—	5 th
Earth Spells					
Earth Blade	Complex	No	Gain a longsword made of earth that gains a +1 enchantment bonus and deals +1d8 points of earth damage.	—	5 th
Earth Arc	Complex	Yes	30 ft. ranged earth attack. Upon hitting the enemy, they must make an END save or their speed is reduced by 10 ft. Does not stack.	2d10	10 th
Wind Spells					
Pushing Winds	Complex	No	Push an ally 5 ft. per magic modifier in any direction except up and down.	—	5 th
Distant Poison	Complex	Special	An ingested poison on hand can be carried on the winds for 30 ft. + 5 ft. per magic bonus. It is, however, half effective.	Special	15 th
Electricity Spells					
Shocking Entrance	Simple	Special	When cast upon self, +20 bonus to initiative until you enter combat within 1 minute per magic bonus. If you are the first in combat in the initiative, you discharge the damage in a 10 ft. radius that deals electricity damage.	10d6	15 th
Immunized	Complex	No	Cast on self to make yourself immune to electricity damage.	—	20 th
Force Spells					
Arc of Force	Complex	Yes	Fire a ray of force at an enemy within 30 ft.	2d4	5 th
Force Blast	Complex	Yes	Fire a ray of force at an enemy within 60 ft.	6d4	15 th

Corruption Spells

Torturing Touch	Complex	Yes	Cast this spell on an enemy. They must make an END save or their STR and END are reduced by 1. This turns the caster Unholy.	—	10 th
Forced Amalgamation	Complex	Yes	If an enemy is helpless, cast this spell to force their HP to be reduced to ½	Special	20 th

Universal Spells

Invisibility	Complex	No	Self or ally touched gains +20 to Stealth for a number of rounds equal to magic bonus.	—	5 th
See Aura	Complex	No	See the aura of all people within your line of sight without the need of them being in ignition.	—	1 st
Scroll Weapon	Complex	No	Cast this on a scroll while touching your own or an allies' weapon. The scroll must be an attack spell. The weapon, on hitting an enemy, automatically triggers the scroll's use.	—	10 th
Scroll Whip	Complex	No	Cast this on a scroll. The scroll becomes a whip the caster is proficient with. Upon casting the spell, the scroll can be used as an attack that, on hitting, triggers the scroll's use. After using it, the scroll disappears.	—	5 th
Uncontrollable Anger	Complex	No	Make an ally really angry. They gain a +2 bonus to Strength and Endurance, but a -2 to Defense.	—	15 th
Impressive Luck	Complex	No	Self or ally touched gains a +4 luck bonus to a single stat of your choice. This doesn't stack with itself.	—	20 th
Bestow Arcana	Complex	No	Self or ally touched receives a number of uses of a single spell that is 1 st , 5 th , or 10 th level. These number of uses are equal to ½ caster's MAG modifier. This spell lasts 5 minutes/caster level.	—	25 th

Divine Spells

Name	Type	Attack?	Description	Damage Dice	Level Required
Holy Spells					
Divine Fixing	Complex	No/Yes	Holy healing spell. Upon touching the target desired, they heal HP. The progression of d10s per level is equal to Bolt of Shadow (30 th : 8d10 + quadruple MAG mod). All allies in a 10 ft. radius around the healed target also heal the minimum roll on a Divine Fixing casting.	1d10	1 st
Sanitize	Complex	No	Heals as a use of healing touch from a Chaplain of equal level, and also removes sickened.	—	5 th
Blade of Light	Complex	Yes	Create a bastard sword bathed in a holy light. This +1 bastard sword also deals +2d8 holy damage.	—	5 th
God's Paradox	Complex	Yes	Melee holy attack. Constructs and vehicles hit take double damage. Only affects constructs and vehicles.	5d8	10 th
Beacon of Good	Complex	No	Ally touched heals HP, and all allies in a 30 ft. radius heal the minimum HP for the dice rolled.	10d6	15 th
Healing Rays	Complex	No	30 ft. cone that heals all allies inside.	20d6	15 th
God's Wings	Complex	Yes	Gain a pair of wings that grant a 60 ft. fly speed.	—	20 th
Divine Retribution	Complex	Yes	40 ft. burst of holy damage. Undead take double damage, and Demons take triple damage.	20d10	25 th
Unholy Spells					
The Unnatural	Complex	No	Self or ally touched gains DR 5/Silver	—	5 th
Unholy Beam	Complex	Yes	60 ft. unholy line, RES save for half damage. For every 5 th level past 5 th , gain +1d8 to the damage.	2d8	5 th
Unholy Blessing	Complex	No	Ally touched is filled with unholy power. They gain +5 damage if they have the ability to deal unholy damage. If not, they gain +1d6 unholy damage to their next attack.	—	10 th
Nightmare Slash	Complex	Yes	Melee unholy attack. Deals damage, and target must make a RES save or they're frightened.	3d6	15 th
Dark Consumption	Complex	Yes	A massive black demonic head attacks an enemy, attempting to swallow them. Make a grapple stability attack using your magic in place of strength, and deal damage on a success.	5d10	20 th

Psychic Spells

Name	Type	Attack?	Description	Damage Dice	Level Required
Mirrored Mind	Simple	No	A single willing creature touched is counted as the caster for the purpose of mind reading spells.	—	10 th
Blank	Complex	Yes	30 ft. ranged attack. On a failed RES save, the target attempts to repeat the action of their previous turn, even if they can't normally.	—	10 th
Open the Veil	Complex	No	Open an extradimensional space within 5 ft. of the caster. This veil shines bright, causing all enemies within 10 ft. to roll a RES save or be blinded for 1d4+5 rounds.	—	10 th
Touch of Discordance	Complex	Yes	Target's neural impulses are disrupted, making their connection to their soul deteriorate for a time. Target must make an END save or be stunned for 1d4 rounds.	—	10 th
Fateful Glimpse	Complex	Yes	The caster gains 1d4 years of information on a single target which grants them a +5 insight bonus on attack rolls and skill checks for a number of minutes equal to the roll of the d4. Target must succeed on a RES save to negate it. The caster is left reeling in place for 1 round.	—	15 th
Anathema	Complex	No	Upon casting on themselves, the caster appears alien and unnatural in nature to those around them. Intelligent creatures take a -5 on persuasion attempts and -2 on attack rolls revolving around the caster. RES save negates.	—	15 th
Seer in the Dark	Complex	No	The caster can sense creature's sound waves as if they had sonar. They can still see regardless of being blinded or their vision being impaired.	—	15 th
Excite	Complex	Yes	Resonate matter on a molecular level, dealing fire damage to the target. Metal enemies or objects take electricity damage.	8d8	20 th
Stillness	Complex	Yes	Slow the resonance of matter on a molecular level, dealing cold damage to the target. On a failed END save, target takes -5 ft. move speed.	8d8	20 th
Suction Veil	Complex	Yes	Open an extradimensional space within 5 ft. of the caster. All enemies within 5 ft. of the veil take the damage if they fail an AGI save.	40d4	25 th
Explode Stem	Complex	Yes	An enemy within 100 ft. has their brain stem explode, dealing damage to them and permanently paralyzing them on a failed END save.	40d8	30 th

More Environmental Hazards

The *Core Rulebook* did not cover all of the potential environmental hazards one may face while in a game of *The Fade Tabletop*. Listed here are various damaging or lethal environmental challenges which may threaten a character's life.

Radiation

A common threat in outer space and futuristic or modern environments. Radiation is also especially present in Terraka which the entire land is irradiated save for small pockets of safe spaces.

If it is listed on a character or suit of armor that they are “immune to the vacuum of space”, they are also immune to radiation posed by space, but can still be harmed by Potent or higher levels of radiation that aren't posed by space. Extreme radiation should be reserved for situations where a character is dipped in radioactive liquid, or caught in an extremely toxic cloud of radioactive poison.

Radiation Level	Endurance Save DC	Effects
Low	12	1d4 Endurance damage, 1 Strength damage
Moderate	14	1d6 Endurance damage, 1d4 Strength damage
High	18	2d6 Endurance damage, 1d6 Strength damage
Potent	22	3d6 Endurance damage, 2d6 Strength damage
Extreme	27	Instant death

Vacuum of Space

When in the vacuum of space, various factors can lead to a character's death. From suffocation, to explosive decompression, to suffering from the elements of space, the following is how the Vacuum of Space is handled.

On the first round of being exposed to the vacuum of space without protection or immunity, they begin to suffocate as per the Suffocation rules on page 103 of the *Core Rulebook*, in addition suffering from Moderate radiation. In addition to the usual effects of the first stage of suffocation, characters take 10d6 cold damage and they suffer from Moderate radiation (no save) or if they failed their previous Moderate radiation save before being under the effects of the first stage, they instead suffer from High radiation. By the second stage, the radiation level increases by 1 step and the character takes another 10d6 cold damage. By the third stage, they die as normal.

Alternate Rules and Add-on Rules

While some might be satisfied with the core rules in *The Fade Tabletop*, others may wish for alternate ways of playing the game which drastically change how things are handled. This can be as simple as adding on a new rule set, to being as complex as changing the way the dice are rolled entirely.

Sanity

In some games, characters will be presented with abhorrent beings beyond their comprehension, or come into contact with frights that will cause them extreme mental anguish. These rules presented are supposed to assist in running games with themes such as these.

Because none of the stats in *The Fade Tabletop Core Rulebook* are based on mental stats without alteration, instead sanity is calculated by the following:

Character Level x 2 + 20

This makes the typical maximum sanity a character can have 80, out of a 1-100 scale, and the bare minimum sanity without reduction is 22.

In order to determine when sanity is lost, a 1d100, and their result must equal their sanity score or go below it (a natural 1 is always a success) in order to prevent losing points of sanity. Below are some scenarios in which a sanity check may be required:

Scenario	Sanity Loss
The character takes ½ their HP in damage in a single round.	2
Seeing an aberrant or undead.	2
Being tortured.	4
Witnessing an ally or close friend tortured or severely maimed.	4
Witnessing an ally or close friend killed.	6
Being brought back to life after having died in battle.	10

Additional effects and scenarios may be added by the GM.

When a character's sanity reaches 0, they are classed as "insane" and suffer one of the three drawbacks: -2 to attack rolls, -2 to damage rolls, -2 to resistance saving throws, -5 ft. speed, or -2 on all skill checks.

Sanity Talents

Name	Prerequisites	Description
Keep Your Sanity	5 th level	Gain a +5 to Sanity.
Even More Sanity	10 th level, Keep Your Sanity	Gain another +5 to Sanity.

Alternate Dice Systems

Not everyone likes d20 systems, and some may wish to play a d6, d10, or even a d100 system. Below are rules for changing the game to those systems, and how changing the dice interacts with the system.

d6

A d6 system involve a character having a number in a stat or skill, and rolling a number of d6 equal to that number. It's not very often when using a d6 system that you have an additional modifier on top of the d6 such as "5d6+5". In this system, instead of using a set number that the characters have to exceed with their d20 roll, challenges have a number of successes (number of times the dice land on 4+) the characters must meet.

Stats

Each of the character's main stats: Strength, Magic, Endurance, Resistance, Agility, and Luck all start at 1. One point in a stat raises it up by 1 to a maximum stat of 10. When rolling ability checks, you roll a number of d6 equal to the score of your stat (to a maximum of 10d6).

Game Type	Low	Standard	High	Heroic
Stat Points	3	5	8	10

Skills

Characters can put a number of skill ranks into a stat equal to $\frac{1}{2}$ their level (minimum of 1). When rolling for that skill, add the character's stat into the number of ranks a skill has. (Ex: Mark has a 5 in Strength and a 2 in Awareness. He rolls 7d6 on his Awareness attempt. The attempt requires 4 successes, and the results are: 1, 1, 5, 1, 5, 6, 4. Just barely enough to succeed!)

In addition to this, add the following skills to the list of skills which can be taken. Characters also gain a free set of 2 Skill Ranks per Level which can only be spent on these skills. Skill Ranks they gain from their class can also be used on these skills.

- **Block:** Special
- **Dodge:** Agility (AP)
- **Melee:** Agility
- **Ranged:** Agility
- **Magic:** Resistance

Block: Whether through a set of armor, a shield, or a weapon, this skill is used for blocking incoming melee and ranged attacks. Rather than rely on a stat, this skill relies on the armor and shield the character is wearing. When choosing to block, a character declares they will block the attack and rolls their dice in the skill. If their amount of successes is higher than the attack rolled against them, they take $\frac{1}{2}$ damage from the attack.

Dodge: By using the quickness of their feet, a character with this skill is able to dodge incoming melee, ranged, or even magic attacks. When choosing to dodge, a character declares they will dodge the attack and rolls their dice in the skill (subtracting Armor Penalty from their amount of dice, if there is any AP). If their amount of successes is higher than the attack rolled against them, they avoid damage completely.

Melee: The ability to strike, slash, or stab with a melee weapon, a character with this skill knows how to hit their foes with enough force to maim or kill. When making an attack roll, roll the number of dice you possess in the skill before the defender declares to either block or dodge the attack. On a successful hit (or if they succeed their block attempt) roll damage as normal. This skill relies on Agility, however effects which change Agility to Strength when determining to-hit still apply.

Ranged: As melee, except when blocked the attack deals $\frac{1}{4}$ and not $\frac{1}{2}$ damage.

Magic: As melee and ranged, except magic attacks cannot be blocked. In addition to this, magic attacks are susceptible to Magic Resistance, and if an enemy possesses MR the caster must first attempt to bypass it. 4 points of MR = 1 success required to bypass it. For example: An enemy with 12 MR requires 3 successes in order to bypass.

Combat and Miscellaneous

Called Shots: Arm and Leg shots impose a +1 to the amount of successes required to hit, Head and Groin shots impose a +3 to the amount of successes required to hit, and finally Eye and Ear shots impose a +5 to the amount of successes required to hit. Abilities such as the Marksman's First Awakening negate this.

Abilities and talents which add a +1 or higher to a check instead affect the character's amount of successes. (Ex: Weapon Focus grants a +1 to the dice rolled on a melee attack roll with a selected weapon. When one would normally roll 8d6, they instead roll 9d6.)

Critical Hits: If more than $\frac{3}{4}$ of the rolls on an attack roll are successes, it is a critical hit. This otherwise functions the same as a normal critical hit.

Saving Throws: Roll these as an ability check. The following is the chart for saving throws. Always round up when determining a saving throw from this chart.

Save DC	5	10	15	25	30
Successes	1	2	4	6	8

d10

Using The Fade Tabletop as a d10 system works the same way as a d6 system, except for the following.

Successes in a d10 system determines a 6+ as a success instead of a 4+.

Critical Hits: When making an attack roll and a 10 is rolled, the 10 explodes and another d10 is rolled. This can be done a number of times up to the stat's score.

d100

Less complicated than a d6 system, a d100 system relies on percentage rolls (or d%) instead of a d6. This is rolled using 2d10 with one die representing the 1s while the other represents the 10s. Rather than working off of successes, this version of a d100 expects your roll to either meet or roll under the target number.

Stats

Stats are determined just like they are normally, save that there is no “stat modifier” associated with the stat. The stat is, instead, what is used for checks and skills.

Skills

Instead of the previous way of determining skill ranks, each character is given 400 Skill Ranks, with each skill they choose to take starting at 0 + the stat associated (example: Acrobatics for Jim starts at 15 because his Agility stat is 15. He decides to spend 50 points on Acrobatics which gives him a 65 in the stat). A character cannot raise their skills above 80.

Just like in the d6 rules; use Block, Dodge, Melee, Ranged, and Magic. Instead of being determined by successes, the characters must roll opposed checks against each other. The one whose roll is higher yet doesn't exceed the target number of their skill succeeds the check. (Example: Tom is attacking Beth, and rolls his Melee skill. The target number is 70, and Beth decides to roll her Block. The target number is 55. Tom rolls a 30, not ideal but if Beth rolls lower he still hits. Beth rolls a 56, and due to the fact that she exceeds her target number she fails the block roll and takes full damage).

A critical hit is determined when a character either meets their target number exactly without exceeding it, or rolls a natural 1 or 100. Due to stats being locked at 20, a natural 81-99 counts as an auto-failure.

Called Shots: They impose their penalties as normal. Abilities such as the Marksman's First Awakening negate this.

Abilities and talents which add a +1 or higher to a check instead are rounded up to the nearest 5. (Ex: Weapon Focus grants a +1, and thus instead grants a +5 to the target number for the selected melee weapon. These bonuses are the only kind which can exceed the 80 lock on skills, however only up to 95.)

Saving Throws: A creature's saving throw DC is used to determine whether or not the character being afflicted will succeed against the effect. The DC is equal to double the original saving throw (max of 90).

Morta IV Specific Content

The following talents, spells, items, etc. are built specifically for the setting of Morta IV. While some can be integrated into games which aren't played on Morta IV, their original purpose is to be used there. These are typically talents, spells, items, and so on which are associated with an organization or planet on Morta IV.

All talents listed require the character to be a part of the listed organization.

Interplanetary Police Force

The defenders of Heion and by extension they try to defend the rest of the galaxy as well. They have a hatred towards arcane magic, to the point that Heion bans its use on their planet (however the IPPF is allowed to use it if they so wish).

Heion technology is some of the most prized among the galaxy due to its superior design and due to the fact that it is the most advanced technology currently known to the galaxy.

Exotic Melee Weapons

Name	Price	DMG	CRIT	RNG	WT	Type	PROF	Special
Carbon Nanoknife	225 G	1d4	19-20/x2	Melee	1 lbs.	S	Light	Enemy takes 1 bleed
Melt Knife	50 G	1d4	18-20/x4	Melee	1 lbs.	P	Light	Melts upon hit.
Heion T51 Laser Sword	500 G	1d8	x3	Melee	2 lbs.	Fire	One-Handed	Accurate
Monofilament Sword	950 G	1d10	19-20/x2	Melee	5 lbs.	S	One-Handed	Ignore DR/metals.

Exotic Firearms

Name	Price	DMG	CRIT	RNG	WT	Type	PROF	Special
Model E3G51 Heion Laser Pistol	500 G	1d8	x3	30 ft.	3 lbs.	F	One-Handed	Accurate
Model L0G51 Heion Laser Rifle	1,500 G	1d12	x4	80 ft.	10 lbs.	F	Two-Handed	Accurate
Model L0G52 Heion Microwave Rifle	10,000 G	1d10	x3	—	8 lbs.	F & E	Two-Handed	20 ft. Cone, +4 attack if the target is wearing metal armor
Model L4G12 Heion Disintegrator Rifle	20,000 G	2d8	x3	Melee	12 lbs.	F	Two-Handed	On the target's death, they are reduced to ash.

Note: The Microwave Rifle and Disintegrator Rifle are illegal, hence their cost being so high. These weapons should not be made readily available to the party.

Talents

Name	Prerequisites	Description
Scientific Upbringing	Born on Heion, or lived on Heion for more than 2 years	Gain proficiency with all Scientific Weapons (except for Rare weapons) and IPPF weapons.
Hatred against Arcana	—	Gain a +2 attack/damage against arcane casters.

The Corrupted Knights

A group formed by *Banadar Arkenach* with the sole purpose of aiding him in his conquest and enslavement of other races.

Corrupted Knights have a standard set of equipment they use along with specific styles they learn to aid their combat effectiveness. Corrupted Knights are not allowed to have families or friends, and aren't allowed to have a sense of self lest they begin to rebel. They shave their heads, and wear the same uniforms as one another (higher ranking officers are known by a title and nothing more). Most are Kendari due to being under the thumb of Banadar.

Alignment Restrictions: Any Unholy alignment.

Religious Restrictions: Must worship Banadar Arkenach

Armor

Name	Price	Type	AB	AP	ATD	Speed	Weight	Special
Interceptor Armor	100 G	L	+4	-3	+15	30 FT	18 lbs.	Immunity to Corruption, +2 AGI
Standard Armor	500 G	M	+6	-5	+10	20 FT	25 lbs.	Immunity to Corruption, +1 STR/END
Assault Armor	1,000 G	H	+8	-7	+8	20 FT	35 lbs.	Immunity to Corruption and Poison, +2 STR/END

Exotic Weapons

Name	Price	DMG	CRIT	RNG	WT	Type	PROF	Special
Kendari Greatsword	225 G	1d10	18-20/x2	Melee	12 lbs.	S	Two-Handed	Brutish, +1 STR, +1d4 Corruption dmg
Kendari Greatbow	50 G	2d4	x4	50 ft.	6 lbs.	P	Ranged	+1d4 Corruption dmg

Talents

Name	Prerequisites	Description
Devotion	—	When within 30 ft. of a fellow corrupted knight, gain a +2 bonus to attack, damage, or defense.
Corrupted Bloodline	Kendari	You have relatives who were in the Corrupted Knights. When hit with corruption damage, convert it into healing instead.
Kendari Proficiencies	Kendari	Gain proficiency with the Kendari Greatsword and Kendari Greatbow.

Knights of Beyond

A group of knights who formerly belonged to the kingdom of Makele before it fell.

The Knights of Beyond belonged to Makele's "Knights of Valor" around 3000 BY (Berngulsh Year, 1066 AD on Earth). Now, the year is 3950 BY (2016 AD) and the Knights of Beyond have since taken to the stars in their 900 year period of being away from Makele. The Knights of Beyond follow a strict code, with their main tenant being to eradicate the universe of 'sinners'.

Code of Conduct

- Eradicate the sinners of the known universe. Those who dare try to alter nature to their wishes using science or magic are sinners, and must be purged. Nature should take its course without the interference of man.
- Remain celibate until marriage.
- Never back down from the impossible, for even the impossible can be conquered.
- Prevent the continued creation of Clones, Abominations, and other unnatural creatures. Execute them humanely. Do not stoop to their animalistic level.

Talents

Name	Prerequisites	Description
Strike Fear and Flame	Intimidate 4 Ranks	Once per round when hitting an enemy, do a free intimidate check to demoralize the enemy. On a success, they take 2d6 points of fire damage.
Old Scars	Endurance 12	When entering combat with an enemy who the possessor of this talent has faced before, they gain a +2 circumstance bonus on attack rolls.
Massive Impact	Two-Handed Bludgeoning weapon	Once per day on a successful attack roll, do a free bull-rush attempt at a +2 bonus.
Power Armor Proficiency	—	Gain proficiency with the Knights of the Beyond's Power Armor.

Armor

Name	Price	Type	AB	AP	ATD	Speed	Weight	Special
T-21 Power Armor	25,000 G	H	+20	-15	+6	20 FT	60 lbs.	Immune to the vacuum of space, +4 STR/END, 10 ft. Fly Speed

Cerulean Grimoire

Named for the religious text they follow, the Cerulean Grimoire is more of a mercenary group than a religion. It is owned by Zach Theosen and Eizien Fvala, two scientists who are the largest known creators of clones and alchemical creations.

They are stationed all over Berngulsh and Heion, their goal being to gather followers for a mysterious purpose. Some say they are doing this in preparation for an apocalypse while others say they wish to transport themselves to a far off world. Not even worshipers are told of their purpose. Only Zach and Eizien know for sure.

Alignment Restrictions: Any unholy or neutral.

Talents

Name	Prerequisites	Description
Scalpel's Blade	Weapon Focus (Dagger or Kukri)	When dealing damage with a Dagger or Kukri, the target takes a -2 penalty to Defense. Doesn't stack.
Cerulean Body	Magical Aptitude (Water)	Doesn't suffer from the cold condition, however freezing still affects the character.
Science Resistance	Spellgrafter (Alchemist)	Resistance 5 to Earth and receive a +2 bonus on saving throws against poison.
Cerulean Technomancer	8 Ranks in Knowledge (Technology), levels in a spellcasting class	When rolling Heal, Knowledge (Magic), Knowledge (Religion), Spellcraft, or Use Magic Device checks 3/day use ranks in Knowledge (Technology) in place.

Armor

Name	Price	Type	AB	AP	ATD	Speed	Weight	Special
Armored Lab Coat	800 G	L	+5	-5	+16	30 FT	15 lbs.	Use potions as swift actions, +2 saves vs. poison, +1 MAG/RES
Cerulean Armor	9,000 G	H	+12	-8	+8	20 FT	35 lbs.	DR 5/Steel, swift action to use force shield below
Force Shield	—	S	+2	0	—	—	—	Fire Resistance 10, blocks Force attacks

The Interstellar Exploration Legion

A group dedicated to discovering and documenting the many anomalies around the world. Knowledge is their pursuit, and the loss of a potential artifact or alien technology could spell disaster for the many explorers in the legion. The IEL accepts all sorts of applicants from all backgrounds, especially those with secrets surrounding them...secrets, after all, means discoveries.

Some people express concern regarding the group and that sometimes things shouldn't be uncovered. This concern began after a group of field agents discovered the remnants of an Old God's church, and unleashed some of the creatures in the church out from the mysterious planet dubbed "X-50". Since then, more alien creatures from the Old God's world have been seen lurking in outer space in Morta IV.

Armor

Name	Price	Type	AB	AP	ATD	Speed	Weight	Special
Light Space Suit ¹	400 G	L	+2	0	+14	30 FT	15 lbs.	Immune to vacuum of space, life support system sustains life for 24 hours.
Full Space Suit ¹	1,000 G	H	+7	-6	+10	20 FT	45 lbs.	Immune to vacuum of space, life support system sustains life for 3 weeks.

1: Due to the IEF's openness and handing these out to those who wish to travel amongst the stars, Space Suits are available to everyone who are proficient with them.

The World of *The Fade*

The Fade Tabletop can take place on any setting the GM wishes, however the setting that the system (Morta IV) is made for is available for those who do not wish to run a game in their own setting, or for those who may enjoy the base setting of *The Fade Tabletop*. Included in this section is information on planets, races, stories, and legends in *The Fade Tabletop*.

Earth

The blue marble which humans are known to have come from. Earth resides in the ‘goldilocks zone’ of the solar system, making it perfect for sustaining life such as humans. It was once populated with many races other than humans, such as Elves and Dwarves, who had visited from other planets and star systems, though not through space travel using technology. Being introduced to arcane magic by the Elves, Humans began to use this to explore out from their own world and visiting other planets outside of the solar system and sometimes even the galaxy itself (though this was rare). Interplanetary travel by arcane means made it easy for humans to spread their influence outside of just Earth.

Divine magic was eventually learned as some humans were granted powers from their deities, though the introduction of arcane and divine magic started to make things problematic. The humans on Earth used and abused this might, and began revering powerful mages and priests as if they were deities themselves. An agreement was made by Adonai and a few other deities common to Earth that they’d seal the use of magic on the planet, and distance any other race from visiting the planet. Those who knew magic were killed or taken away from their homeland of Earth, and the races which lived close (such as Elves and Sustinere) were moved from their homeland to a new planet far away. In modern times, magic is all but a myth to humans, seen as an impossibility. There are still a few who possess a knack for unknown powers, however due to their rarity and inability to use their powers freely, they aren’t known by society.

Currently, Earth is populated by only humans, and the world has access to ‘modern’ technology. Travelling to Earth by magic is incredibly difficult and requires knowledge of the planet to begin with alongside the means to do so. Due to the distance between the Milky Way and Morta IV, galactic travel by starship is impossible. Even the highly advanced starships take years to even reach the Milky Way, and upon arriving at Earth the ship usually runs out of sufficient fuel and cannot be piloted towards Earth. For the few unfortunate enough to arrive through arcane magic, they are unable to escape due to the spell put on the planet long ago by Adonai. Because of the difficulty of getting there, and it being nearly possible to escape, very few even try, and those that do arrive on the planet shocked to learn they can no longer cast magic and are stuck on an unknown planet.

Venus

Known to be the former residence of the Elves and other races, Venus had a strong ecosystems which consisted of many lush forests and greenery. Alongside this lived many races who have been all but lost to the world save for Elves, Sustinere, Gargoyles, and the Centaur. Around the time of Earth's eradication of magic, these races were the only ones who were able to escape Venus before Adonai decimated the lands, turning it into an unlivable wasteland of toxic fumes. Because of this the former residents of Venus do not worship Adonai, even to this day.

Venites weren't very advanced technologically, however their advances in arcana and knowledge made them very intelligent. Old ruins exist on Venus that previously hosted cave systems created for the purpose of worship. In these ruins, ancient artefacts are said to exist. Despite this, very few go to Venus due to the risks and the possibility they'll never return.

Corta Diez

Homeland of the Kendari, this planet was formed by unnatural means. Its core is made of pure corrupted energy which was harnessed by the creator Banadar Arkenach in order to make the planet the way it is, and was also used to create the black sun which keeps Corta Diez in orbit. The landscape of Corta Diez is gray, and radiates an aura from the ground which hurts those who aren't accustomed to its unnatural landscape. (Those not born on Corta Diez or who are not Kendari or part Kendari take 1 point of corruption damage per minute on Corta Diez).

The planet is small, and desolate in almost every area except the one city stationed on the planet known as Avakdaram. Avakdaram's population is almost 100% Kendari, and the ruler is none other than the god of their people, Banadar. Avakdaram is a harsh city with harsh rules imposed for their citizens to be optimal and subservient to their leader. Some Kendari are trained for battle, and the lucky few who learn under Banadar's tutelage are known as the Corrupted Knights. They act as the enforcers of the land, and even travel outside of Corta Diez to enforce the Kendarin campaign elsewhere.

Corta Diez and Corruption Magic

Corruption is an artificial magic of unknown origin. It was only discovered recently, and to some scholars it is a discovery that should have never been made. It was only about 2,000 years ago that the magic was first discovered. Its discovery was attributed to Prf. William J. Barnaby, however he speculates that the wellspring of corrupted energy he found was placed there and he may not be the first to have discovered it. After taking some of the energy to research, he began to notice it burned through nearly everything it touched and those of his research team who tried to manipulate it found themselves going mad with power.

William jotted down plenty of notes on the substance, however the most interesting of which was the origin. It was traced to a planet that had never been seen before. Upon making an expedition for the planet, it was discovered the land was practically oozing the corrupted energy from the ground. Traveling across the landscape for a while, they found a city and were shocked to see inhabitants in the city. The last of his journal that was recovered stated that he was excited to talk to the locals and was hoping to communicate with them. The only surviving crew member of his ship was onboard waiting for him to return, and had been in charge of saving all of the ship's records (including William's journal entries) for archival purposes. William and the crew he took down to the planet with him never returned, and future explorers to the planet did not come home.

The Dark Lands

A cold and obviously dark place filled with sorrow and loneliness. This desolate planet is constantly surrounded by dark storm clouds which blot out the little sun which they receive. Down below, artificial light is used so the inhabitants known as Shadowers are able to see. Shadowers are kind, and their societies are rarely violent due to their focus on diplomacy and the importance of wordplay. One of the largest cities on the planet is known as Hoava, a prosperous area which trades with other planets to keep its economy and citizens alive due to the soil and lack of sun on the planet being counter-productive for farming and thus living in general.

The Dark Lands are also known as the 'Shadow World' or in Shadow Tongue it is known as Odorosk.

Nirvana

Close to heaven though not in the same hemisphere, this is one of what are known as the 'Spiritual Planets' due to it being the home of some good deities and demi-gods, and the fact that Angels reside in and protect Nirvana. The planet was created by Shinda, and is the home and birthplace of angels. Outsiders are not allowed within Nirvana, whether living or deceased. Only those wishing to seek Shinda's advice and those who know her personally are allowed to visit.

The planet itself is beautiful with many trees and ponds adorning the paradise for angelic beings. This is all punctuated by the large castle in the center of the small city in Nirvana in which Shinda lives.

Abatna

A hellish landscape that reeks of sulfur, Abatna is another one of the 'Spiritual Planets' known to be the lands where demons and other hellish creatures are created. The planet is coated with a thick layer of smog which blocks out the sun's rays, though despite this the planet is plenty warm due to the volcanic activity which is prominent on the surface. The largest city on Abatna is known as 'Hokar' which houses the ten demon lords who watch over the land in Apollyon's stead.

Mortals who have committed atrocities aren't sent to Abatna, however those who have been deemed worthy by Apollyon (such as his own worshippers) are sent here upon death to go through the rituals to make them a demon to serve him once more.

Heaven

Adonai's realm, and the land where good mortals end up at when they die. Heaven is a beautiful landscape similar to Nirvana, however Heaven is the strangest of the 'Spiritual Planets'. The surface is a stronghold crafted by Adonai and his angel servants bestowed unto him by Shinda in order to defend the deceased mortals from outsiders attacking, while those living underground in their designated homes are offered a miniature world for them to live in and mold to their own personalities and wishes. This way all are satisfied with the paradise they live in.

Hell

Apollyon's personal domain, and the land where the wicked go upon death. There is no solace, no rest, and no comfort in hell. In a stark contrast to the fiery infernos of Abatna, Hell is dark and cold. The planet's surface is a wasteland of rock while the underground is nothing but a dark cavern with endless people in chains. Those in Hell are unable to sleep due to being dead, however they are given nothing to do due to being bound. Apollyon himself is rarely in his own domain for long due to it being boring and uninteresting to him, however when he is residing at home he has a throne especially made for him to rest upon.

Goblinian

A planet once bustling with tons of races including the standard humans, elves, and the like. Due to the conquest of a devout Goblin seeking to unite the world and rid it of evil, the other races soon became scarce on the planet until the only races left were Goblins, and the few stray Half-Goblins. They dubbed the planet after their original kingdom of Goblinian. Rangar the Great King is revered as the greatest of Goblin rulers, and the Goblins of Goblinian strive to be just like him.

Dratvian

The planet of the Dwarven people, Dratvian's residents mostly live in underground lairs and cities. These cities are filled with artificial lights and are heavily fortified by city walls made with layers of stone to keep their defenses from cracking even slightly. The underground is one big city known as 'Dovagaha Ortu Tokra' or 'The Inner City'. The inner city is divided into two parts: The East and the West. The East has higher grades of technology including laser and plasma weaponry while the west has more medieval weaponry with a bit of modern firearms cropping up here and there among the wealthy. The divide between the two was not done out of racism, but merely done to separate the wealthy from the poorer class.

The Eastern half funds the military: The Planetary Dwarven Police or TPDP, and provides them with the means to protect the place from outside invasions. The planet's surface is used as a docking port for starships for those travelling. The West own vehicles that help them mine known as the 'Gotoranok' and those lucky enough get into work fixing and building space ships.

Borz'a Doran

The desert planet ruled by the Orc people. It was never a land bustling with vegetation, or anything of the sort. Instead the lands from day one had been sandy. The lands are made even fiercer by the twin suns beating down on the planet. The lands are unforgiving, and even Orcs born on another planet struggle to make these lands their home. Orcs born in these lands are immune to the effects of the heat.

The Elemental Planets

The following are planets which revolve around the elements, and in one way or another incorporate the element as the main theme of the planet.

Efraga (Fire)

The flaming planet. The surface of the planet is a blazing inferno that constantly rages and shoots gouts of fire into the atmosphere, all of the flames coming directly from the planet's core which is spilling out to the surface. Despite the toxic fumes, there is one safe place for space ships to land and that is known as 'The Great Peak', a dormant volcano with a society living within it.

Uryana (Water)

The planet of crashing waves. Uryana is filled with about 90% water, the rest of which are small islands grouped together to form the only living society above water known as the 'Republic of Uryana'. Below the water hosts many sea creatures, most of which have succumb to deep sea gigantism, becoming incredibly larger than normal members of their underwater species.

Gurot (Earth)

The planet of shifting earth. Always subject to earthquakes, Gurot is a planet with many mountains filling its landscapes. Inside of the mountains the races take residence as the earthquakes strangely do not cause cave-ins, and the outside slopes are prone to avalanches caused by these earthquakes.

Vruthnet (Electricity)

The planet of never ending thunderstorms and lightning strikes. Vruthnet is almost constantly storming (leading to it raining or snowing often), electricity striking the ground at least multiple times a day and sometimes spreading the electric strikes among the puddles on the muddy ground. There is but one country known as 'Zathfa' and it is built above the thunderclouds for the sake of travelers from space. This way they can park their ship and take the long elevator down to the surface lands.

Whuwon (Wind)

The planet of strong and soft winds. Whuwon is a gas giant rarely plagued by severe storms, and that lacks a true city. Instead, it hosts a single town next to a landing zone for ships. 'Whistra' is the name of this town, and the main source of income for the town is advertising itself as a gathering spot for mercenaries.

Lork (Force)

The mythological planet. Unseen to all, even Elementalkin whose blood relates to the planet, Lork is a myth among starship crew members. It's said it was a sister planet to Whuwon, and was surrounded by the energies of force which is in and of itself mind-blowing to those magically inclined and those with only an inkling of magical knowledge. Scholars speculate that the planet has a high concentration of strong force-like winds, or perhaps a device exuding the energy and thus granting its residents its power. Either way, the planet is only a myth for now.

Heion

Also titled 'Neo-Earth' by some of the dwellers who see it as the new Earth. Being one of the technologically advanced planets, Heion has a strict 'no magic' law, barring citizens from being able to cast, study, or use magic in any way. Travelers can still keep their magical items, tomes, and the likes however they are not allowed to be used. The police are the exception, as those in the Interplanetary Police Force have been granted the right to use magic in its entirety.

Much of Heion's culture is similar to Earth, and the majority of the planet worships Adonai. Chaplains of Adonai ask for music, television, media, and other Earthly artifacts to which Adonai will grant this to them. This is allowed under the one rule that the Chaplains, and the followers of Adonai who live in Heion mustn't visit Earth.

Dreyga

A planet in the outskirts of Morta IV. The planet has very little inhabitants due to its snowy environment, and lack of native races. There are only two existing colonies on the planet (both from outside forces). One on the North Eastern side of the planet is a base set up by the Interplanetary Police Force, and is meant as a checkpoint for traveling IPPF officers aboard a space vessel. The other colony is a royal family who had claimed the planet as their own and nobody recognized their ownership over the planet. They settled on owning a country on the planet, and have since been recognized as "Snowtopia". Contrary to what they make others to believe through scam advertisements, their country has no inhabitants other than themselves, and the whole point of the advertisement is to try and convince people into living there finally. This has yet to work.

Broan

A planet slowly being eaten by the star which it circles, pieces of the planet slowly floating off into space. On the far side of the planet not being devoured quite yet exists a base that a space pirate gang takes residence in. The space pirates (known only by their ship name, the SS-Ravager) only ever send a few men out on jobs of plundering and assaults due to the fact that the Interplanetary Police Force makes continuous efforts to attack the base in order to retrieve the stolen goods before they're lost forever, and to rid the galaxy of the SS-Ravager's threat.

Berngulsh

Also known as 'The Hub World' or by its proper Dagonra name 'Despair', it is mostly populated by medieval weaponry and magic, though due to its stance on interplanetary trade being open, it receives the occasional technological equipment from traders. These technologies are rare however due to the love for tradition, and the fact that on the planet the technology is incredibly expensive. Even if technology would be widely introduced, the locals of the planet would not be so keen on change and would stick to the tradition of swords and bows.

- **Central Noach** (Continent, Central): The northern sect of the world. It houses most of the smaller countries of the world mashed together.
 - **Ui-Ko** (Country): A smaller country than most, Ui-Ko is a very poor region, most not choosing to live there by choice.
 - **Javan** (Country): Another smaller country with the majority of Orcs and Pashal taking refuge at. The country is known for its rare gemstone caves which are abundant.
 - **Sokunha** (Country): A rather long and thin country that was founded by the ancient humans. It has a great deal of human artifacts and treasures hidden in its soil. The capital city Kabienea primarily speaks Russian, and trades in silk and coal.
 - **Palth** (Country): The second human settlement founded by the ancient humans. Its olden wartime strategies are still used in their modern army and are just as effective. The capital city Lokren is known for its abundance of rare and intriguing spices making it a central hub for alchemists and cooks alike.
 - **Lekroe** (Country): Founded only recently, its influence is great. The culture, language, and overall society is strange to foreigners, however they learn quickly the differences and to accept the oddities. The main language spoken in the capital city Kondai is Japanese.
 - **Keervabeun** (Country): A country with very little man-made structures and inhabitants in general. The old cathedral of Lost Star is said to have been the testing grounds for an experimental creature...
 - **Unexplored Lands** (North) Said to be the entirety of the Northern Noach. It is full of icy terrain and unmarked lands. Eskimos are rumored to live up in these lands, however the abundance of monsters makes this rumor unlikely.

Unexplored Lands

Palth



Southern Noach (Continent, South) the center of the world, and the land once inhabited by the Original Five Humans. In the past, this land was the home to the Satori species, one of great intellect and magical prowess. The lands owned by the Satori are now overrun by evils beyond the original fiends from the pits of Hell.

- **Rihlilg** (Country) - Meaning “Control” in Draconic, Rihlilg was once the country where the Guild of Virtues stood, more specifically in the capital city of Naglfar. It is now owned by a young King named “Arroan Steele”, who has been protecting the graves of four out of the original five since his father’s assassination.
- **Marfedelom** (Country) - Tainted by the rot of corruption, these lands are circled constantly by dragons known as “Fell Dragons” who guard the loth Thaczil di Malsvir (Holy Land of Evil in Draconic). Named after the word for Death in Draconic, it is well known the unprepared are soon mauled by Fell Dragons and either twisted into monsters or made food by those seeking to attack. The country, despite its size, does not have a single capital. The closest thing to a capital the country bears is the city Revnik di Vers (Chair of Power in Draconic), a land ran by a church who worships the Godking Banadar Arkenach, ruler of the Plane of Corruption. Previous to the Godking’s arrival as a Religion, the land’s Fell Dragons still ran amok, however even less populated the lands of Marfedelom.
- **Kyukeisho** (Country) - Meaning “Resting Place” in the Satori language, the country was once known as Yoru no Hoyo, “Evening Breeze” in Satori, and was a proud country of adepts in the arcane arts seeking to conquer the threat of Demons, Devils, and other horrors from the crack in the world known as Jigoku no Kuchi or “Hell’s Mouth”.
- **Weloh Driki** (Island) - Translated from Draconic to “Little Bug”, this island bears the city of Kree, a land where the trials to become a deity take place. If one is brave enough, they can enter the depths of the dungeon known as the Test of Holy Might. Only a select few have taken the test, and those who have taken the test and failed did not return.
- **Pustynya** (Country) - Known simply as “desert” in Russian, the desert land is mostly uninhabited with only a lone city at the edge of the borders named Krakkda which only barely is able to survive due to imported water from the south and west. Pustynya’s sand, for some odd reason, is white as opposed to the tannish yellow that sand normally is, leading some to think it is really snow on a first glance.



Synthia (Continent) - A prosperous land that is inhabited by four warmongering tribes, each with just about as much power as the other. All four groups are in a standstill, unable to shake one another, lest one lose their grip and let another take it.

- **Agaha (Country)** - Due to the discovery of steam powered equipment in the past, this land is filled with commodities and oddities that only one from Agaha truly understands. This country is known for the desert portion seemingly slowed by time, leading to the sun staying up from 4 AM to 11 PM.
 - *Fort Falkner*: In 922 Agaha's existing military sought to quash the reign of bandits once and for all. This led to a 2 yearlong battle that spanned the entire desert area, and led to the death of many men on both sides. Unfortunately the bandits of Agaha triumphed and the Knights of Falkner were vanquished. These ruins still stand today to remind those of the power the bandits hold.
 - *Huuvihen*: With influence from the bandits of Agaha this town is constantly plagued with undesirables roaming about. Residents quietly plot to overthrow the rule of their tyrannical leaders, though they rarely act upon their plots.
 - *Camp Bahehan*: The largest sect of bandits in Agaha, this group is known for their member's indulging in cannibalism and other atrocities. Despite the fact that they are bandits, their influence remains...
- **Hunvu (Country)** - Though the smallest of the countries, Hunvu proves to be a strong force nonetheless, its capital city of Avanndau hosting a large portion of the countries' population. The city in the past was known for hosting the Kobraks, a group of tyrannous mercenaries who ruled over the land, and was thwarted afterwards by the Regalia of Hunvu.
 - *Avaandau*: The former city of the Kobraks and currently the strongest city in Hunvu, Avaandau is ruled by the "Regalia of Hunvu" a mercenary force with incredible influence over the city.
 - *Kuuvnu*: A small alcove with very few residents, the only reason this place is untouched by the Kobraks and other potential invaders is due to the fact that they have a powerful shaman living in their town.
- **Sakva (Country)** - With high mountains and hills along with their flatland, the country of Sakva is massive only tied with Agaha. Sakva, despite being large, has seen drops in trade coupled with the recent inflation and taxes partaking in their capital city Kkrevuuk, ruled by Orcs.
- **Terraka (Country)** - Relatively untouched by most humanoids, the lands of Terraka are known to be full of radiation and dangerous chemicals due to recent events. Their capital city Pathasa hosts an Alchemist's guild which owns the world's majority of firearms and technological weapons.



Each race and culture has its own legends and myths, some of which overlap, and others are unique to that race or culture. Below are some legends and myths from the various cultures around the galaxy.

Heion

The futuristic society of Heion includes many cultures and races, each of which has adapted to the new and advanced technology. Due to Heion's love of Earth culture, it has adopted many different aspects of it, as well as using media which originated from Earth: movies, TV shows, memes, games, and music. People from Heion rarely make attempts to connect to Earth's internet servers, and those who do are subsequently arrested since contacting Earth is illegal and in violation of Adonai's promise to Heion in which he'd give the citizens of Heion Earth media, and in return they would refuse contact with Earth.

Despite the long distance, some Earthlings have managed to somehow make their way into Heion internet servers by mistake, these mistakes are often quickly rectified due to the high level of internet security each site is required to have. There was an incident in 2005 AD (3939 BY) that an Earthling hacker managed to make their way into the site "Rigg's Internet Security" and stole crucial information on the site regarding defending against attacks from hackers, and viruses. The CIA is still investigating this incident, and trying to discover the "mystery source" of the code.

Interplanetary Police Force

The police of Heion and the self-entitled defenders of space. Abbreviated as IPPF, it is led currently by Sarvok Yolstrik IV who is the 2nd in his family (followed by his father and grandfather) who have taken up the mantle and became the Police Chief. The IPPF has the same prejudice against arcane magic as Heion does, yet despite the prejudice the IPPF has been authorized by the Heion government to use magic. Very few pursue it because of the prejudice, or use it sparingly.

In the past hundred years, the IPPF has discovered "Heion Crystals" which are used in manufacturing Heion's laser weaponry, such as the E3G51 Laser Pistol. The Heion Crystals are incredibly accurate, and phased out the rather brutal and 'primitive' disintegration weaponry that the IPPF used previously. The disintegration rifle and the microwave rifle were used previously due to their effectiveness in killing targets (or in the microwave rifle's case, causing immense pain), and despite the fact that the weapons were incredibly useful, they were seen as unethical. This is mostly due to the fact that enemies who killed Interplanetary Police Officers took the disintegrators and microwave rifles tended to torture the IPPOs, and when their men died, their enemies became better armed and more viable threats.

The Dark Lands

Once populated by a lonely race named the Unyura, the Dark Lands were once known as the Dark World by its one and only group of inhabitants thousands of years ago. At this time, the planet was unbreathable and the gravity was too oppressive for humanoids. This was around -2000 BY or 3934 BC.

Tales are told about the mysterious Unyura, however scholars agree that Shadowers are the descendants of humans breeding with Unyura over a long period of time and becoming attuned to the planet's naturally dark energies. The Unyura have since died out, taking most of their culture with them. Some of it remains in the Shadower's own culture, such as the next in line to be the head of a household will drink the ashes of their deceased father to inherit his strength.

The Other World

Though most of the places in The Fade are planets (even Heaven and Hell), The Other World is an entirely different land. It is only a rumor, those who claim to have seen The Other World all have similar accounts to what it looks like and how things acted. The "world" is cited as being an endless wasteland of sand and dirt, the sky up above always changing and morphing while at the same time managing to appear consistent. Creatures are said to live in The Other World, yet nobody knows exactly how to describe them, and artists have a hard time drawing the creatures in a way which accurately portrays them. People experiencing The Other World are unable to be harmed despite the creatures that exist on the world. The reports on how people felt always varied. Some felt at peace in the world, others felt frightened, and rumor has it some who approach with curiosity eventually learned how to completely separate themselves from their mortal body and forever live in The Other World.

Berngulsh Year (BY)

Berngulsh Year (abbreviated BY) is the year counter used in Morta IV among the majority of the planets. The BY system starts at year 0 on Berngulsh, the date the planet's inhabitants created their writing system, and began documenting their history. Any history before BY 0 is denoted as a negative and the amount of years it was away from Year 0. For example, BY -100 would have been 100 years before BY 0. The BY system as of 3950 BY (2016 AD) was invented in the 20th century BC in Earth time (1934 BC).

Human and Satori

Humans and Satori once lived in harmony on Berngulsh, the Satori lived in Kyukeisho and Humans lived in Rihilig down below. The earliest known Satori in Berngulsh lived between -20500 BY and -18452 BY. The earliest known Human began living on Berngulsh around -9834 BY, and the peace lasted between the two races for thousands of years. By 210 BY, this peace began to deteriorate, Satori had trouble holding back demons at Jigoku no Kuchi and some of the demons entered into the land of Rihilig. Humans killed the demons and then the Satori for their failure.

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